

CARCER

Medium humanoid (dragonborn), lawful neutral

Armor Class: 16 (chainmail)

Hit Points: 75 (10d8 + 30)

Speed: 30 ft.

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

Saving Throws: Strength +6, Constitution +5, Wisdom +3

Skills: Athletics +6, Intimidation +4, Insight +3, Survival +4

Damage Resistances: Fire (Dragonborn ancestry)

Senses: Passive Perception 11

Languages: Common, Draconic

Challenge: 5 (1,800 XP)

TRAITS

Dragonslayer's Oath. Carcer deals an extra 1d8 damage to dragons and dragon-type creatures. He has advantage on saving throws against Frightful Presence and breath weapons.

Breath Weapon (Recharge 5–6). Carcer exhales fire in a 15-foot cone. Each creature in the area must make a DC 13 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much on a success.

Guardian's Resolve. Once per short rest, when an ally within 10 feet is hit by an attack, Carcer can choose to take the hit instead, becoming the new target of the attack.

Scale Collector. As a ritual over 10 minutes, Carcer can use a dragon scale in his possession to detect and identify any dragon-related magical effect or item within 60 feet, as though casting *detect magic* and *identify* simultaneously.

ACTIONS

Multiattack. Carcer makes two melee attacks.

Dragontooth Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one

target. *Hit:* 10 (1d10 + 4) slashing damage. If the target is a dragon or has draconic ancestry, the attack deals an additional 7 (2d6) radiant damage.

Heavy Kick. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 4) bludgeoning damage. The target must succeed on a DC 14 Strength saving throw or be knocked prone.

BONUS ACTIONS

Vow of the Protector (1/Short Rest). Carcer marks one visible creature within 60 feet. For 1 minute, while within 30 feet of the marked creature, Carcer gains +2 AC and may teleport up to 15 feet as a reaction once per round to interpose himself between that creature and harm.

REACTIONS

Interpose. When a creature Carcer can see attacks an ally adjacent to him, Carcer can impose disadvantage on the attack.

