

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 itself 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)

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.

STR	DEX	CON	INT	WIS	CHA
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.

STR	DEX	CON	INT	WIS	CHA
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.

