



## SIR KAY, VICIOUS INSTIGATOR

*Medium humanoid (hero), chaotic neutral*

**Armor Class** 17 (half plate)

**Hit Points** 91 (14d8 + 28)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
6(-2)	18 (+4)	14 (+2)	17 (+3)	14 (+2)	20 (+5)

**Saving Throws.** Cha +8

**Skills.** Deception +8, Intimidation +11, Persuasion +8

**Damage Resistances.** acid

**Condition Immunities.** frightened

**Senses.** passive Perception 12

**Languages.** Celestial, Common

**Challenge.** 6 (2,300 XP)

**Instigator.** Sir Kay is an expert of creating conflict. Whenever he successfully charms a creature or targets a creature with a spell, he can choose to end one instance of the frightened conditions.

**Legendary Resistance (1/day).** If the Sir Kay fails a saving throw, it can choose to succeed instead.

**Spellcasting.** Sir Kay casts one of the following spells, using Intelligence as the spellcasting ability (spell save 16):

**At will:** *acid splash, mage hand, prestidigitation*

**3/Day each:** *acid arrow, faerie fire, invisibility, misty step*

**1/day each:** *hold person (2nd level), compulsion, tongues*

## ACTIONS

**Multiattack.** Sir Kay uses his Vicious Ridicule, then makes two rapier attacks.

**Taunter's Rapier.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage. If the creature is charmed, it takes an additional 4 (1d8) psychic damage. This attack does not end the charmed condition on creatures Sir Kay has charmed.

**Vicious Ridicule (Recharge 6).** Sir Kay lets out a flurry of insults, forcing the temper of a creature within 60 feet. The creature must make a DC 16 Wisdom saving throw or take 4 (1d8) psychic damage and become charmed for 1 minute. A charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. While charmed in this way, a creature is filled with anger, can't willingly move more than 5 feet away from Sir Kay, has disadvantage on all checks to maintain concentration on spells, can only use its action to make weapon or spell attacks.

## BONUS ACTION

**Aggressive Inspiration (3/day).** Sir Kay mocks an ally other than himself within 60 feet into being inspired. The creature can add 1d6 to the next ability check, attack roll, damage roll or saving throw it makes within the next minute. If added to a damage roll, the damage of the attack becomes acid damage.

## REACTIONS

**Forced Recklessness.** As a reaction to being hit with an attack of opportunity, Sir Kay adds 5 to his AC against the attack. If the attack misses, the attacker takes 9 (2d8) psychic damage, and all attacks against it until the start of its turn are made at advantage.



Originally just a knight with a penchant for bullying, Sir Kay found Morgan's gift to be unlike anything he had expected. His "acidic vocabulary" took on a more literal meaning as his mouth loosened and his saliva turned green. Now, no matter how much he tries, his mouth is always filled with caustic saliva, which he shoots out from a large, unhinged jaw.

## SIR KAY, ACID-TONGUED

*Medium monstrosity, chaotic evil*

**Armor Class** 19 (natural armor)  
**Hit Points** 127 (15d8 + 60)  
**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	18 (+4)	18 (+4)	19 (+4)	15 (+2)	24 (+7)

**Saving Throws.** Con +8, Cha +11

**Skills.** Deception +11, Intimidation +15, Persuasion +11

**Damage Immunities.** acid, poison

**Condition Immunities.** charmed, frightened, poisoned

**Senses.** darkvision 120 ft., passive Perception 12

**Languages.** Celestial, Common, Infernal

**Challenge.** 12 (8,400 XP)

**Acid Blood.** Whenever Sir Kay is hit with a melee attack, the attacker takes 5 (2d4) acid damage.

**Legendary Resistance (2/day).** If the Sir Kay fails a saving throw, it can choose to succeed instead.

**Rakish Presence.** Creatures within 60 feet of Sir Kay can't benefit from inspiration or aura effects.

**Spellcasting.** Sir Kay casts one of the following spells, using Charisma as the spellcasting ability (spell save 19):

*At will:* acid arrow, mage hand, misty step prestidigitation

*3/Day each:* compulsion, tongues, suggestion

*1/day each:* dominate person, hold person (3rd level)

### ACTIONS

**Multiattack.** Sir Kay uses his Acidic Ridicule, then makes two acid spit attacks.

**Acid Spit.** Ranged Spell Attack: +11 to hit, range 60/120 ft., one target. Hit: 17 (4d4 + 7) acid damage. On a successful hit, a 10-foot radius pool of acid forms below the target, which lasts for 1 minute. Whenever a creature starts its turn within the pool or moves through its space, it takes 5 (2d4) acid damage.

**Acidic Ridicule (Recharge 5-6).** Sir Kay spits out a flurry of acid-ridden words, which stick onto a creature and madden it. The target must make a DC 19 Wisdom saving throw. On a failure, it takes 10 (4d4) acid damage and becomes charmed for 1 minute. On a success, it takes half damage and is not charmed. A charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. While charmed in this way, a creature mumbles madly, can't concentrate on spells, and must use its action to attack the creature closest to it. At the start of each of its turns, a charmed creature takes 10 (4d4) psychic damage.

### BONUS ACTION

**Contagious Acidity (5/Day).** Sir Kay coats a creature within 60 feet with an empowering acid. The creature can add 1d12 to the next ability check, attack roll, damage roll or saving throw it makes within the next minute. If added to a damage roll, the damage of the attack becomes acid damage. Whenever the creature is hit with a melee attack, if it has not yet used its die, the attacker takes 6 (1d12) acid damage.

### REACTIONS

**Acidic Shield.** As a reaction to being hit with an opportunity attack, Sir Kay adds 5 to his AC against the attack. If the attack misses, the attacker takes 10 (4d4) acid damage, and all attacks against it until the start of its turn are made at advantage. A 10-foot radius pool of acid forms below the target, which lasts for 1 minute. Whenever a creature starts its turn within the pool or moves through its space, it takes 5 (2d4) acid damage.

### LEGENDARY ACTIONS

Sir Kay can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Sir Kay regains spent legendary actions at the start of its turn.

**Crawl.** Sir Kay moves up to his movement speed, then climbs up to half his speed.

**Widen Pool (Costs 2 Actions).** Sir Kay widens a pool of acid within 15 feet of him. Its radius becomes 20-feet.

**Vitriolic Explosion (Costs 3 Actions).** Sir Kay consumes all pools of acid within 30 feet, then lets out an explosion. Each creature within 15 feet of Sir Kay must make a DC 19 Constitution saving throw, taking 2 (1d4) acid damage for each small pool consumed and 5 (2d4) damage for each large pool consumed on a failure or half as much damage on a success.





## SIR BEDIVERE, ONE-HANDED WARRIOR

*Medium humanoid (hero), any alignment*

**Armor Class** 17 (splint)  
**Hit Points** 75 (10d8 + 30)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	8 (-1)	15 (+2)	11 (+0)

**Saving Throws.** Con +5, Wis +4

**Skills.** Perception +4

**Senses.** passive Perception 14

**Languages.** Celestial, Common

**Challenge.** 4 (1,100 XP)

**Amputee.** Sir Bedivere has disadvantage on Strength checks and saving throws.

**Dauntless.** When Sir Bedivere falls to 0 hit points, he remains conscious. At the end of his turn, if Sir Bedivere is both at 0 hit points and restrained, he falls unconscious.

**Never Again.** Sir Bedivere is very aware of the things around him. He has a +5 to initiative checks, can't be surprised and has advantage on Wisdom (Perception) checks.

## ACTIONS

**Multiattack.** Sir Bedivere makes two melee attacks.

**Hero's Sword.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) slashing damage.

**Break Free (3/Day).** Sir Bedivere ends one instance of the grapple or restrained condition.

## REACTIONS

**Parry.** Sir Bedivere adds 3 to its AC against one melee attack that would hit it. To do so, Sir Bedivere must see the attacker and be wielding a melee weapon.

## LEGENDARY ACTIONS

Sir Bedivere can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Sir Bedivere regains spent legendary actions at the start of its turn.

**Sword.** Sir Bedivere makes one hero's sword attack.

**Veteran Insight (Costs 2 Actions).** Sir Bedivere studies the battlefield intently, guessing the moves of his enemies. Each creature within 60 feet of him must make on a DC 12 Charisma saving throw. On a failure, Sir Bedivere has advantage on all saving throws from spells or effects caused by the target for 24 hours.



# SIR BEDIVERE, TENTACLE-HAND

*Medium monstrosity, chaotic evil*

**Armor Class** 17 (natural armor)  
**Hit Points** 90 (12d8 + 36)  
**Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	18 (+4)	18 (+4)	19 (+4)	15 (+2)	24 (+7)

**Saving Throws.** Con +6, Wis +6

**Skills.** Athletics +8, Perception +6

**Senses.** darkvision 60 ft., passive Perception 16

**Languages.** Common

**Challenge.** 8 (3,900 XP)

**Dauntless Regeneration.** Bedivere regains 10 hit points at the end of its turn. If Bedivere takes acid or fire damage, this trait doesn't function at the start of his next turn. Bedivere dies only if he ends his turn with 0 hit points, is restrained and doesn't regenerate.

**Legendary Resistance (1/day).** If the Bedivere fails a saving throw, it can choose to succeed instead.

**Monstrous Tentacle.** Bedivere has advantage on Strength checks and saving throws.

**Never Again.** Bedivere is very aware of the things around him. He has a +5 to initiative checks, can't be surprised and has advantage on Wisdom (Perception) checks.

## ACTIONS

**Multiattack.** Bedivere uses his Grasping Tentacle, then makes two attacks.

**Crush.** Melee Weapon Attack: +8 to hit, reach 5 ft., one grappled creature. Hit: 10 (1d10 + 5) bludgeoning damage and Bedivere regains health equal to half the damage dealt.

**Sword.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) slashing damage.

**Grasping Tentacle (Recharge 5-6).** Melee Weapon Attack: +8 to hit, reach 30 ft., one target. Hit: 24 (3d12 + 5) bludgeoning damage and, if the target is a creature, it is grappled. While grappled in this way, the creature is also restrained. It can spend its action on its turn to make a Strength (Athletics) or Dexterity (Acrobatics) check against Bedivere's Strength (Athletics), ending the conditions on a success. Bedivere can only have one creature grappled at a time.

**Break Free (3/Day).** Bedivere ends one instance of the grapple or restrained condition.

## BONUS ACTION

**Contagious Acidity (5/Day).** Sir Kay coats a creature within 60 feet with an empowering acid. The creature can add 1d12 to the next ability check, attack roll, damage roll or saving throw it makes within the next minute. If added to a damage roll, the damage of the attack becomes acid damage. Whenever the creature is hit with a melee attack, if it has not yet used its die, the attacker takes 6 (1d12) acid damage.

## REACTIONS

**Inkshield.** Bedivere adds 4 to its AC against one melee attack that would hit it. If the attack misses, the attacker is blinded until the start of its next turn.

## LEGENDARY ACTIONS

Bedivere can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Bedivere regains spent legendary actions at the start of its turn.

**Sword.** Bedivere makes one sword attack.

**Distorted Insight (Costs 2 Actions).** Bedivere studies the battlefield intently, guessing the moves of his enemies. Each creature within 120 feet of him must make on a DC 14 Charisma saving throw. On a failure, Bedivere has advantage on all attacks and saving throws made against the creature.

**Tentacle (Costs 3 Actions).** Bedivere recharges and uses his Grasping Tentacle.

