

LOCHLAN SKARLOVAR

Medium humanoid (human), chaotic evil

Armor Class: 18 (natural armor)

Hit Points: 136 (16d8 + 64)

Speed: 30 ft., hover 30 ft.

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

Saving Throws: Constitution +9, Charisma +10

Skills: Arcana +6, Deception +10, Intimidation +10, Perception +7

Damage Resistances: Fire

Senses: Darkvision 60 ft., passive Perception 17

Languages: Common, Draconic

Challenge: 12 (8,400 XP)

TRAITS

Draconic Resilience. Lochlan's skin is scaled and hardened, granting a natural armor class of 18 and resistance to fire damage.

Elemental Affinity. When Lochlan casts a spell that deals fire damage, he adds his Charisma modifier (+5) to one damage roll of that spell.

Hovering Presence. Lochlan glides effortlessly above the ground as if borne by magical force. His movement speed counts as hover.

Sorcery Points (12/Long Rest). Lochlan can expend sorcery points to create spell slots or fuel metamagic.

Metamagic.

- Quickened Spell
- Empowered Spell

Spellcasting Lochlan is a 16th-level spellcaster (Charisma-based; spell save DC 18, +10 to hit). He knows the following spells:

- Cantrips (at will): **FIRE BOLT**, **PRESTIDIGITATION**, **MAGE HAND**, **MINOR ILLUSION**
- 1st level (4 slots): **SHIELD**, **MAGIC MISSILE**, **BURNING HANDS**
- 2nd level (3 slots): **MIRROR IMAGE**, **SCORCHING RAY**
- 3rd level (3 slots): **FIREBALL**, **COUNTERSPELL**
- 4th level (3 slots): **WALL OF FIRE**, **GREATER INVISIBILITY**
- 5th level (2 slots): **CONE OF COLD**, **HOLD MONSTER**
- 6th level (1 slot): **DISINTEGRATE**
- 7th level (1 slot): **FIRE STORM**
- 8th level (1 slot): **POWER WORD STUN**

ACTIONS

Multiattack. Lochlan makes two attacks with their Draconic Scepter.

Draconic Scepter. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage plus 4 (1d8) fire damage.

Fire Breath (Recharge 5–6). Lochlan exhales fire in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 45 (13d6) fire damage on a failed save, or half as much on a success.

LEGENDARY ACTIONS

Lochlan can take 3 legendary actions, one at a time, at the end of another creature's turn.

- **Cantrip.** Cast a cantrip.
- **Force Pulse.** Creatures of Lochlan's choice within 10 feet must succeed on a DC 15 Strength saving throw or be knocked prone and pushed 10 feet.
- **Predator's Gaze (Costs 2).** One creature Lochlan can see within 60 feet must succeed on a DC 15 Wisdom saving throw or be frightened until the end of its next turn.

