

NPCs

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Aarakocra CR 1/4



AARAKOCRA

Medium humanoid (aarakocra), neutral good

Armor Class 12
Hit Points 13 (3d8)
Speed 20 ft., fly 50 ft.

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

Skills Perception +5
Senses passive Perception 15
Languages Auran
Challenge 1/4 (50 XP)

Dive Attack. If the aarakocra is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 3 (1d6) damage to the target.

ACTIONS

Talon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

AARAKOCRA

Aarakocra range the Howling Gyre, an endless storm of mighty winds and lashing rains that surrounds the tranquil realm of Aaqa in the Elemental Plane of Air. Making aerial patrols, these birdlike humanoids guard the windy borders of their home against invaders from the Elemental Plane of Earth, such as gargoyles, their sworn enemies.

Enemies of Elemental Evil. In service to the Wind Dukes of Aaqa, aarakocra scout the planes in search of temples of Elemental Evil. They spy on malign elemental creatures and then either take the fight to those creatures or report back to the Wind Dukes.

On the Material Plane, aarakocra create aeries atop the highest mountains, especially peaks near portals to the Elemental Plane of Air. From such heights, aarakocra watch for signs of elemental incursions, as well as for nascent threats to their home plane. Aarakocra prefer to live their lives like the wind—unburdened and ever moving—yet they watch over a region for years if that's what it takes to guard against the incursions of Elemental Evil.

Aarakocra have no concept of political borders or property ownership, and the value of gems, gold, and other precious materials means little to aarakocra. In their eyes, a creature should use what is necessary and then cast what is left on the wind for others to use.

Search for the Seven Shards. The Wind Dukes of Aaqa come from a race of elemental beings called the vaati, which once ruled many worlds. A creature known as the Queen of Chaos arose and initiated an interplanar war against vaati rule. To combat the threat, seven vaati heroes combined their powers to create the mighty *Rod of Law*. In a battle against the queen's greatest general, Mishka the Wolf Spider, a vaati killed Mishka by thrusting the rod into him like a spear. The rod shattered into seven shards that scattered across the multiverse. Aarakocra seek signs of the pieces' locations in order to rebuild what is now know as the *Rod of Seven Parts*.

SUMMONING AIR ELEMENTALS

Five aarakocra within 30 feet of each other can magically summon an air elemental. Each of the five must use its action and movement on three consecutive turns to perform an aerial dance and must maintain concentration while doing so (as if concentrating on a spell). When all five have finished their third turn of the dance, the elemental appears in an unoccupied space within 60 feet of them. It is friendly toward them and obeys their spoken commands. It remains for 1 hour, until it or all its summoners die, or until any of its summoners dismisses it as a bonus action. A summoner can't perform the dance again until it finishes a short rest. When the elemental returns to the Elemental Plane of Air, any aarakocra within 5 feet of it can return with it.

DEATH KNIGHT CR 17

DEATH KNIGHT

When a paladin that falls from grace dies without seeking atonement, dark powers can transform the once-mortal knight into a hateful undead creature. A death knight is a skeletal warrior clad in fearsome plate armor. Beneath its helmet, one can see the knight's skull with malevolent pinpoints of light burning in its eye sockets.

Eldritch Power. The death knight retains the ability to cast divine spells. However, no death knight can use its magic to heal. A death knight also attracts and commands lesser undead, although death knights that serve powerful fiends might have fiendish followers instead. Death knights often use warhorse skeletons and nightmares as mounts.

Immortal Until Redeemed. A death knight can arise anew even after it has been destroyed. Only when it atones for a life of wickedness or finds redemption can it finally escape its undead purgatory and truly perish.

LORD SOTH

Lord Soth began his fall from grace with an act of heroism, saving an elf named Isolde from an ogre. Soth and Isolde fell in love, but Soth was already married. He had a servant dispose of his wife and was charged with murder, but fled with Isolde. When his castle fell under siege, he prayed for guidance and was told that he must atone for his misdeeds by completing a quest, but growing fears about Isolde's fidelity caused him to abandon his quest. Because his mission was not accomplished, a great cataclysm swept the land. When Isolde gave birth to a son, Soth refused to believe that the child was his and slew them both. All were incinerated in a fire that swept through the castle, yet Soth would find no rest in death, becoming a death knight.



DEATH KNIGHT

Medium undead, chaotic evil

Armor Class 20 (plate, shield)
Hit Points 180 (19d8 + 95)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Dex +6, Wis +9, Cha +10

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal, Common

Challenge 17 (18,000 XP)

Magic Resistance. The death knight has advantage on saving throws against spells and other magical effects.

Marshal Undead. Unless the death knight is incapacitated, it and undead creatures of its choice within 60 feet of it have advantage on saving throws against features that turn undead.

Spellcasting. The death knight is a 19th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command*, *compelled duel*, *searing smite*
2nd level (3 slots): *hold person*, *magic weapon*
3rd level (3 slots): *dispel magic*, *elemental weapon*
4th level (3 slots): *banishment*, *staggering smite*
5th level (2 slots): *destructive wave* (necrotic)

ACTIONS

Multiattack. The death knight makes three longsword attacks.

Longsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands, plus 18 (4d8) necrotic damage.

Hellfire Orb (1/Day). The death knight hurls a magical ball of fire that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 18 Dexterity saving throw. The sphere spreads around corners. A creature takes 35 (10d6) fire damage and 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

REACTIONS

Parry. The death knight adds 6 to its AC against one melee attack that would hit it. To do so, the death knight must see the attacker and be wielding a melee weapon.