

# SYLVAN ELVES

JUNE RELEASE



**STATBLOCKS FOR 5E  
CAMPAIGNS**



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## Credits

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## Sylvan Elves

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Deep within the heart of the Sylvarian Forest, a timeless tale of strength, unity, and resilience unfolds. Allfather, the eternal guardian, and Crown Prince Thalion, the living embodiment of the forest's might, are more than mere rulers. They are symbols of the harmony between the Sylvan Elves and the mystical woods that they have sworn to protect. They are the forest's heartbeat and its guiding force. Yet, the forest and its inhabitants continue to grow and evolve. The world around them doesn't stand still, and neither can they.

Each new generation of Sylvan Elves is more adaptable, more ready for change. As the forest expands its reach, so does the need for greater defenses. In response, more elves are stepping into the call of duty, receiving rigorous military training to become defenders of their homeland. But the elves don't stand alone. Other dwellers of the forest, creatures of both flesh and spirit, join in this sacred commitment. These allies are diverse in nature but united in purpose, lending their unique strengths and abilities to the collective defense of the forest.

Meanwhile, deep within the forest's heart, where the oldest trees tower above the rest, long-forgotten spirits stir from their slumber. These ancient beings, known only in whispers and half-forgotten tales, are born from the very essence of the forest. Bound by their love for the Sylvarian Forest and emboldened by a protective instinct that transcends time, these spirits heed the call of their sacred homeland.

Yet, unlike the elves, these spirits are not known for their mercy. When faced with a threat to their home, they are fierce and unyielding, a force of nature untamed and untempered. They are the forest's wrath, its unspoken threat to those who dare to disrupt the delicate balance. They are the storm that brews within the tranquility of the Sylvarian Forest, the roar within its silence.

As change sweeps across the Sylvarian Forest, new alliances are formed, ancient powers reawaken, and a new era of protection begins. For the forest is more than a haven of unique flora and fauna. It is a testament to life's resilience, a symbol of unity against all odds, and a beacon of hope in a changing world. The Sylvan Elves, their allies, and the forest's ancient spirits stand ready. Together, they shall face whatever comes, preserving the forest's ancient secrets and breathtaking beauty for generations to come.





## Prince Thalion

Crown Prince Thalion, the youthful and ambitious son of the Allfather, stands as the winds of change for the Sylvarian Forest. The prince is a unique blend of tradition and innovation, valuing the ancient wisdom of his people while recognizing the benefits of embracing the wider world's teachings. His perceptive mind understands that the forest and its guardians can gain much from the outsiders, from diverse strategies to different perspectives.

Thalion is not merely the hope for the future; he is the spark that ignites the present. His ideas and tactics, many of them inspired by outsiders, bring fresh vigor to the forest's defense. His leadership isn't confined to theoretical strategies. Thalion, with his sharp mind and razor-edged twin blades, is an active force on the battleground. He fearlessly leads from the front lines, his skill as a blade dancer second to none. His strength is not merely physical but strategic, as he integrates novel tactics into the elves' battle repertoire.

Yet, Thalion's vision extends beyond the elven community. He sees the strength in unity, the power that comes from aligning all forest inhabitants in common cause. With this foresight, Thalion has extended the reach of military training to non-elves, fostering a bond of shared defense and mutual respect among different species. This initiative has been a revolutionary step towards fostering unity and synchronicity in the forest's defense.

He is not just a prince; he is a symbol of a new era. Thalion embodies the promise of change, the integration of old wisdom with new ideas, the blend of inherent skills and learned tactics. Though his father's reign is not yet over, there's no doubt that Thalion is shaping up to be a leader of immense stature and depth. And when the time comes for him to take up the mantle of the Allfather, there is little doubt that Thalion will lead the Sylvarian Forest and its inhabitants into a future bright with possibility and secure in its continuity.



## Prince Thalion

Medium celestial (elf), lawful good

**Armor Class** 18 (elven half scale mail)

**Hit Points** 127 (17d8 + 51)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	22 (+6)	17 (+3)	14 (+2)	15 (+2)	13 (+1)

**Saving Throws** Dex +10, Con +7, Int +6

**Skills** Acrobatics +10, Perception +6, Stealth +10, Survival +6

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Celestial, Common, Elvish, Sylvan

**Challenge** 12 (8,400 XP)

**Proficiency Bonus** +4

**Celestial Weapons.** Allfather's weapon attacks are magical. When the Allfather hits with any weapon, the weapon deals an extra 2d6 radiant damage (included in the attack).

**Deadly Strike.** Thalion deals an extra 14 (4d6) damage when it hits a surprised creature with a weapon attack.

**Evasion.** If the Thalion is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the Thalion instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

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

**Mask of the Wild.** Thalion can attempt to hide even when only lightly obscured by foliage, heavy rain, falling snow, mist, or other natural phenomena.

**Silent as a Falling Leaf.** Thalion has advantage on Stealth checks made in natural terrain.

**Legendary Resistance (2/Day).** If Thalion fails a saving throw, it can choose to succeed instead

### Actions

**Multiattack.** The Thalion makes three attacks.

**Shortsword.** Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 6) piercing damage plus Hit: 7 (2d6) radiant damage.

**Leaf Whirlwind (Recharge 5-6).** Thalion moves up to its speed in a straight line without provoking opportunity attacks. During this movement, Thalion can make one shortsword attack against each creature it moves past.

### Bonus Actions

**Cunning Action.** The Thalion can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

**Blade Dance (Recharge 5-6).** Thalion can make a melee weapon attack against each creature of its choice within 5 feet.



# Dryad Witch



## Dryad Witch

Medium humanoid (elf), chaotic good

**Armor Class** 16 (natural armor)

**Hit Points** 120 (16d8 + 48)

**Speed** 30 ft.

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

**Saving Throws** Dex +7, Cha +7

**Skills** Perception +6, Stealth +7

**Damage Immunities** necrotic

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, Sylvan

**Challenge** 6 (2,300 XP) **Proficiency Bonus** +3

**Innate Spellcasting.** The dryad witch's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *druidcraft*, *entangle*, *speak with animals*

3/day each: *barkskin*, *plant growth*, *call lightning*

1/day each: *commune with nature*, *contagion*

**Spellcasting.** The dryad witch is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *chill touch*, *poison spray*, *prestidigitation*

1st level (4 slots): *charm person*, *ray of sickness*, *sleep*

2nd level (3 slots): *hold person*, *ray of enfeeblement*, *web*

3rd level (3 slots): *animate dead*, *bestow curse*, *plant growth*

4th level (3 slots): *blight*, *dominate beast*

**Magic Resistance.** The dryad witch has advantage on saving throws against spells and other magical effects

Stirred from their eons-long slumber by the encroachment of outsiders, the Dryad Witches rise. These ancient spirits, deeply entwined with the Sylvanian Forest, embody the wrath of nature itself.

Their forms, as beautiful as they are imposing, blend seamlessly with the forest. Cloaked in gowns of lush foliage, their eyes glow with the unfettered power of the wild. Their serene facade belies the tempest that stirs within, a testament to the forest's dual nature of tranquility and fury.

Unyielding and merciless, the Dryad Witches respond to the intrusion of their sacred home with a wrath as old as the forest itself. Their magic, potent and wild, surges from the deepest wellsprings of the forest's life essence, a primal force unleashed on those who disrespect their domain.

Silent and swift, they move like shadows among the trees, their wrath resonating in the forest's rustle and the wind's howl. They are nature's response to disrespect, a reminder that the forest, while beautiful and nurturing, can also be commanding and devastating when provoked.

To some, the Dryad Witches are a cautionary tale, a force deterring the violation of the forest. To others, they stand as the defiant heart of the Sylvanian Forest, a lasting testament to the might of nature when threatened. They serve as the forest's ultimate guardians, and a potent warning of the consequences of underestimating the wrath of nature.

## Actions

**Vine Whip.** Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 8 (1d8 + 4) slashing damage plus 7 (2d6) necrotic damage.

**Rooting Touch.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) necrotic damage. The target must succeed on a DC 15 Strength saving throw or be magically rooted in place. A rooted creature is restrained and takes 5 (1d10) necrotic damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Fertilize Transformation.** The dryad witch targets one incapacitated creature that is rooted by its Rooting Touch. The target must make a DC 15 Constitution saving throw. On a failed save, the target withers away and dies, becoming fertilizer for plants within a 30-foot radius centered on its location. The area becomes difficult terrain, and any plant creature that starts its turn in the area gains advantage on attack rolls until the start of the dryad witch's next turn. This effect lasts for 1 minute

## Bonus Actions

**Fey Step.** The dryad witch magically teleports up to 30 feet to an unoccupied space it can see.



# Centaurion Rankleader

The Centaurion Rankleaders are unique beings born of legend, bridging the gap between the Sylvarian Forest and the mythical realm of the Feywild. These formidable creatures, half centaur and half satyr, carry the strength of the forest in their sturdy equine bodies and the wild magic of the Feywild in their playful satyr spirits.

Crown Prince Thalion, recognizing their strength and fleetness, has trained them to become Rankleaders in the Sylvan defense force. Swift as the wind, they carry messages and directives between elven units, ensuring seamless communication and coordination. Their size and strength, coupled with their keen intelligence, make them effective leaders on the battlefield.

Off the battlefield, their satyr heritage endows them with an enchanting charisma, enabling them to maintain high morale among the ranks. They strike a balance between discipline and mirth, ensuring that the defense forces remain alert yet spirited.

The Centaurion Rankleaders embody the unity of the forest and its inhabitants. Under Thalion's guidance, they serve as crucial links between the various factions within the forest, holding the defense lines together with their strength, speed, and charisma. They stand as the testament to the power of cooperation, leading the Sylvan forces towards a united front in defense of their shared home.



## Centaurion Rankleader

Large fey, chaotic neutral

**Armor Class** 15 (natural armor)

**Hit Points** 126 (12d10 + 60)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+3)	20 (+5)	12 (+1)	14 (+2)	16 (+3)

**Saving Throws** Con +8, Cha +6

**Skills** Perception +5, Persuasion +5, Athletics +6

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

**Languages** Common, Sylvan, Elvish

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Charge.** If the centaurion moves at least 20 feet straight toward a target and then hits it with a melee weapon attack on the same turn, the target takes an extra 10 (3d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

**Leadership Aura.** Friendly creatures within 30 feet of the centaurion have advantage on saving throws against being frightened and gain a bonus of +2 to their attack rolls.

**Fast Movement.** The centaurion can move quickly, and its speed is not reduced by difficult terrain

### Actions

**Multiattack.** The centaurion makes two attacks: one with its hooves and one with its longsword or longbow.

**Hooves.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 4) bludgeoning damage.

**Longsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 4) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. Hit: 9 (1d8 + 3) piercing damage.

**Charm Person (Recharge 5-6).** The centaurion targets one humanoid it can see within 30 feet of it. If the target can see and hear the half centaur half satyr, it must succeed on a DC 15 Wisdom saving throw or be magically charmed by the centaurion until the end of its next turn. The charmed target regards the centaurion as a trusted ally to be heeded and protected. Although the target isn't under the centaurion's control, it takes the centaurion's requests or actions in the most favorable way it can

### Bonus Actions

**Horn Order (1/day).** The centaurion unleashes a commanding blast from its horns, forcing all creatures within a 30-foot cone in front of it to make a DC 15 Wisdom saving throw. On a failed save, a creature becomes charmed by the centaurion for 1 minute or until it takes damage. Charmed creatures must follow the centaurion's verbal commands to the best of their ability. They can repeat the saving throw at the end of each of their turns, ending the effect on a success.



## Sylvarian Ranger

Medium humanoid (elf), neutral good

**Armor Class** 15 (studded leather)

**Hit Points** 39 (6d8 + 6)

**Speed** 35 ft.

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

**Saving Throws** Dex +5

**Skills** Perception +3, Stealth +5, Survival +3

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

**Languages** Common, Elvish

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**Fey Ancestry.** The ranger has advantage on saving throws against being charmed and cannot be put to sleep by magical means.

**Archery.** The ranger has a +2 bonus to attack rolls it makes with ranged weapons

### Actions

**Multiattack.** The ranger makes two ranged attacks with its longbow or two melee attacks with its shortwords.

**Longbow.** Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 3) piercing damage.

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

### Bonus Actions

**Hunter's Mark.** The ranger can choose a creature it can see within 90 feet and mark it as its quarry. The ranger deals an extra 1d6 damage to the marked target whenever it hits it with a weapon attack and has advantage on any Wisdom (Perception) or Wisdom (Survival) checks to find it. The ability lasts for 1 hour or until the target drops to 0 hit points or the ranger uses this ability on a different target.

### Reactions

**Evasive Maneuver.** When the ranger is targeted by a ranged weapon attack, it can use its reaction to impose disadvantage on the attack roll.

## Sylvarian Ranger

The Sylvarian Rangers are the steadfast defenders of the forest, ordinary elves transformed into capable soldiers through the military training program instituted by Prince Thalion. Despite their humble beginnings, these elves stand as a testament to the power of dedication and discipline, having honed their skills to become competent warriors.

These elves have a natural affinity for archery, their arrows finding their targets with impressive accuracy. Under Thalion's guidance, they have also developed their swordsmanship skills, allowing them to adapt to changing battle situations with ease.

Their profound connection with the forest enhances their abilities, allowing them to navigate the dense foliage and varied terrain seamlessly. They move silently, their steps leaving no trace, their presence felt only as a gentle whisper of the wind.

The Sylvarian Rangers stand as the embodiment of Prince Thalion's vision for a versatile and adaptable defense force. Born from humble beginnings, they protect their forest home with unwavering dedication and quiet strength, upholding the honor and resilience of the Sylvarian Forest.





## Elyana Gracestep

Born a commoner in the elven city of Everska, Elyana Gracestep rose beyond her humble origins through sheer grit and valor. Forsaking traditional arcane pursuits, she embraced martial combat, mastering the spear and shield to devastating effect.

Elyana proved her worth in countless battles, her swift and precise strikes becoming legend. Her leadership was earned through bravery and resolve, leading from the frontlines with her gleaming spear and steadfast shield. She stood as a beacon of hope to her followers and a storm of wrath to her foes.

Her story continues to inspire her people, reminding them that true strength lies not in status but in spirit. The image of her favorite weapons, a spear and a shield, serves as her sigil. Elyana Gracestep, a testament to elven pride and strength, steps with the grace of the elves and the might of the greatest warriors.

**Personality Trait.** “Common born, battle forged. My spear strikes, my shield stands.”

**Ideal.** “I fight for honor, for my people, for the defenseless.”

**Bond.** “My strength is my people. Their safety, my duty.”

**Flaw.** “Pride fuels and blinds me. I am resolute, yet reckless.”



## Elyana Gracestep

Medium humanoid (elf), lawful good

**Armor Class** 22 (plate, shield)

**Hit Points** 88 (16d8 + 16)

**Speed** 30 ft.

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

**Saving Throws** Str +5, Con +3

**Skills** Athletics +5, Perception +5

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

**Languages** Common, Elvish

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

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

**Shield Expert.** Elyana gains a +2 bonus to AC while wielding a shield.

### Actions

**Multiattack.** Elyana makes two melee attacks: one with her longsword and one with her shield bash.

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

**Shield Bash.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

**Battle Cry (Recharge 5-6).** Elyana lets out a resounding battle cry. Friendly creatures within 30 feet of her that can hear her gain advantage on their next attack roll before the start of her next turn.

### Bonus Actions

**Shield Wall (Recharge 5-6).** Elyana can take the Dodge action and grant herself and friendly creatures within 10 feet a +2 bonus to AC until the start of her next turn.

### Reactions

**Shield Block.** When Elyana is hit by an attack, she can use her reaction to raise her shield and gain a +5 bonus to her AC against that attack.



## Zyra Hardskin

In the untamed halfling lands, Zyra Hardskin stands a fierce warrior, marked for leadership not by birth but by strength. Born to simple foragers, she nurtured an uncanny aptitude for combat, favoring a hefty battle-axe that belied her small stature.

Zyra's mettle was proven when she faced a pack of dire wolves threatening their camp. With her battle-axe and primal fury, she turned the threat into a triumphant challenge, her victory signaling her potential to lead.

Her valor reverberated through the tribes, soon earning her the title of chieftain. Zyra Hardskin, the halfling barbarian, became a beacon of resilience and strength. Her leadership echoes the wild spirit of her people, embodying the truth that great leaders are sometimes forged, not born.

**Personality Trait:** "I'm Zyra Hardskin, a storm in halfling form. Small in stature, large in spirit, fierce in battle."

**Ideal:** "Leadership is not given, it is earned. I lead with the force of my axe and the strength of my heart."

**Bond:** "My tribe, my people. Their survival, my responsibility. Their honor, my pride."

**Flaw:** "I am a creature of fury and instinct. My rage fuels me, but it can also lead me into danger."

## Zyra Hardskin

*Small humanoid (halfling), chaotic neutral*

**Armor Class** 15 (studded leather)

**Hit Points** 67 (9d12 + 9)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	15 (+2)	10 (+0)	18 (+4)

**Saving Throws** Dex +5, Cha +5

**Skills** Acrobatics +5, Deception +5, Insight +2, Perception +2, Performance +5, Persuasion +5, Sleight of Hand +5, Stealth +5

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Gnomish, Thieves' Cant

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

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

**Danger Sense.** Zyra has advantage on Dexterity saving throws against effects that she can see, such as traps and spells.

### Actions

**Extra Attack.** Zyra attacks twice, instead of once, whenever she takes the Attack action on her turn.

**Great Axe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 3) slashing damage.

**Small Throwing Axe.** *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

**Rage Swing.** Zyra makes a melee weapon attack with her great axe. If the attack hits, it deals an additional 2d6 damage.

### Bonus Actions

**Rage (2/Day).** Zyra enters a rage that lasts for 1 minute. While raging, she gains the following benefits:

Advantage on Strength checks and Strength saving throws.

When she makes a melee weapon attack using Strength, she gains a bonus of +2 to the damage roll.

Resistance to bludgeoning, piercing, and slashing damage.

**Throwing Axe Barrage (Recharge 5-6).** Zyra throws her two small throwing axes at separate targets within range. Make a separate ranged attack roll for each target. On a hit, each target takes 6 (1d6 + 3) slashing damage.

### Reactions

**Uncanny Dodge.** When an attacker that Zyra can see hits her with an attack, she can use her reaction to halve the attack's damage against her.





# Arcal The Soulblade

Arcal, known as The Soulblade, is a warforged warlock of terrifying power. He wields a malevolent blade that siphons souls, fueling his power core and rendering resurrection impossible for those he slays.

Created by a dark artificer, Arcal is more than a simple construct. His essence is interwoven with the soul-stealing blade, making him a harvester of life energy. Each fallen foe increases Arcal's strength and arcane understanding, their souls fueling his cold, metallic body.

Despite his constructed nature, Arcal is no mere tool of war. He relishes in the power he wields and the fear he instills, selecting his victims with cruel intent. He embodies the finality of death in a world where resurrection is often possible.

Arcal, The Soulblade, strides through the realms, his form glowing eerily with trapped souls. His existence is a horrific blend of arcane and artificer's craft, a potent symbol of death's permanence, leaving a trail of irreversible desolation in his wake.

**Personality Trait:** "My essence intertwines with the souls I reap, their echoes fuel my being."

**Ideal:** "I am the finality of death in a world of fleeting mortality. The souls I claim shall find no resurrection."

**Bond:** "My blade is my bond, each soul it reaps strengthens me, each life it extinguishes empowers me."

**Flaw:** "My power lies in the souls I steal. Without them, I am incomplete. Their absence is my weakness, their presence, my cruel necessity."



## Arcal The Soulblade

Medium construct, lawful evil

**Armor Class** 18 (plate armor)

**Hit Points** 104 (16d8 + 48)

**Speed** 30 ft.

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

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

**Skills** Deception +6, Intimidation +6, Perception +3

**Damage Resistances** necrotic

**Condition Immunities** charmed, exhaustion, frightened, poisoned

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

**Languages** Common

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

**Proficiency Bonus** +2

**Soulblade.** Arcal wields an artifact known as the Soulblade. It is a sentient weapon with the following properties:

- Arcal's pact weapon is considered a longsword and deals 1d8 slashing damage plus 2d8 necrotic damage.
- When Arcal reduces a creature to 0 hit points with the Soulblade, he can choose to siphon the defeated enemy's soul. Arcal gains temporary hit points equal to the creature's hit point maximum and gains advantage on attack rolls and saving throws until the end of his next turn.

**Spellcasting.** Arcal is an 8th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He has the following warlock spells prepared:

Cantrips (at will): *eldritch blast*, *mage hand*, *prestidigitation*

1st level (4 slots): *armor of Agathys*, *hex*, *shield*

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

3rd level (3 slots): *counterspell*, *hunger of Hadar*

4th level (1 slot): *banishment*

### Actions

**Multiattack.** Arcal makes two melee attacks with his pact weapon.

**Soulblade Slash.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage plus 9 (2d8) necrotic damage.

**Eldritch Blast.** *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. Hit: 9 (1d10 + 4) force damage.

### Bonus Actions

**Spell Leech.** On a successful hit with his pact weapon, Arcal can use a bonus action to regain one expended spell slot of 3rd level or lower.

### Reactions

**Deflective Ward.** When Arcal is hit by an attack, he can use his reaction to impose disadvantage on the attack roll.



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