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Nezzar



medium ♦ humanoid (dark elf) ♦ neutral evil

TACTICS

Don't use Nezzar's legendary abilities or Spider Staff spells during the fight with the Redbrands — save some surprises for later!
When you're fighting the players, you want to use Web early to lock some people up and reduce the number of combatants — it's amazing. To maximize damage, cast Magic Missile at 2nd level as your main blasting spell. Unless this is the final showdown in the Wave Echo Cave, you want Nezzar to survive, so use her Dimension Door necklace as a legendary action long before she dies — if she dies before the final confrontation, you have to eat your Monster Manual.

TRAITS

- ♦ **Fey Ancestry**
Nezzar has advantage on saving throws against being charmed, and magic can't put her to sleep.
- ♦ **Sunlight Sensitivity**
Nezzar has disadvantage on attack rolls when she or her target is in sunlight.

ABILITIES

- ♦ **Spider Staff Bonk**
Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 2 (1d6-1) bludgeoning damage plus 3 (1d6) poison damage.
- ♦ **Spider Staff Spell**
With the staff in hand, Nezzar can use her action to cast one of the following spells from the staff if the spell is on your class's spell list: spider climb (1 charge) or web (2 charges, spell save DC 15).

SPELLCASTING

- ♦ **Innate Spellcasting**
Nezzar can innately cast the following spells, requiring no material components:
At will: dancing lights
1/day each: darkness, faerie fire (save DC 12)
- ♦ **Spellcasting**
Nezzar is a 4th-level spellcaster that uses Intelligence as his spellcasting ability (spell save DC 13; +5 to hit with spell attacks). Nezzar has the following spells prepared from the wizard's spell list:
Cantrips (at will): mage hand, ray of frost, shocking grasp
 1st Level (4 slots): mage armor (*already active*), magic missile, shield
 2nd Level (3 slots): invisibility, suggestion

LEGENDARY ABILITIES

- ♦ **Legendary Actions (3/Round)**
Nezzar can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Nezzar regains spent legendary actions at the start of her turn.
- ♦ **Legendary Resistance (1/Day)**
If Nezzar fails a saving throw, she can choose to succeed instead.
- ♦ **Cheque please! (Costs 1 Action)**
Nezzar breaks her magical necklace, casting Dimension Door and teleporting 500ft to safety. Once used, the necklace is permanently destroyed and this ability cannot be used again.
- ♦ **Bonk (Costs 1 Action)**
Nezzar makes one Spider Staff Bonk attack.
- ♦ **Classic Wizard Manoeuvre (Costs 2 Actions)**
Nezzar casts a cantrip.

HIT POINTS 33	ARMOUR 14
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INITIATIVE +1	SPEED 30
	FLY —
	SWIM —
	BURROW —

<input type="radio"/> -1	STRENGTH SAVE
<input type="radio"/> +1	DEXTERITY SAVE
<input type="radio"/> +1	CONSTITUTION SAVE
<input checked="" type="radio"/> +5	INTELLIGENCE SAVE
<input type="radio"/> +2	WISDOM SAVE
<input type="radio"/> +1	CHARISMA SAVE

STR -1 9	DEX +1 13	CON +1 12
INT +3 16	WIS +2 14	CHA +1 13

PASSIVE PERCEPTION 14	
120 DARKVISION	TREMORSENSE —
— BLINDSIGHT	TRUESIGHT —

SKILLS

- +1** Acrobatics (Dex)
- +2** Animal Handling (Wis)
- +5** Arcana (Int)
- 1** Athletics (Str)
- +1** Deception (Cha)
- +3** History (Int)
- +2** Insight (Wis)
- +1** Intimidation (Cha)
- +3** Investigation (Int)
- +2** Medicine (Wis)
- +3** Nature (Int)
- +4** Perception (Wis)
- +1** Performance (Cha)
- +1** Persuasion (Cha)
- +3** Religion (Int)
- +1** Sleight of Hand (Dex)
- +3** Stealth (Dex)
- +2** Survival (Wis)

LANGUAGES

Elvish, Undercommon

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