

HIGH LORD

Small or Medium • Humanoid • Any Alignment

Armor Class 16

Initiative +9 (19)

Hit Points 247 (33d8 + 99)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	17 (+3)	15 (+2)	17 (+3)	19 (+4)

Saving Throws Dex +7, Int +5, Wis +6, Cha +7

Skills Acrobatics +9, Deception +9, Insight +8, Perception +8, Persuasion +9

Gear dagger, rapier, studded leather

Senses passive Perception 18

Languages Common plus two other languages

CR 14 (XP 11,500 or 13,000 in lair; PB +5)



Legendary Resistance (2/Day, 3/Day in Lair). If the high lord fails a saving throw, it can choose to succeed instead. When it does so, all effects of its Exploitive Orders stop functioning until the start of the high lord's next turn.

ACTIONS

Multiattack. The high lord makes two melee attacks.

Rapier. *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 13 (2d8 + 4) piercing damage. This attack scores a critical hit on a 18 to 20 on a d20.

BONUS ACTIONS

Exploitive Orders. The high lord commands up to four allied creatures in a 60-foot emanation originating from the high lord that can hear it. A target uses its reaction to move up to its speed. When it ends its movement within 5 feet of a hostile creature, the hostile creature has advantage on attack rolls against the commanded target but suffers one of the following effects (a hostile target can only be affected by one commanded creature at a time) until the end of its next turn:

- The high lord has advantage on attack rolls against the target.
- The target has disadvantage on attack rolls.
- The target can't use reactions.
- The target's speed is halved.

HIGH LORD — WEAKER

Armor Class 16

Initiative +7 (17)

Hit Points 214 (33d8 + 66)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	13 (+1)	15 (+2)	17 (+3)

Saving Throws Dex +9, Int +7, Wis +8, Cha +9

Skills Acrobatics +7, Deception +7, Insight +6, Perception +6, Persuasion +7

Gear dagger, rapier, studded leather

Senses passive Perception 16

Languages Common plus two other languages

CR 11 (XP 7,200 or 8,400 in lair; PB +4)



REACTIONS

Exploit Opening. *Trigger:* An allied creature is hit by a melee attack while the high lord is within feet of the attacker.

Response: The high lord makes one Rapier attack against the attacker.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the high lord can expend a use to take one of the following actions. The high lord regains all expended uses at the start of each of its turns.

Stab. The high lord makes one Rapier attack.

Sidestep. The high lord moves up to half its speed without provoking opportunity attacks.

Taunt. *Wisdom Saving Throw:* DC 17, one creature within 60 feet of the high lord that can hear or see it. *Failure:* The target must use its reaction to move up to its speed toward the high lord. Additionally, all attacks against the target have advantage until the end of its next turn. *Success:* The target becomes immune to this effect for 1 hour. *Failure or Success:* The high lord can't take this action again until the start of its next turn.

Flurry of Strikes. *Dexterity Saving Throw:* DC 17, one creature within 5 feet of the high lord that it can see. *Failure:* 25 (6d6 + 4) piercing damage. Additionally, the high lord can push the target up to 15 feet back while following it and staying within reach, and then knock it prone at the end of that movement. *Success:* Half damage. *Failure or Success:* The high lord can't take this action again until the start of its next turn.

Tactical Resistance (1/Day, 2/Day in Lair). If the high lord fails a saving throw, it can choose to succeed instead. When it does so, all effects of its Explosive Orders stop functioning until the start of the high lord's next turn.

ACTIONS

Multiattack. The high lord makes two melee attacks.

Rapier. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 10 (2d6 + 3) piercing damage. This attack scores a critical hit on a 18 to 20 on a d20.

BONUS ACTIONS

Exploitative Orders. The high lord commands up to four allied creatures in a 60-foot emanation originating from the high lord that can hear it. A target uses its reaction to move up to its speed. When it ends its movement within 5 feet of a hostile creature, the hostile creature has advantage on attack rolls against the commanded target but suffers one of the following effects (a hostile target can only be affected by one commanded creature at a time) until the end of its next turn:

- The high lord has advantage on attack rolls against the target.
- The target has disadvantage on attack rolls.
- The target can't use reactions.
- The target's speed is halved.

HIGH LORD — STRONGER

Armor Class 17

Hit Points 272 (32d8 + 128)

Speed 30 ft.

Initiative +11 (21)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	21 (+5)	17 (+3)	17 (+3)	19 (+4)	21 (+5)

Saving Throws Dex +9, Int +7, Wis +8, Cha +9

Skills Acrobatics +11, Deception +11, Insight +10, Perception +10, Persuasion +11

Gear dagger, rapier, studded leather

Senses passive Perception 20

Languages Common plus two other languages

CR 17 (XP 18,000 or 20,000 in lair; PB +6)

REACTIONS

Exploit Opening. *Trigger:* An allied creature is hit by a melee attack while the high lord is within feet of the attacker.

Response: The high lord makes one Rapier attack against the attacker.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). *Immediately after another creature's turn, the high lord can expend a use to take one of the following actions. The high lord regains all expended uses at the start of each of its turns.*

Stab. The high lord makes one Rapier attack.

Sidestep. The high lord moves up to half its speed without provoking opportunity attacks.

Taunt. *Wisdom Saving Throw:* DC 15, one creature within 60 feet of the high lord that can hear or see it. *Failure:* The target must use its reaction to move up to its speed toward the high lord. Additionally, all attacks against the target have advantage until the end of its next turn. *Success:* The target becomes immune to this effect for 1 hour. *Failure or Success:* The high lord can't take this action again until the start of its next turn.

Flurry of Strikes. *Dexterity Saving Throw:* DC 15, one creature within 5 feet of the high lord that it can see. *Failure:* 17 (4d6 + 3) piercing damage. Additionally, the high lord can push the target up to 15 feet back while following it and staying within reach, and then knock it prone at the end of that movement. *Success:* Half damage. *Failure or Success:* The high lord can't take this action again until the start of its next turn.



Legendary Resistance (3/Day, 4/Day in Lair). If the high lord fails a saving throw, it can choose to succeed instead. When it does so, all effects of its Exploitive Orders stop functioning until the start of the high lord's next turn.

ACTIONS

Multiattack. The high lord makes two melee attacks.

Rapier. *Melee Weapon Attack:* +11, reach 5 ft. *Hit:* 15 (3d6 + 5) piercing damage. This attack scores a critical hit on a 18 to 20 on a d20.

BONUS ACTIONS

Exploitive Orders. The high lord commands up to four allied creatures in a 60-foot emanation originating from the high lord that can hear it. A target uses its reaction to move up to its speed. When it ends its movement within 5 feet of a hostile creature, the hostile creature has advantage on attack rolls against the commanded target but suffers one of the following effects (a hostile target can only be affected by one commanded creature at a time) until the end of its next turn:

- The high lord has advantage on attack rolls against the target.
- The target has disadvantage on attack rolls.
- The target can't use reactions.
- The target's speed is halved.

REACTIONS

Exploit Opening. *Trigger:* An allied creature is hit by a melee attack while the high lord is within feet of the attacker.

Response: The high lord makes one Rapier attack against the attacker.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the high lord can expend a use to take one of the following actions. The high lord regains all expended uses at the start of each of its turns.

Stab. The high lord makes one Rapier attack.

Sidestep. The high lord moves up to half its speed without provoking opportunity attacks.

Taunt. *Wisdom Saving Throw:* DC 19, one creature within 60 feet of the high lord that can hear or see it. *Failure:* The target must use its reaction to move up to its speed toward the high lord. Additionally, all attacks against the target have advantage until the end of its next turn. *Success:* The target becomes immune to this effect for 1 hour. *Failure or Success:* The high lord can't take this action again until the start of its next turn.

Flurry of Strikes. *Dexterity Saving Throw:* DC 19, one creature within 5 feet of the high lord that it can see. *Failure:* 32 (6d8 + 5) piercing damage. Additionally, the high lord can push the target up to 15 feet back while following it and staying within reach, and then knock it prone at the end of that movement. *Success:* Half damage. *Failure or Success:* The high lord can't take this action again until the start of its next turn.