

## DUELIST

Small or Medium • Humanoid • Any Alignment

**Armor Class** 13

**Initiative** +5 (15)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	14 (+2)	10 (+0)	12 (+1)	12 (+1)

**Skills** Acrobatics +5, Perception +3

**Gear** leather, scimitar

**Senses** passive Perception 13

**Languages** Common

**CR** 2 (XP 450; PB +2)



**Duel Expert.** The duelist has advantage on an attack roll against a creature if no one other creature except its target is within 5 feet of the duelist.

### ACTIONS

**Multiattack.** The duelist makes three Scimitar attacks. The duelist can replace one of these attacks for a use of Footwork.

**Scimitar.** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) slashing damage.

**Flourish.** *Dexterity Saving Throw:* DC 13, one creature within 5 feet that the duelist can see. *Failure:* The target takes 13 (2d6 + 3) slashing damage. Additionally, the duelist can choose one of the following effects, lasting until the end of the target's next turn:

- The target is pushed 5 feet away from the duelist.
- The target speed is reduced by 10 feet.
- The target drops its weapon, which is then flung 15 feet into a random direction.

## DUELIST — WEAKER

**Armor Class** 13

**Initiative** +4 (14)

**Hit Points** 45 (7d8 + 14)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	10 (+0)	11 (+0)	11 (+0)

**Skills** Acrobatics +4, Perception +2

**Gear** leather, scimitar

**Senses** passive Perception 12

**Languages** Common

**CR** 1/4 (XP 50; PB +2)



**Duel Expert.** The duelist has advantage on an attack roll against a creature if no one other creature except its target is within 5 feet of the duelist.

### ACTIONS

**Multiattack.** The duelist makes one Scimitar attack and uses its Footwork.

**Scimitar.** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 5 (1d6 + 2) slashing damage.

**Footwork.** The duelist chooses one creature it can see within 5 feet of it. The target has disadvantage on the next attack roll against the duelist until the end of its next turn.

### BONUS ACTIONS

**Taunt.** *Wisdom Saving Throw:* DC 11, one creature within 60 feet of the duelist that can hear or see it. *Failure:* The target must use its reaction to move up to its speed toward the duelist. 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.

### REACTIONS

**Exploit Opening.** *Trigger:* A creature misses the duelist with an attack while being within 5 feet of it. *Response:* The duelist makes one Scimitar attack against the target.

**Footwork.** The duelist chooses one creature it can see within 5 feet of it. The target has disadvantage on the next attack roll against the duelist until the end of its next turn.

### BONUS ACTIONS

**Taunt.** *Wisdom Saving Throw:* DC 10, one creature within 60 feet of the duelist that can hear or see it. *Failure:* The target must use its reaction to move up to its speed toward the duelist. *Success:* The target becomes immune to this effect for 1 hour.

# DUELIST — STRONGER

**Armor Class** 16

**Initiative** +7 (17)

**Hit Points** 45 (7d8 + 14)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	16 (+3)	10 (+0)	14 (+2)	14 (+2)

**Saving Throws** Str +4, Dex +7, Wis +5

**Skills** Acrobatics +7, Perception +5

**Gear** studded leather, scimitar

**Senses** passive Perception 15

**Languages** Common

**CR** 5 (XP 1,800; PB +3)



**Duel Expert.** The duelist has advantage on an attack roll against a creature if no one other creature except its target is within 5 feet of the duelist.

## ACTIONS

**Multiattack.** The duelist makes three Scimitar attacks. The duelist can replace one of these attacks for a use of Footwork.

**Scimitar.** *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) slashing damage.

**Flourish.** *Dexterity Saving Throw:* DC 15, one creature within 5 feet that the duelist can see. *Failure:* The target takes 21 (5d6 + 4) slashing damage. Additionally, the duelist can choose one of the following effects, lasting until the end of the target's next turn:

- The target is pushed 10 feet away from the duelist.
- The target speed is reduced by 10 feet.
- The target drops its weapon, which is then flung 30 feet into a random direction.

**Footwork.** The duelist chooses one creature it can see within 5 feet of it. The target has disadvantage on attack rolls against the duelist until the end of its next turn.

## BONUS ACTIONS

**Taunt.** *Wisdom Saving Throw:* DC 13, one creature within 60 feet of the duelist that can hear or see it. *Failure:* The target must use its reaction to move up to its speed toward the duelist. 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.

## REACTIONS

**Exploit Opening.** *Trigger:* A creature misses the duelist with an attack while being within 5 feet of it. *Response:* The duelist makes one Scimitar attack against the target.