

# AGIAS



You see a tall, lean elf with long, flowing silver hair and piercing green eyes. He carries himself with an air of quiet intensity, exuding a sense of wisdom and calmness. Despite being in the bustling city, he appears out of place, as if he belongs to a different realm entirely.

Agias is a male elf druid from Faerun who has a deep connection with nature. He has taken on the role of a protector of the natural world, using his druidic abilities to maintain the balance between civilization and the wild.

Like most elves who prefer the tranquility of the forests, Agias has developed a strong contempt for cities and everything they represent, seeing them as a blight on the natural order of things.

Agias harbors a deep-seated anger towards the forces of civilization. His hatred stems from a personal tragedy that occurred in his past, where the destruction of a once pristine forest by the hands of humans resulted in the loss of his family. His secret motivation is to avenge their deaths by fighting against the expansion of cities and protecting what remains of the wild.

## AGIAS

Medium humanoid (elf), neutral

**Armor Class** 11

**Hit Points** 22 (5d8)

**Speed** 30 ft.

**Saving Throws** INT +5, WIS +4

**Skills** Perception +4, Nature +5

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

**Condition Immunities**

**Senses** Darkvision 60 ft., passive Perception 14

**Languages** Common, Elvish, Druidic

**Challenge** 1/4 (50 XP)

**Fey Ancestry.** Agias has an advantage on saving throws against being charmed, and magic can't put him to sleep.

**Spellcasting.** Agias is a 2nd-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following wizard spells prepared: Cantrips (at will): mage hand, prestidigitation, ray of frost. 1st level (3 slots): detect magic, shield, mage armor.

**Wild Shape.** Agias can use his action to magically assume the shape of a beast he has seen before. He can stay in a beast shape for up to 1 hour. He can use this feature twice before he must finish a short or long rest to use it again.

## ACTIONS

**Ice Shard.** Agias conjures a shard of ice and hurls it at a target within range. Melee or ranged weapon attack: +3 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 2 (1d4) piercing damage.

**Chill Touch.** Agias reaches out with a ghostly, skeletal hand and touches a target within range. The target must make a DC 13 Constitution saving throw. On a failed save, the target takes 8 (1d8 + 4) necrotic damage, and it can't regain hit points until the start of Agias' next turn.

## NOTES

