

## ARDENT SISTER, INITIATE

Medium humanoid (human), neutral

**Armor Class** 16

**Hit Points** 39 (6d8 + 12)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	10 (+0)	15 (+2)	10 (+0)

**Saving Throws** Dex +6, Wis +4

**Skills** Acrobatics +6

**Senses** passive Perception 12

**Languages** Common

**Challenge** 2 (450 XP)

**Bonded Teleport (Recharge 5-6).** As a free action, the initiate can call her spear to her hand if she can see it, has a free hand, and is within 60 feet of it. Alternately, she can teleport herself to her spear if she is within 60 feet of it and she is able to occupy a space next to it. She appears in the location holding the spear.

**Unarmored Defense.** While the initiate is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

### ACTIONS

**Multiattack.** The initiate makes two spear attacks or three unarmed attacks.

**Spear.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5ft./range 20/60 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

**Unarmed Strike.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage. If the target is a creature, the initiate can choose one of the following additional effects:

- The target must succeed on a DC 14 Strength saving throw or drop one item it is holding (initiate's choice)
- The target must succeed on a DC 14 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 14 Constitution saving throw or be stunned until the end of the initiate's next turn.

## ARDENT SISTER, ADEPT

Medium humanoid (human), neutral

**Armor Class** 18

**Hit Points** 75 (10d8 + 30)

**Speed** 45 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	16 (+3)	10 (+0)	16 (+3)	10 (+0)

**Saving Throws** Dex +8, Wis +6

**Skills** Acrobatics +8, Insight +6, Stealth +8

**Senses** passive Perception 13

**Languages** Common

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

**Bonded Teleport (Recharge 5-6).** As a free action, the adept can call her spear to her hand if she can see it, has a free hand, and is within 60 feet of it. Alternately, she can teleport herself to her spear if she is within 60 feet of it and she is able to occupy a space next to it. The adept appears in the location holding the spear.

**Indomitable.** The adept has advantage on saving throws against being charmed or frightened.

**Unarmored Defense.** While the adept is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

### ACTIONS

**Multiattack.** The adept makes three spear attacks or three unarmed attacks.

**Spear.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5ft./range 20/60 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

**Unarmed Strike.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage. If the target is a creature, the initiate can choose one of the following additional effects:

- The target must succeed on a DC 16 Strength saving throw or drop one item it is holding (initiate's choice)
- The target must succeed on a DC 16 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 16 Constitution saving throw or be stunned until the end of the initiate's next turn.

### REACTIONS

**Deflect Missile.** In response to being hit by a ranged weapon attack, the adept deflects the missile. The damage it takes from the attack is reduced by 1d10+5. If the damage is reduced to 0, the adept catches the missile if it's small enough to hold in one hand and the adept has a hand free.

## ARDENT SISTER, MATRON

Medium humanoid (human), neutral

**Armor Class** 20

**Hit Points** 136 (16d8 + 64)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	18 (+4)	10 (+0)	18 (+4)	10 (+0)

**Saving Throws** Dex +10, Wis +8

**Skills** Acrobatics +10, Insight +8, Stealth +10

**Condition Immunities** charmed, frightened, paralyzed

**Senses** blindsight 30 ft., passive Perception 14  
**Languages** Common  
**Challenge** 7 (2,900 XP)

**Bonded Teleport (Recharge 5-6).** As a free action, the matron can call her spear to her hand if she can see it, has a free hand, and is within 60 feet of it. Alternately, she can teleport herself to her spear if she is within 60 feet of it and she is able to occupy a space next to it. She appears in the location holding the spear.

**Evasion.** If the matron is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the matron instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Ki-Empowered Strikes.** The matron's weapon attacks are magical

**Unarmored Defense.** While the matron is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

## ACTIONS

**Multiattack.** The matron makes three spear attacks or three unarmed attacks.

**Spear.** *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft./range 20/60 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

**Unarmed Strike.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) bludgeoning damage. If the target is a creature, the matron can choose one of the following additional effects:

- The target must succeed on a DC 18 Strength saving throw or drop one item it is holding (matron's choice)
- The target must succeed on a DC 18 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 18 Constitution saving throw or be stunned until the end of the matron's next turn.

## REACTIONS

**Deflect Missile.** In response to being hit by a ranged weapon attack, the matron deflects the missile. The damage it takes from the attack is reduced by 1d10+6. If the damage is reduced to 0, the matron catches the missile if it's small enough to hold in one hand and the matron has a hand free.

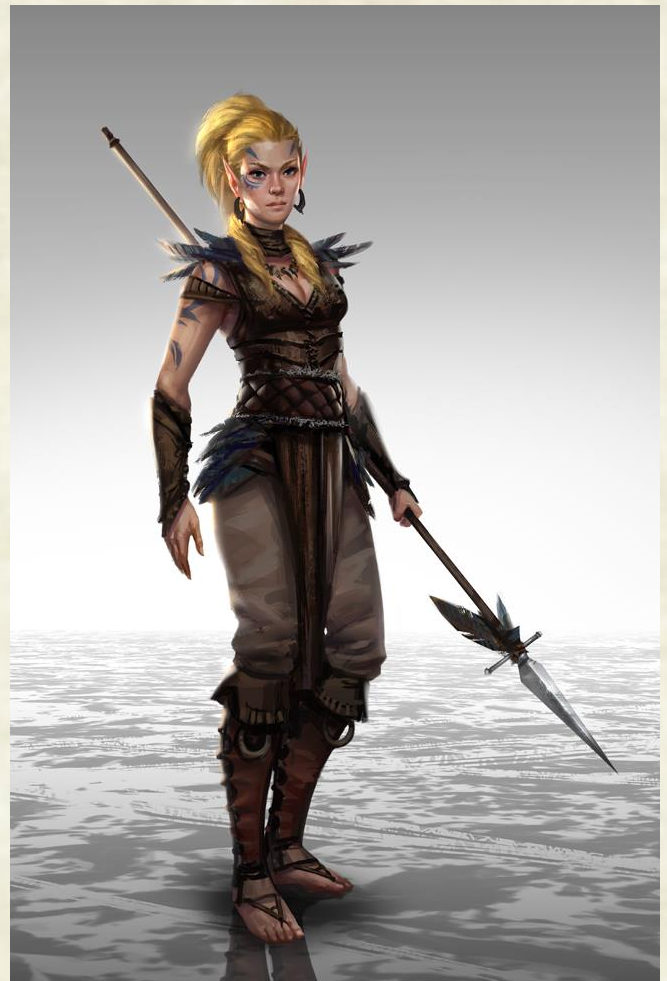
## BONDED SPEAR

*Weapon (spear), rare (requires attunement)*

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

This weapon has 6 charges. While attuned to it, a free action you can expend a charge to teleport the weapon to your hand if you can see it, have a free hand, and are within 60 feet of it. Alternately, you can spend a charge to teleport yourself to the spear if you are within 60 feet of it and you are able to occupy the spear's space. You appear in the location holding the spear. The spear regains 1d6 charges at dawn.

If you have the Ki class feature, you can spend 2 ki points instead of spending a charge from the weapon for either of these functions.



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