

SIGILWARD

Small or Medium • Humanoid • Any Alignment

Armor Class 12

Initiative +1 (11)

Hit Points 27 (6d8)

Speed 30 ft.



STR

10 (+0)

DEX

12 (+1)

CON

11 (+0)

INT

16 (+3)

WIS

12 (+1)

CHA

10 (+0)

Skills Arcana +5, History +5, Insight +3, Investigation +5

Gear leather, quarterstaff

Senses passive Perception 11

Languages Common plus two other languages

CR 1 (XP 200; PB +2)

ACTIONS

Arcane Burst. *Melee or Ranged Spell Attack:* +5, reach 5 ft. or range 120 ft. *Hit:* 12 (2d8 + 3) force damage. Instead of dealing damage, the sigilward can knock the target prone, and the target needs to spend its full movement speed to get up.

Shift (Recharge 6). *Wisdom Saving Throw:* DC 13 (the target can fail the save voluntarily), one creature within 30 feet of the sigilward that it can see. *Failure:* The sigilward teleports the target, along with any equipment it is wearing or carrying, to an unoccupied space it can see within 30 feet of the sigilward.

Spellcasting. The sigilward casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 13):

At will: *light, mage hand, message, thaumaturgy*

1/day: *detect magic, detect thoughts, dispel magic, hold person, slow*

REACTIONS

Arcane Distraction (2/Day). *Trigger:* The sigilward hits a creature with a spell attack or a creature fails a saving throw against one of the sigilward's spells. *Response:* The target has disadvantage on its next ability check or saving throw, whichever happens first, until the end of the target's next turn.

SIGILWARD — WEAKER

Armor Class 11

Initiative +0 (10)

Hit Points 13 (3d8)

Speed 30 ft.



STR

10 (+0)

DEX

10 (+0)

CON

10 (+0)

INT

13 (+1)

WIS

10 (+0)

CHA

10 (+0)

Skills Arcana +3, History +3, Investigation +3

Gear leather, quarterstaff

Senses passive Perception 10

Languages Common plus two other languages

CR 1/8 (XP 25; PB +2)

ACTIONS

Arcane Burst. *Melee or Ranged Spell Attack:* +3, reach 5 ft. or range 60 ft. *Hit:* 4 (1d6 + 1) force damage. Instead of dealing damage, the sigilward can knock the target prone, and the target needs to spend its full movement speed to get up.

Shift (1/Day). *Wisdom Saving Throw:* DC 11 (the target can fail the save voluntarily), one creature within 30 feet of the sigilward that it can see. *Failure:* The sigilward teleports the target, along with any equipment it is wearing or carrying, to an unoccupied space it can see within 30 feet of the sigilward.

Spellcasting. The sigilward casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 13):

At will: *light, mage hand, message, thaumaturgy*

1/day: *detect magic, detect thought*

REACTIONS

Arcane Distraction (1/Day). *Trigger:* The sigilward hits a creature with a spell attack or a creature fails a saving throw against one of the sigilward's spells. *Response:* The target has disadvantage on its next ability check or saving throw, whichever happens first, until the end of the target's next turn.

SIGILWARD — STRONGER

Armor Class 14

Initiative +2 (12)

Hit Points 78 (12d8 + 24)

Speed 30 ft.



STR

10 (+0)

DEX

14 (+2)

CON

14 (+2)

INT

18 (+4)

WIS

14 (+2)

CHA

12 (+1)

Saving Throws Int +6, Wis +4, Cha +3

Skills Arcana +5, History +5, Insight +3, Investigation +5

Gear quarterstaff, studded leather

Senses passive Perception 12

Languages Common plus two other languages

CR 4 (XP 1,100; PB +2)

ACTIONS

Multiattack. The sigilward makes two Arcane Burst attacks. It can replace of these attacks with a use of Shift or Spellcasting.

Arcane Burst. *Melee or Ranged Spell Attack:* +6, reach 5 ft. or range 120 ft. *Hit:* 17 (3d8 + 4) force damage. Instead of dealing damage, the sigilward can knock the target prone, and the target needs to spend its full movement speed to get up.

Shift (Recharge 5-6). *Wisdom Saving Throw:* DC 14 (the target can fail the save voluntarily), one creature within 30 feet of the sigilward that it can see. *Failure:* The sigilward teleports the target, along with any equipment it is wearing or carrying, to an unoccupied space it can see within 30 feet of the sigilward.

Spellcasting. The sigilward casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 14):

At will: *light, mage hand, message, thaumaturgy*

2/day: *detect magic, detect thoughts, dispel magic, hold person, slow*

REACTIONS

Arcane Distraction (3/Day). *Trigger:* The sigilward hits a creature with a spell attack or a creature fails a saving throw against one of the sigilward's spells. *Response:* The target has disadvantage on its next ability check or saving throw, whichever happens first, until the end of the target's next turn.