

# Levantine Armada



## LEVANTINE GRUNT

Medium humanoid, lawful evil

**Armor Class** 17 (Scale Mail & Shield)

**Hit Points** 16 (3d8 + 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (0)	12 (+1)	11 (0)	10 (0)	9 (-1)

**Senses** passive Perception 9

**Languages** Common

**Challenge** 1/2 (100 XP)

**Trained Slash (1/turn).** The first time in a turn when the Levantine Grunt hits a creature with a melee weapon attack, it deals an additional 3 (1d6) damage of the weapon's type.

### ACTIONS

**Longsword.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage.

**Sworn Duty.** The Levantine Grunt targets an allied creature within 5 ft. of themself to protect. Until the beginning of the Levantine Grunt's next turn any attack roll by a creature that targets the target allied creature is made with disadvantage, as long as the Levantine is within 5 ft. of the allied creature and can see the attacking creature.



## LEVANTINE SNIPER

Medium humanoid, lawful evil

**Armor Class** 15 (Chain Shirt)

**Hit Points** 16 (3d8 + 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	11 (0)	10 (0)	9 (-1)

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** Common

**Challenge** 1/2 (100 XP)

**Quiver.** As an action, the Levantine Sniper can change their ammunition of choice, choosing between the following options: Piercing, Explosive, Hooked. The attack statistic of the Levantine Sniper's Shortbow changes according to the ammunition used.

### ACTIONS

**Dagger.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Shortbow (Piercing).** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

**Shortbow (Explosive).** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 3 (1d6) fire damage and each creature within 10 ft. of the target or point of the arrow's impact must succeed a DC 12 Dexterity saving throw or take 3 (1d6) fire damage.

**Shortbow (Hooked).** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and the target must succeed a DC 12 Strength saving throw or be pulled up to 10 ft. towards the Levantine Sniper.

**Cursory Retreat.** The Levantine Sniper attacks with their dagger and disengages as part of the same action.



## LEVANTINE FIREWALKER

Medium humanoid, lawful evil

**Armor Class** 16 (Fireproof Harness)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	15 (+2)	12 (+1)	9 (-1)	10 (0)

**Resistances** fire

**Senses** passive Perception 9

**Languages** Common

**Challenge** 1 (200 XP)

**Fireproof Harness.** As long as the Levantine Firewalker wears their fireproof harness, they are resistant to fire damage (included in Resistances).

**Pressure Malfunction.** When the Levantine Firewalker begins their turn with less than half of their maximum hit points remaining, roll a 1d6. When you roll a 1 or 2, the Firewalker explodes and dies, forcing each creature in a 10 ft. radius centered on the Firewalker to make a DC 12 Dexterity saving throw. On a failed save a creature takes 10 (3d6) fire damage and half as much on a successful one.

### ACTIONS

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

**Horrific Blaze (Recharges 4-6).** The Levantine Firewalker releases a terrifying blaze in a 15 ft. cone. Each creature in the area must make a DC 12 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save and half as much on a successful one. Each creature that fails the saving throw must succeed a DC 12 Wisdom saving throw at the beginning of its next turn or be frightened until the beginning of its next turn.

**Repressurize.** The Levantine Firewalker adjust the pressure of their equipment. The Levantine Firewalker recharges the use of their Horrific Blaze and does not roll for its Pressure Malfunction at the beginning of their next turn.



## LEVANTINE CHAMPION

Medium humanoid, lawful evil

**Armor Class** 14 (brawn)

**Hit Points** 37 (5d8 + 15)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	9 (-1)	9 (-1)	13 (+1)

**Skills** Athletics +5

**Senses** passive Perception 9

**Languages** Common

**Challenge** 1 (200 XP)

**Brawn.** When the Levantine Champion wears no armor, they add their Constitution modifier to their AC.

### ACTIONS

**Unarmed Strike.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

**Savage Shout.** With a powerful shout the Levantine Champion challenges each hostile creature within 10 ft. of themselves. Each hostile creature in the area that can hear the Levantine Champion must succeed a DC 12 Wisdom saving throw. On a failed save the creature has disadvantage on attack rolls that don't target the Levantine Champion. After the Levantine Champion uses this action, the next attack roll that targets the Levantine Champion made before the beginning of their next turn is made with advantage.

### REACTIONS

**Savage Reversal.** When a creature within range of the Levantine Champion hits them with an attack roll made with advantage, the Levantine Champion makes an Unarmed Strike attack against the creature.





## LEVANTINE COMMANDER

Medium humanoid, lawful evil

**Armor Class** 17 (Splint Mail)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
16 (+3)	12 (+1)	15 (+2)	12 (+1)	11 (0)	12 (+1)

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** Common

**Challenge** 1 (200 XP)

**Turn the Tide.** When an allied creature within 30 ft. of the Levantine Commander dies, the Levantine Commander gains a bonus use of their Rallying Horn until the end of their next turn. To benefit from this trait, the Levantine Commander must see the allied creature die.

### ACTIONS

**Multiattack.** The Levantine Commander makes two melee weapon attacks. They can use their Rallying Horn in place of one attack.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

**Rallying Horn (1/Short Rest).** The Levantine Commander blows their horn to command their soldiers to rally and attack. Each allied creature within 20 ft. that can hear the Levantine Commander add 1d4 to each of their attack rolls until the end of the Levantine Commander's next turn.



## LEVANTINE THAUMATURGE

Medium humanoid, lawful evil

**Armor Class** 14 (Studded Leather)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
10 (0)	15 (+2)	13 (+1)	14 (+2)	10 (0)	13 (+1)

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1 (200 XP)

### ACTIONS

**Dagger.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Caustic Grenade.** *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 7 (2d6) poison damage.

**Eldritch Power (Recharge 5-6).** The Levantine Thaumaturge taps into the Eldritch power contained in their alchemical jar and uses one of the following:

- **Resculpt.** A creature within 10 ft. of the Levantine Thaumaturge regains 16 (3d8+3) hit points.
- **Inoculation.** A creature within 20 ft. of the Levantine Thaumaturge is no longer blinded or poisoned and gains 9 (2d8) temporary hit points that fade at the beginning of the Levantine Thaumaturge's next turn.
- **Laceration.** A tendril lashes from the jar in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw or take 13 (3d8) magical slashing damage.





# LEVANTINE RAKSHASA

Medium humanoid (fiend in djinn form), lawful evil

**Armor Class** 15 (natural armor)

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

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	9 (-1)	9 (-1)	16 (+3)

**Senses** passive Perception 9

**Languages** Common, Abyssal

**Challenge** 1 (200 XP)

**Path to Transcension.** The Laventine Rakshasa's Transcend action is not ready at the start of combat and the Laventine Rakshasa only rolls to recharge Transcend if they used Spectral Slash or Roar since the beginning of their last turn.

**Magic Weapons.** The Laventine Rakshasa's attacks are magical.

## ACTIONS

### Multiattack (Djinn Form Only).

The Laventine Rakshasa makes two melee weapon attacks against different targets.

### Spectral Slash. Melee Weapon

Attack: +5 to hit, reach 5 ft., one target.

Hit: 8 (2d4 + 3) slashing damage.

**Roar.** Each hostile creature within 5 ft. of the Laventine Rakshasa that can hear them must succeed a DC 13 Wisdom saving throw or be frightened until the end of the Laventine Rakshasa's next turn. If the Laventine Rakshasa is in their Djinn form, the area of effect is increased to 20 feet.

**Transcend (Recharge 4-6).** The Levintine Rakshasa regains 19 (3d8+6) hit points and transforms into their djinn form for 1 hour. In their djinn form the Levintine Rakshasa's creature type changes to fiend and gains access to new actions. When the Levintine Rakshasa dies, they return into their humanoid form. Once the Levintine Rakshasa transforms, they can't do so again for 24 hours.





## LEVANTINE PURSUER

Medium humanoid, lawful evil

**Armor Class** 14 (Chain Shirt)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	10 (0)	12 (+1)	9 (-1)

**Skills** Animal Handling +3

**Senses** passive Perception 11

**Languages** Common

**Challenge** 1 (200 XP)

**Beast Bond.** A Levantine Pursuer is always accompanied by their Levantine Vulture, which is bonded to them. Both creatures act on the same initiative count (the DM chooses who of the two acts first). For the purpose of determining this creature's Challenge, the Pursuer and their Vulture are considered to be one Challenge 1 creature.

### ACTIONS

**Sabre.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

**Embolden Beast.** The Levantine Pursuer tends and encourages their bonded Vulture. The Vulture gains 10 temporary hit points that fade at the beginning of the Levantine Pursuer's next turn and the Vulture is no longer charmed or frightened. To do so the bonded Vulture must be within reach of the Levantine Pursuer and be able to see and hear them.

**Mark Target.** The Levantine Pursuer marks a creature within 60 ft. that their bonded Vulture can see as prey. Their bonded Vulture's attack rolls against the target creature have advantage until the end of the Levantine Pursuer's next turn.



## LEVANTINE VULTURE

Small beast, lawful evil

**Armor Class** 12

**Hit Points** 18 (6d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (0)	2 (-4)	12 (+1)	6 (-2)

**Skills** +3 Perception

**Senses** passive Perception 13

**Challenge** 1 (200 XP)

**Flyby.** The Levantine Vulture doesn't provoke opportunity attacks when it flies out of an enemy's reach.

### ACTIONS

**Talons.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5(1d6 + 2) slashing damage.

**Screech (1/Short Rest).** Each creature in a 10 ft. radius of the Levantine Vulture that can hear it must succeed a DC 11 Wisdom saving throw or be frightened until the end of the vulture's next turn.





## LEVANTINE TERPISCHOREAN

Medium humanoid, lawful evil

**Armor Class** 15 (Suave Defence)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
11 (0)	16 (+2)	14 (+2)	10 (0)	11 (0)	14 (+2)

**Skills** Performance +4

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1 (200 XP)

**Graceful Strides.** Once per turn, when the Levantine Terpischorean scores a hit with their Chakram, they can move up to 10 ft. without provoking opportunity attacks as part of the same action. To do so the Levantine Terpischorean's movement must be higher than 0.

**Suave Defence.** When not wearing armor, the Levantine Terpischorean adds their Charisma modifier to their AC.

### ACTIONS

**Multiattack.** The Levantine Terpischorean makes two attacks.

**Chakram.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 3) slashing damage.

**Chakram (Thrown).** *Ranged Weapon Attack:* +5 to hit, range 20/40 ft., one target. *Hit:* 4 (1d4 + 3) slashing damage.

**Samsara (Recharges 5-6).** The Levantine Terpischorean causes one of the following effects:

- **Death.** A creature within 10 ft. of the Levantine Terpischorean must make a DC 12 Constitution saving throw. On a failed save the creature takes 10 (3d6) necrotic damage and half as much on a successful one.
- **Incarnation.** Up to 4 allied creatures of the Levantine Terpischorean within 20 ft. of them are empowered for 1 minute, the terpischorean uses Samsara again, or until the terpischorean's concentration ends (as if concentrating on a spell). Whenever an empowered creature makes an attack roll or a saving throw, it rolls 1d4 and adds the number rolled to the attack roll or saving throw.

