

ADVOCATE

Small or Medium • Humanoid (Warlock) • Any Alignment

Armor Class 13

Initiative +2 (12)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	11 (+0)	10 (+0)	14 (+2)

Skills Deception +4, Persuasion +4

Gear leather, rapier

Senses passive Perception 10

Languages Common plus one other language

CR 1/2 (XP 100; PB +2)



Poker Face. Creatures have disadvantage on Wisdom (Insight) checks to determine if the advocate is lying.

ACTIONS

Rapier. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) piercing damage.

Eldritch Ray. *Ranged Spell Attack:* +4, range 120 ft. *Hit:* 7 (1d10 + 2) force damage.

But Have You Heard Of? *Wisdom Saving Throw:* DC 12, one creature within 5 feet of the advocate that can hear it. *Failure:* The target becomes charmed until the start of the advocate's next turn. While charmed, the creature is incapacitated and has a speed of 0. This effect ends early if the target takes any damage or if the advocate is no longer within 5 feet of it. *Success:* The target becomes immune to this ability for 1 hour.

ADVOCATE — WEAKER

Armor Class 10

Initiative +0 (10)

Hit Points 4 (1d8)

Speed 30 ft.

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

Skills Deception +3, Persuasion +3

Gear dagger

Senses passive Perception 10

Languages Common plus one other language

CR 0 (XP 10; PB +2)



Poker Face. Creatures have disadvantage on Wisdom (Insight) checks to determine if the advocate is lying.

ACTIONS

Dagger. *Melee Weapon Attack:* +2, reach 5 ft. *Hit:* 2 (1d4) piercing damage.

But Have You Heard Of? *Wisdom Saving Throw:* DC 11, one creature within 5 feet of the advocate that can hear it. *Failure:* The target becomes charmed until the start of the advocate's next turn. While charmed, the creature is incapacitated and has a speed of 0. This effect ends early if the target takes any damage or if the advocate is no longer within 5 feet of it. *Success:* The target becomes immune to this ability for 1 hour.

Spellcasting. The advocate casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 12):

At will: *minor illusion*, *prestidigitation*

1/day: *charm person*, *suggestion*

BONUS ACTIONS

What Is That?! (1/Day). The advocate casts *minor illusion*, requiring no spell components, and points to it. *Wisdom Saving Throw:* DC 12, each creature in a 20-foot emanation originating from the advocate. *Failure:* The target can't use reactions until the end of its next turn.

Spellcasting. The advocate casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 11):

At will: *minor illusion*, *prestidigitation*

BONUS ACTIONS

What Is That?! (1/Day). The advocate casts *minor illusion*, requiring no spell components, and points to it. *Wisdom Saving Throw:* DC 11, each creature in a 10-foot emanation originating from the advocate. *Failure:* The target can't use reactions until the end of its next turn.

ADVOCATE — STRONGER

Armor Class 14

Initiative +3 (13)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	13 (+1)	10 (+0)	16 (+3)

Skills Deception +5, Persuasion +5

Gear leather, rapier

Senses passive Perception 10

Languages Common plus one other language

CR 3 (XP 700: PB +2)



Poker Face. Creatures have disadvantage on Wisdom (Insight) checks to determine if the advocate is lying.

ACTIONS

Multiattack. The advocate makes two attacks, using Rapier or Eldritch Ray in any combination. It can replace one of these attacks with a use of But Have You Heard Of or Spellcasting, but it can't target a creature it has attacked this turn this way.

Rapier. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 12 (2d8 + 3) piercing damage.

Eldritch Ray. *Ranged Spell Attack:* +4, range 120 ft. *Hit:* 14 (2d10 + 3) force damage.

But Have You Heard Of? *Wisdom Saving Throw:* DC 13, one creature within 5 feet of the advocate that can hear it. *Failure:* The target becomes charmed until the start of the advocate's next turn. While charmed, the creature is incapacitated and has a speed of 0. This effect ends early if the target takes any damage or if the advocate is no longer within 5 feet of it. *Success:* The target becomes immune to this ability for 1 hour.

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

At will: *minor illusion, prestidigitation*

2/day: *charm person, suggestion*

BONUS ACTIONS

What Is That?! (1/Day). The advocate casts *minor illusion*, requiring no spell components, and points to it. *Wisdom Saving Throw:* DC 13, each creature in a 30-foot emanation originating from the advocate. *Failure:* The target can't use reactions until the end of its next turn.