

ALOGO (CENTAUR CHAMPION)

The strongest and bravest of the centaur clans are the Alogos. When an Alogo rides with a clan, it is always at the front, driving its clansmen with rallying warcries. Alogos never flee combat and will martyr itself before it lets down its kin.

GNOME ILLUSIONIST

Gnome illusionists take the gnomes' love of pranks to an all-new level. Instead of fighting and attacked, generally, the illusionist prefers to mislead, trick, and trap targets.

GNOME ILLUSIONIST

Small humanoid (gnome), chaotic neutral

Armor Class 13 (16 with mage armor)
Hit Points 49 (9d6 + 18)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	17 (+3)	12 (+1)	12 (+1)

Saving Throws Int +5, Wis +3
Skills Arcana +5, Perception +3, Stealth +5
Senses darkvision 60 ft., passive Perception 13
Languages Common, Gnomish, Sylvan
Challenge 3 (700 XP)

Gnome Cunning. The gnome has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Spellcasting. The gnome is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The gnome can cast the following wizard spells:

At will: *dancing lights, eldritch blast, light, mage hand, minor illusion, shocking grasp*
1st level (4 slots): *charm person, disguise self, mage armor, silent image, Tasha's hideous laughter*
2nd level (3 slots): *blur, invisibility*
3rd level (3 slots): *fear, hypnotic pattern, major image*
4th level (3 slots): *hallucinatory terrain*
5th level (1 slot): *mislead*

Actions

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

ALOGO (CENTAUR CHAMPION)

Large monstrosity, neutral good

Armor Class 13
Hit Points 93 (11d10 + 33)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	10 (+0)	15 (+2)	13 (+1)

Saving Throws Str +8, Dex +6, Con +6
Skills Athletics +8, Perception +6, Survival +6
Senses passive Perception 16
Languages Common, Elvish, Sylvan
Challenge 5 (1,800 XP)

Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 17 (5d6) piercing damage.

Rallying Cry (1/Day). The centaur can use its bonus action to incite its allies. Each creature of the centaur's choice within 30 feet of it that can hear it has advantage on their next attack roll so long as it makes its attack before the start of the Alogo's next turn.

Actions

Multiattack. The centaur makes two attacks: one with its pike and one with its hooves or two with its longbow.

Pike. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Hit-and-Run. The centaur makes one melee weapon attack against a target. It can then move up to half its speed without provoking attacks of opportunity.

