

5E

AB
ABYSSAL BREWS

THE
CERVUSAN

Honorbound warriors who serve their lords
with both blade and magic.

CERVUSAN

The Mountainous regions of the far east are home to many mysteries and species that are not yet known to the rest of the inhabited world. One such civilization, the Cervusan, take pride in their stoicism, honor, and traditions. Though they resemble common deer with their long horns and slender face, these highly intelligent peoples share very little in common with the prey animals of the forest. Many have honed both their battle and magical capabilities with rigorous repetition and training. While they are peaceful by choice, those who would seek to invade their lands have been met with their full fury of blade and spell. So fierce are they in combat prowess, that they've held their borders for what some historians believe to be hundreds of years with no successful incursions so far.

Societally, the Cervusan live quiet lives. Many adopt strict routines that they practice and follow from day to day. Training in the morning air is often followed by a peaceful lunch, afterwards some tend to their homes and affairs while

others practice their magics or swordsmanship. Evenings are often spent in quiet meditation, or in the company of friends in and family. Agrarians of their societies tend their fields, understanding the importance of their duty to feed their communities. Warriors protect their walls and ride their lands searching for threats. Weapon and armor smiths conduct their practice with unrivaled precision knowing that their work directly impacts the safety of their village. It is through a shared understanding of community that the Cervusan succeed. Each person serving their purpose to the best of their efforts.

In Service of Society. While many from the outside may find it odd that such successful warriors would gladly serve any lord, there is a fundamental misunderstanding in how the society of Cervusan functions. The lords of this land are merely those who have served the community they inhabit most fiercely through their life. Some of the lords of Cervusan lands were former cobblers, smiths, farmers, or other such professions. When one lord passes, the community gathers and puts forth names for the next to serve. The lords of

CERVUSAN

Medium humanoid, lawful good

Armor Class 15 (studded leather)

Hit Points 121 (22d8+22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	16 (+3)	13 (+1)	12 (+1)

Saving Throws CON +4

Skills Acrobatics +6, Arcana +6

Senses Passive Perception 11

Languages Common, one other language

Challenge 5 (1,800 XP)

Battle Caster. The Cervusan has advantage on saving throws made to maintain its concentration on a spell effect.

Open Opportunity. Once per hour, when the Cervusan could make an attack of opportunity, it can instead choose to cast a spell from its spell list.

Practiced Stance. The Cervusan can take up a defensive or offensive stance which it chooses when it rolls initiative. It can change its stance once per round at the start of its turn. In its offensive stance, it can make three enchanted blade attacks as part of its multiattack. In its defensive stance, it gains a +2 bonus to its AC.

Actions

Multiattack. Cervusan makes two Enchanted Blade attacks.

Enchanted Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage plus 9 (2d8) Force damage.

Innate Spellcasting. Cervusan's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can cast the following spells, requiring no material components:

At Will: *Fire Bolt, Resistance*

1/Day: *Burning Hands, Color Spray, Cure Wounds, Fog Cloud, Mage Armor, Shield*

Bonus Actions

Honorable Duel (1/Day). The Cervusan bows towards a creature of its choosing within 30 feet of it, challenging them to an honorable duel. For the next 1 minute, or until the Cervusan attacks another target, creatures who attempt to target the Cervusan with an attack or harmful spell must first make a DC 14 Intelligence saving throw. The attack or spell fails on a failure.

Cervusan communities view serving their people as a duty rather than a privilege. Many still spend time tending to their fields or plying their wares in their former trade. They must care for their people in the best way they know, which often means getting their hands dirty.

Practiced in Sword and Spell. Cervusan warriors are uniquely gifted in both their swordsmanship as well as their control of magics. Possessing some latent magical prowess in their horns, these fighters train in both practiced combat as well as honing their casting. The Cervusan see the magics they have innately as an ancient gift, bestowed upon them by a long lost progenitor. They defend their lands with might and magic, offering little chance for those who stand in their way. On very rare occasions, Cervusan may gift their shed horns to others who aid them greatly. This is considered the highest honor the Cervusan can bestow.

TACTICS

In combat, Cervusan are often patient and rarely caught off guard. They are extremely practiced in both sword and magic making them difficult to control.

- Practiced stance should always be chosen at the start of combat and serves as the basis for how the Cervusan function in a fight. Switch between stances and utilize openings with spells.
- Their defensive stance is extremely useful for swatting away unwanted attacks. It can be a difficult wall to cut through.
- Utilize their spells early and often. The Cervusan are powerful casters and are not afraid to show that.
- Honorable duel is a great way to slow down combat and should the Cervusan be bested, they may just surrender and offer aid rather than fight.

SUGGESTED PAIRINGS

Cervusan rarely travel alone and coming across one usually means there are more around.

- Having Cervusan enter combat while mounted offers them a number of advantages to cast spells early before they dismount later for more tactical combat.
- I would recommend considering pets that they might have trained and kept with them. This could range from giant salamanders to hunting dogs or other such creatures. Birds of prey are often a good option as well.



STAGHORN SHAKO

Wondrous Item, Rare (requires attunement)

The Cervusan, deer-like warriors of the far reaches are said to be honorable duelists, practiced in both sword and spell. This traditional helmet of layered red leather, is tinged with golden accents and bears the discarded horns of a Cervusan warrior. Though they are no longer attached to the creature, they still carry with them some of the latent magics of the Cervusans themselves.

While you are attuned to this helmet, you gain a +1 bonus to Arcana skill checks as well as a +1 bonus to saving throws against spell attacks.

Twice per day, when you cast a spell that would normally target a creature or area, you can instead choose to cast it on a melee weapon in your possession, imbuing the weapon with the spell. When you hit a creature with a melee weapon attack with the imbued weapon, you can choose to instantly cast the imbued spell targeting them or an area including them if it was an area based spell. When cast in this way, you use your previous melee weapon attack roll as your spell attack roll if needed. If the spell requires a saving throw, the creature you hit rolls their saving throw at disadvantage due to the surprising nature of the spell. If you do not hit a creature with the imbued weapon by the time you finish your next long rest, the spell is lost. This ability resets daily at dawn.

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