



AGE 12+

ARCANE ORDER

Use this compendium to add the Arcane Order characters to your own adventures.

5E COMPATIBLE COMPENDIUM

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The Arcane Order was founded 1,700 years ago after six witches united to defeat Grand Witch Tannisly and safeguard Eluan from magical threats. With the addition of Morgana, the order now comprises seven formidable spellcasters from diverse magical lineages. They annually convene to discuss and address potential magical dangers, paying homage to their predecessors during these gatherings.

ARCANE ORDER

The glacier shook, releasing a thundering shriek like a titan's cry. The monster, standing on top of it, cried in pain as it swung its claws, trying to slay the witches and protect itself from their magic.

For years, the beast had terrorized and annihilated many settlements in the Frost Lands, including the port of Alsean. No army or hero had defeated it since it had appeared from a glacier.

And now, the beast fell like helpless prey, proving no match for the seven witches of the Arcane Order.

They meet once a year, taking turns in hosting the others. The seven discuss any suspicious magical activity or potential threat. If one is considered grave enough, the seven will head out to investigate the matter and solve it if necessary.

During these meetings, they pay homage to their mentors, the order's former members, and their respective achievements.

ABOUT THE ORDER

The order's history can be traced back to the fall of the Commonwealth of Vorut, nearly 1,700 years ago.

As the Commonwealth fell, it left a huge vacuum of power. Wanting to conquer the survivors and create her own empire, the Grand Witch Tannisly made her move, declaring herself the commonwealth's new ruler and unleashed her servants and loyal followers across the land.

The remnants of the commonwealth, weakened and decreased by years of war, were no match for these forces, which spread like locusts.

For all her talents and great powers, the Grand Witch did not foresee threats from the inside. Six witches from different schools of magic did not follow her orders and brought her down by combining their powers.

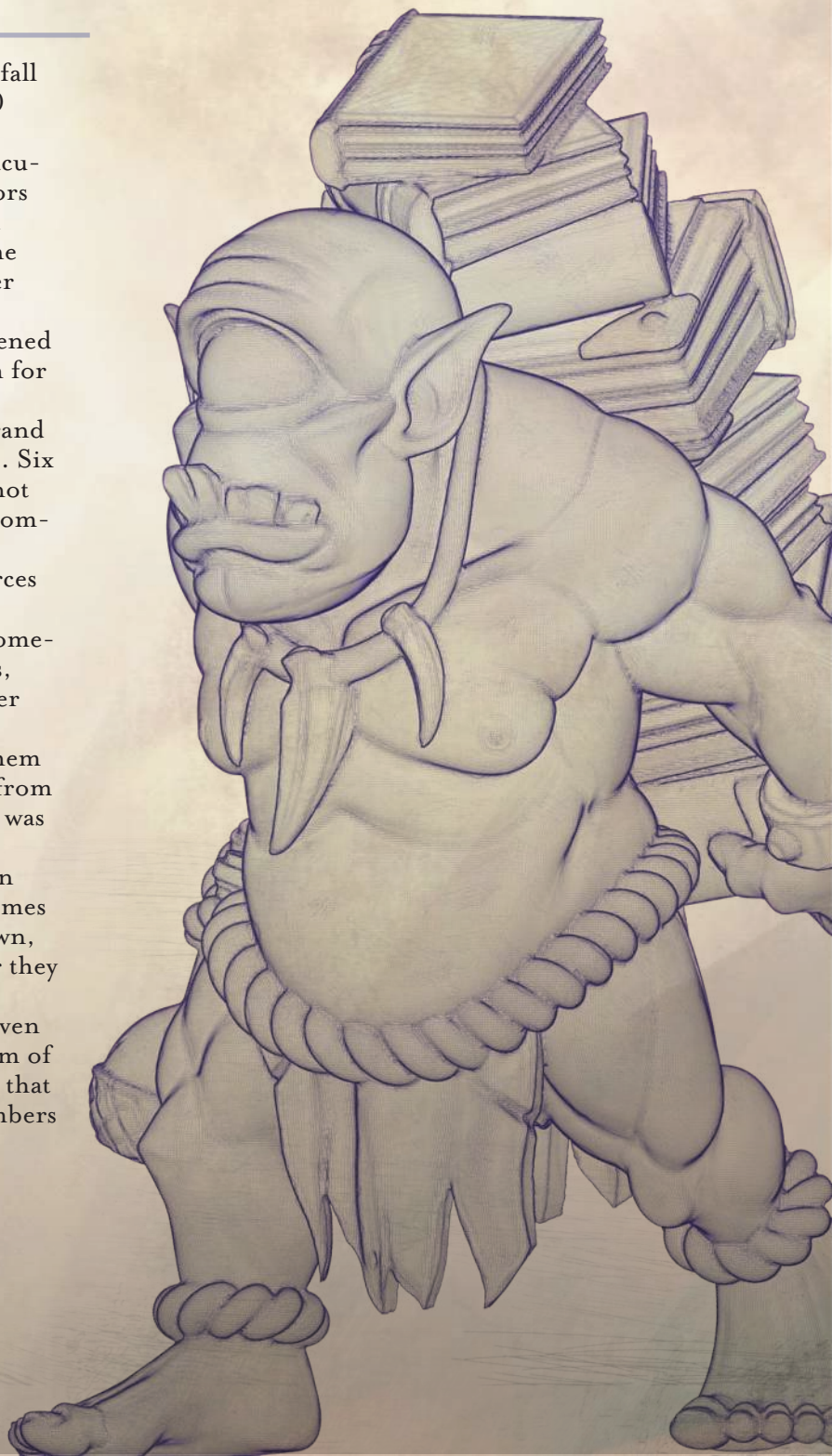
Without their leader, the Grand Witch's forces lost hope and scattered.

The six witches trapped the Grand Witch somewhere deep in the Dragon's Spine Mountains, vowing to be ever vigilant should Tannisly ever return.

Ever since, the six—like their pupils after them and theirs after them—have guarded Eluan from any magical threats. Thus, the Arcane Order was established.

The order's current members number seven with the arrival of Morgana. Each of them comes from a different magical lineage. On their own, they are formidable spellcasters, but together they are unstoppable.

Today's witches have already saved the dwarven Kingdom of Bolgrim, and the Elven Kingdom of Silvarion on different occasions, and proved that they might be the order's most powerful members ever.





Aurelia, Moonlight Witch

“Maiden of the Moon”, “The Silver Damsel”, are some of Aurelia’s sobriquets. She practices and studies magic in an abandoned lighthouse called Luna’s Beacon off the shores of the Elven Sea. Her age is unknown, but she has been around for over two hundred years thanks to her magic.

Aurelia’s magic ties to the moon’s cycle, and it becomes more powerful during the full moon.

People know her for her fiery temperament and guiding nature, as she appears to adventurers and provides them with knowledge so they can carry out their quests.

Ever since a child, Aurelia was enthralled by the moon, staying awake at night so she could gaze at its beauty. During one of those nights, Aurelia saw a ball of silver light descend from the sky and land in her garden.

Without fear, Aurelia approached the light which enveloped her. The light spoke, saying it was the will of the former Moonlight Witch that she should inherit her knowledge and magic. As so Aurelia was granted her powers.

Aurelia is recognisable because of her silver dress and silver hair in a long braid. The people that have met her say she projects an aura that eliminates any anxiety and lulls any troubled soul.

When she is not in Luna’s Beacon, Aurelia wanders Eluan during the night, looking out for how the moon influences the creatures and the land.

Aurelia has a warm relationship with the other witches, especially Lilith, the necromancer, who’s also active during the night. Their exchanges last until dawn, when Aurelia returns to her lighthouse.

Luna’s Beacon overlooks the tempestuous and freezing waters of the Elven Sea. At night, the lighthouse radiates a silver light which sailors use for navigating during the night.

Aurelia

Medium Humanoid, Chaotic Good

Armor Class 12 (15 with mage armor)
Hit Points 35 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	18 (+4)	12 (+1)	18 (+4)

Saving Throws Intelligence +7, Wisdom +4
Skills Arcana +7, History +7, Nature +4
Senses Darkvision 60 ft., passive Perception 11
Languages Celestial, Common, Infernal, Sylvan
Challenge 6 (2,300 XP)

Spellcasting. Aurelia is a 9th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +7 to hit with spell attacks) Aurelia has the following spells prepared:

- Cantrips (at will): *fire bolt, light, mage hand, prestidigitation, shocking grasp*
- 1st level (4 slots): *detect magic, mage armor, sleep, magic missile*
- 2nd level (3 slots): *misty step, suggestion*
- 3rd level (3 slots): *counterspell, fireball, dispel magic*
- 4th level (3 slots): *banishment, polymorph*
- 5th level (3 slots): *wall of force*

ACTIONS

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



Zephyra, Wind Sorceress

“The Mistress of Winds” lives in a lone mountain in the northernmost part of the empire, facing the waters of the Lyrian Sea, just where the northern and western winds clash.

Her home is a tower carved into the rock known as Rock’s Peak.

Zephyra spends much of her time on Peak’s roof, talking with the winds and listening to any rumors or information they might have.

Air elementals and wind spirits of various sizes and power guard her lair.

Zephyra picked up the mantle after the former wind witch, Mirella, retired after serving the winds and the people of Eluan for decades.

Considered an introvert, Zephyra is aware of her surroundings always, concentrating on messages carried by the wind or odors.

Zephyra is the coven’s newest member, but one of the most experienced since she traveled and battled many foes while serving as Mirella’s pupil.

Swift like the wind, Zephyra is quick to strike and capable of devastating extensive areas with thunderous winds.

Zephyra says all winds come from a god’s last exhale; which helped finish Eluan’s last shape. In recent years, a shadow of worry has appeared on Zephyra’s face. The other witches have noticed this, but she hasn’t shared the reason.

However, the witches maintain Zephyra has been informed by the wind of an impending catastrophe.



Zephyra

Medium Humanoid, Chaotic Neutral

Armor Class 14 (15 with mage armor)
Hit Points 35 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	18 (+4)	12 (+1)	16 (+3)

Saving Throws Intelligence +7, Wisdom +4

Skills Arcana +7, History +7, Nature +4

Senses Darkvision 60 ft., passive Perception 13

Languages Celestial, Common, Elvish, Primordial

Challenge 6 (2,300 XP)

Spellcasting. Zephyra is a 9th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +7 to hit with spell attacks) Zephyra has the following spells prepared:

Cantrips (at will): *windblast* (see “Actions” below), *light*, *chill touch*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *feather fall*, *mage armor*, *thunderwave*, *magic missile*

2nd level (3 slots): *misty step*, *silence*

3rd level (3 slots): *fly*, *fireball*, *protection from energy*

4th level (3 slots): *greater invisibility*, *private sanctum*

5th level (3 slots): *conjure air elemental*

ACTIONS

Windblast. Ranged Spell Attack: +7 to hit, range 120 ft., one target: Hit: 4 (1d4 + 2) thunder damage.

Isolde, Ice Enchantress

From the icy waters and winds, Isolde stands guard from her Glacial Bastion, protecting and maintaining the gargantuan icebergs and glaciers that form the Frost Lands.

Her hair is white, and she has spectral icy blue eyes.

The Glacial Bastion is a vast fortress of ice packed with sculptures and monsters summoned by Isolde herself.

Although she is dedicated to the order and has aided the witches on numerous occasions, she doesn't get along with them, preferring to spend her time in the freezing climates of the Frost Lands.

Five years ago, a powerful wizard unleashed a spell that warped Eluan's climate and lands.

The Frost Lands were amongst the most affected regions, with glaciers that had stood for a thousand years melting away and vanishing from Eluan forever.

During this moment, while the other witches tried to undo the wizard's spells, Isolde used all her might to protect the Frost Lands.

The witches were successful and undid the wizard's spells, but the strain on Isolde almost killed her. It took her years to recuperate her health and her powers.

Visitors to the Glacial Bastion say it is a wonder filled with beauty, the product of Isolde's artistic temperament whose ice sculptures match those created by master sculptors of Eluan.

Isolde's reputation as the most enigmatic of the witches stems from her tendency to keep to herself and only speak when compelled to do so.

This doesn't mean she is cold. Quite the contrary, the folk in the Frost Lands that interact with her claim she is tender with them and always comes to their aid when they call for her.

Isolde

Medium Humanoid, Chaotic Good

Armor Class 16 (Ice armor)

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	18 (+4)	12 (+1)	16 (+3)

Saving Throws Intelligence +7, Wisdom +4

Skills Arcana +7, History +7, Nature +4

Senses Darkvision 60 ft., passive Perception 13

Languages Infernal, Common, Elvish, Primordial

Challenge 6 (2,300 XP)

Spellcasting. Isolde is a 9th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +7 to hit with spell attacks) Isolde has the following spells prepared:

Cantrips (at will): *iceblast* (see "Actions" below), *light*, *mage hand*, *minor illusion*, *shocking grasp*

1st level (4 slots): *disguise self*, *unseen servant*, *shieldmagic missile*

2nd level (3 slots): *misty step*, *gust of wind*

3rd level (3 slots): *fear*, *blink*, *haste*

4th level (3 slots): *confusion*, *ice storm*

5th level (3 slots): *cone of cold*

ACTIONS

Iceblast. Ranged Spell Attack: +7 to hit, range 120 ft., one target. Hit: 11 (2d10) cold damage.



Lilith, Eternal Night

Necromancer

Master of necromancy and other black arts, Lilith's reputation for dark humor is legendary. A master strategist, she exploits fears and secrets from her home in the enchanted forest known as Shade Manor.

Lilith boasts a colossal library of tomes dedicated to necromancy and other spells related with the spirit world. Some of these works are so old that they are written in extinct languages and are considered priceless.

Known to a very few, Lilith is an undead, having died one decade ago whilst working on a powerful ritual that went amiss.

After the explosion that destroyed an entire wing of the manor, Lilith woke up and discovered her undead status, something she found hilarious being a necromancer. However, she is not a typical undead; her flesh and appearance show no decay or smell.

Lilith is served and guarded by her undead minions, especially skeletons and ghouls, whom she considers the most reliable kind of undead.

During her lifetime, she has come across powerful undead creatures who she considered a threat and therefore destroyed or banished to another plane.

Lilith is aware of the equilibrium between the realms of the dead and the living, which, if broken, could destroy the entirety of creation.

She sees herself as a guardian of this balance, which is why she hasn't raised an army of the dead, even though she has the skills to do so.

One phenomenon which is her object of study is the Bloodmoon, the time of the year when beasts become more ravenous and the undead much stronger. She still hasn't found an explanation for this, but she believes she is close.

Lilith

Medium Humanoid, Neutral

Armor Class 11 (15 with mage armor)
Hit Points 35 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	18 (+4)	12 (+1)	14 (+2)

Saving Throws Intelligence +7, Wisdom +4
Skills Arcana +7, History +7, Investigation +6
Senses Darkvision 60 ft., passive Perception 13
Languages Infernal, Common, Abyssal, Celestial
Challenge 6 (2,300 XP)

Spellcasting. Lilith is a 9th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +7 to hit with spell attacks) Evangeline has the following spells prepared:

Cantrips (at will): *chill touch, light, mage hand, Spare the dying, shocking grasp*
 1st level (4 slots): *charm person, mage armor, inflict wounds, magic missile*
 2nd level (3 slots): *misty step, darkness*
 3rd level (3 slots): *animate dead, vampiric touch, fear*
 4th level (3 slots): *blight, death ward*
 5th level (3 slots): *raise dead*

ACTIONS

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



Lilith's Skeleton Servants

Medium Humanoid, Neutral

Armor Class 14 (armor scraps)
Hit Points 15 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	18 (+4)	12 (+1)	14 (+2)

Damage Vulnerabilities Bludgeoning
Damage Immunities Poison
Condition Immunities Exhaustion, Poisoned
Senses Darkvision 60 ft., passive Perception 12
Languages Common
Challenge 1/4 (50 XP)

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target: Hit: 5 (1d6 + 2) piercing damage.

Evangeline, Beast Charmer

A free spirit and a force of nature, Evangeline commands and summons great beasts of nature. Therefore, she's known as the Beast Charmer.

The name of her abode is The Beasts' Glen, a secret glen where winter never arrives, and where creatures roam free and unmolested.

Evangeline appeared as a baby one day in a village close to the glen. The basket she was in emitted the sweet smell of pine and lavender, as it was made from branches of various trees. Amongst the belongings inside the basket was a note, specifying that villagers had to raise the baby until she came to be collected.

The young witch grew up with the other children, always displaying a gentle nature and an affinity with the domesticated animals.

After seven years, a humongous wolf appeared in the village. Terrified at first, the villagers expected the worst, but the animal just sat there, watching the people and waiting. Eventually, Evangeline approached the wolf, and she realized she could understand him. The animal told her she had to say goodbye and come with him.

Evangeline was led to the glen, where she discovered she was to become the new Beast Charmer.

The witch sports green moss hair and always has animals with her, especially the cat Denbi, who is believed to be more than one hundred years old.

Out of the witches, she's the most carefree and talkative. She's always exploring the glen, talking to the animals, and seeing to the trees and plants.

This sometimes vexes the other witches, who are incapable of understanding that she's still young and innocent.

Evangeline has the ability to communicate with almost any wild creature, sensing their emotions and needs.

Because of her responsibilities, she only leaves the glen when asked to by other witches.



Evangeline

Medium Humanoid, Neutral

Armor Class 11 (15 with mage armor)
Hit Points 35 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	18 (+4)	12 (+1)	16 (+3)

Saving Throws Intelligence +7, Wisdom +4
Skills Arcana +7, Nature +7, Survival +5
Senses Darkvision 60 ft., passive Perception 13
Languages Elvish, Common, Sylvan, Draconic
Challenge 6 (2,300 XP)

Spellcasting. Evangeline is a 9th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +7 to hit with spell attacks) Evangeline has the following spells prepared:

Cantrips (at will): *fire bolt, dancing lights, message, poison spray, shocking grasp*
 1st level (4 slots): *cure wounds, mage armor, speak with animals, magic missile*
 2nd level (3 slots): *misty step, invisibility*
 3rd level (3 slots): *conjure animals, fireball, haste*
 4th level (3 slots): *conjure minor elementals, dominate beast*
 5th level (3 slots): *insect plague*

ACTIONS

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



EVANGELINE

Liontex

Large Beast, Unaligned

Armor Class 12 (Natural Armor)
Hit Points 28 (4d10+4)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (-4)	12 (-1)	10 (+0)

Skills Perception +3, Stealth +6
Senses Passive Perception 13
Languages -
Challenge 1 (200 XP)

Keen Smell. The liontex has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The liontex has advantage on an Attack roll against a creature if at least one of the liontex's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pounce. If the liontex moves at least 20 feet straight towards a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the liontex can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the liontex can long jump up to 25 feet.

ACTIONS

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

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Wolfen

Large Beast, Unaligned

Armor Class 13 (Natural Armor)
Hit Points 38 (5d10+4)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	14 (+2)

Skills Perception +3, Stealth +4
Senses Passive Perception 13
Languages -
Challenge 1 (200 XP)

Keen Smell. The wolfen has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The wolfen has advantage on an Attack roll against a creature if at least one of the liontex's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Three-Tailed Fox

Medium Humanoid, Neutral

Armor Class 16 (Natural armor)
Hit Points 26 (4d8+4)
Speed 40 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	11 (+0)	12 (+1)	12 (+1)	18 (+4)

Skills Perception +3, Stealth +5
Senses Passive Perception 16
Languages -
Challenge 4 (1,100 XP)

Keen Hearing and Smell. The fox has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Escape. The fox can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

Teleport (1/Day). The fox can magically teleports itself and up to three creatures it can see within 10 feet of it, along with any equipment they are wearing or carrying, to a location the fox is familiar with, up to 1 mile away.

Healing. The fox touches another creature with its tails. The target magically regains 9 (2d8) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) piercing damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or be charmed.

Hyrnin

Small Beast, Unaligned

Armor Class 14 (Natural armor)
Hit Points 18 (3d8+6)
Speed 40 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	9 (-1)	10 (+0)	12 (+1)	18 (+4)

Skills Perception +6, Stealth +5
Senses Passive Perception 14
Languages -
Challenge 3 (700 XP)

Keen Hearing and Smell. The hyrnin has advantage on Wisdom (Perception) checks that rely on hearing.

Escape. The hyrnin can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

Magic Resistance. The hyrnin has advantage on saving throws against spells and other magical effects.

ACTIONS

Thunder Horn. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 4) piercing damage plus the target is pushed back 30 ft.

Morgana, Shadow Alchemist

The smell of sulfur, mixed with other compounds, stems from the Copper Lounge, Morgana's legendary laboratory.

Unlike the other witches, Morgana's magic is more varied, as it is the product of her concoctions and creations, not an outside force.

Hailing from Thamarya, Morgana has been studying alchemy since a young age, being the disciple of a potion seller.

Realizing her talent was being wasted just making potions, she actively visited and learned from the greatest alchemists in the Lyrian Empire and beyond. She soon surpassed them and became a legend across Eluan.

In the Copper Lounge, Morgana is assisted by her squadron of Homunculus, which she created herself.

In the lounge's center there's a mithril cauldron that has been over flames which have never gone out in over twenty years. The cauldron is colossal, capable of holding up to a ton of content.

Morgana was approached by Celeste, who whilst in a market, came across one potion of astral projection. Celeste was impressed with the potion's results, which surpassed her own astral projection trance.

It took some months of constant visits and letters, but Morgana finally decided to join the coven, acknowledging that she could learn from the other witches.

Because of her work, Morgana spends long periods of time away from her laboratory, searching for ingredients for her studies and experiments.



Morgana

Medium Humanoid, Neutral

Armor Class 12 (15 with mage armor)
Hit Points 43 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	18 (+4)	18 (+4)	12 (+1)

Saving Throws Intelligence +7, Wisdom +4
Skills Arcana +7, Medicine +7, Investigation +7
Senses Darkvision 60 ft., passive Perception 13
Languages Dwarvish, Common, Elvish, Gnomish
Challenge 6 (2,300 XP)

Spellcasting. Morgana is a 9th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +7 to hit with spell attacks) Morgana has the following spells prepared:

Cantrips (at will): *fire bolt, mending, true strike, poison spray, shocking grasp*
1st level (4 slots): *grease, mage armor, sleep, magic missile*
2nd level (3 slots): *web, hold person*
3rd level (3 slots): *counterspell, fireball, gaseous form*
4th level (3 slots): *polymorph, fabricate*
5th level (3 slots): *geas*

ACTIONS

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

Morgana's Homunculus Servant

Medium Humanoid, Neutral

Armor Class 14 (armor scraps)
Hit Points 8 (2d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	6 (-2)	8 (-1)	8 (-1)

Damage Immunities Poison
Condition Immunities Charmed, Poisoned
Senses Darkvision 60 ft., passive Perception 12
Languages Common
Challenge 1/2 (100 XP)

Telepathic Bond. While the homunculus is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 1 piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1d10) minutes and unconscious while poisoned in this way.

Alchemy Grenade. The homunculus throws a bomb up to 150 feet, and the missile explodes in a 30-foot-radius sphere. Each creature in that area must make a DC 12 Dexterity saving throw, taking 8 (2d6 + 2) force damage on a failed save, or half as much damage on a successful one.

Celeste, Stellar Astrologer

The most empathetic amongst the witches, Celeste spends most of her time in her observatory, known as the Furthest Point.

Situated on an unknown island close to the White Archipelago, her observatory is full of maps and contraptions for stargazing.

Celeste knows more about the stars or other worlds than any of the other witches. She's always carrying a telescope and a book in which to take notes as the stars are always traveling.

This witch has the gift of foresight, claiming the stars have information about the future. She keeps this knowledge a secret, knowing the threat it would pose if it fell into the wrong hands. It is not a perfect ability, since the present is always in motion.

She believes the stars form a vast tapestry, the master design of creation, and that if she studies it enough, she will see threads of reality and be able to alter them.

Although she doesn't look it, Celeste is the oldest of the witches, being alive for over 500 years, but doesn't age. Because of this, the coven considers her the unofficial leader.

On numerous occasions, Celeste, through her powers of foresight, has spotted a terrible threat descending on Eluan and gathered the other witches so they can face it.

Celeste likes to visit artificers and inventors, workshops, and laboratories. Her aim is to find any item that can assist her with her stargazing and analysis. This makes her a regular visitor to Thamarya, a city she claims where one can find any gadget they can think of.

The Stellar Astrologer goes into trance at least once a month, projecting her astral shape to confines of space. Once there, she investigates and talks to other beings of tremendous power.

Celeste

Medium Humanoid, Lawful Good

Armor Class 12 (15 with mage armor)
Hit Points 43 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	18 (+4)	18 (+4)	14 (+2)

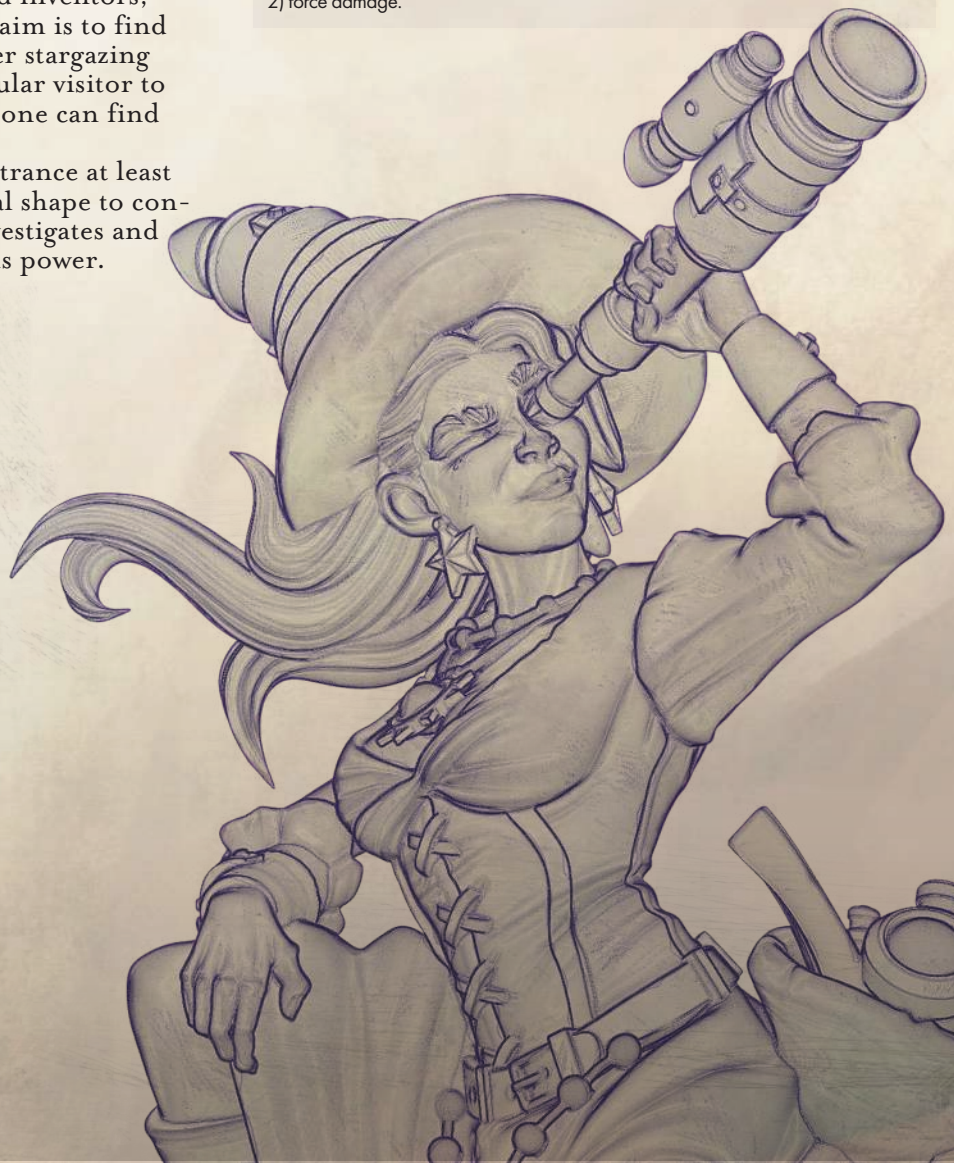
Saving Throws Intelligence +7, Wisdom +7
Skills Arcana +7, History +7, Investigation +7
Senses Darkvision 60 ft., passive Perception 13
Languages Celestial, Common, Primordial, Draconic
Challenge 6 (2,300 XP)

Spellcasting. Celeste is a 9th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +7 to hit with spell attacks) Celeste has the following spells prepared:

Cantrips (at will): *astral blast* (see "Actions" below), *light*, *mage hand*, *minor illusion*, *ray of frost*
 1st level (4 slots): *grease*, *mage armor*, *identify*, *magic missile*
 2nd level (3 slots): *misty step*, *invisibility*
 3rd level (3 slots): *spirit guardians*, *fireball*, *haste*
 4th level (3 slots): *conjure minor elemental*, *dimension door*
 5th level (3 slots): *arcane hand*

ACTIONS

Astralblast. Ranged Spell Attack: +7 to hit, range 120 ft., one target: Hit: 4 (1d4 + 2) force damage.





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