

S'koobi

Medium humanoid (gnoll), chaotic good

Level 5 Bard

Armor Class

13 (hide armor, collar of protection)

Hit Points

38

Speed

30 ft.

Saving Throws

Strength +2, Dexterity +4, Constitution +3, Intelligence +0, Wisdom +4, Charisma +5

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	15 (+2)	9 (-1)	16 (+3)	12 (+1)

Skills

Arcana +2, Athletics +7, Insight +6, Intimidation +4, Perception +6, Performance +7

Senses

darkvision 60 ft., passive Perception 16

Languages

Common, Gnoll

Spell Save DC

Spell Attack Modifier

+4

Racial Traits

Rampage. When you reduce a creature to 0 hit points with a melee attack on your turn, you may use a bonus action to move up to half your speed and make a bite attack.

Bardic Inspiration.

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th Level, a d10 at 10th level, and a d12 at 15th level.

Jack of All Trades.

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Song of Rest.

Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points by spending Hit Dice at the end of the short rest, each of those creatures regains an extra 1d6 hit points.

Courage Crunch (3/day).

At 3rd level, you have been trained to make a magical treat named after its originator, an uncommon Gnoll bard. As a bonus action, you can expend one use of your Bardic Inspiration to provide yourself or an ally within 30 feet of you a tasty snack. You enchant this food to either grant advantage on the creature's next attack roll or end one of the following conditions afflicting it: charmed, frightened, or poisoned. This feature may be used to remove a fear-based condition caused by the encounters in this adventure.

Font of Inspiration.

Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Spellcasting.

S'koobi is a level 5 bard with the following spells prepared:

Level	Spell Slots	Spells
Cantrip		<i>friends, message, vicious mockery</i>
1st	4	<i>healing word, heroism, silent image, tasha's hideous laughter</i>
2nd	3	<i>enhance ability, knock, lesser restoration</i>
3rd	2	<i>clairvoyance</i>

Actions

Bite.

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

Rapier.

Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d8 + 1) piercing damage.

Sha-Gi

Medium humanoid (human), chaotic good

Level 5 Monk

—

Armor Class 13 (unarmored)

Hit Points 38

Speed 40 ft. (see unarmored movement below)

—

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	9 (-1)	11 (+0)	12 (+1)

—

Skills

Acrobatics +6, Athletics +3

Senses

passive Perception 10

Languages

Common

Saving Throws

Strength +3, Dexterity +6

Ki Points

5

Ki Save DC

11

—

Unarmored Defense.

Beginning at 1st Level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Ki.

Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. Your monk level determines the number of points you have, as shown in the Ki Points column of the Monk table.

You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class.

When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points.

Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

Ki save DC = 8 + your Proficiency Bonus + your Wisdom modifier

Flurry of Blows.

Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense.

You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Step of the Wind.

You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Unarmored Movement.

Starting at 2nd Level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table.

Afterimage.

When you choose this tradition at 3rd level, you have learned to flee so fast that you leave an afterimage of yourself behind.

As a bonus action, you channel your ki into your legs and may immediately move up to your movement speed to an unoccupied space in any direction. An illusory duplicate of yourself appears in the space you left behind and remains for one round or until hit with an attack. If this movement triggers an opportunity attack, the attacking creature must make a Wisdom saving throw against your ki save DC. On a failed save, the creature is unaware the duplicate is an illusion and instead targets the duplicate. Any creatures outside of your melee range perceive the duplicate as an illusion.

Deflect Missiles.

Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the Attack is reduced by 1d10 + your Dexterity modifier + your monk level.

If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack (range 20 feet/60 feet) with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack.

Slow Fall.

Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your monk level.

Extra Attack.

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Stunning Strike.

Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Actions

Quarterstaff.

Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage if used with two hands.

Unarmed.

Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Sir Frederick

Medium humanoid (half-orc), lawful good

Level 5 Paladin

—

Armor Class

15 (breastplate)

Hit Points

39

Speed

30 ft.

—

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	11 (+1)	9 (-1)	10 (+0)	14 (+2)

Skills

Athletics +5, Insight +3, Intimidation +5

Senses

darkvision 60 ft., passive Perception 10

Languages

Common, Orc

Saving Throws

Wisdom +3, Charisma +5

Spell Save DC

13

Spell Attack Modifier

+5

Racial Traits

Relentless Endurance.

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks.

When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Divine Sense.

The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell.

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

Lay On Hands.

Your blessed touch can heal wounds. You have a pool of Healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your paladin level x 5.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on undead and constructs.

Fighting Style: Trapper.

While you are wielding a net, or other similar weapon or item designed to restrict movement, the DC for a restrained creature to break free of your weapon or item is 12 + your Charisma modifier.

Divine Smite.

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend, to a maximum of 6d8.

Divine Health.

By 3rd level, the divine magic flowing through you makes you immune to disease.

Channel Divinity.

When you take this Oath at 3rd level, you gain the following two Channel Divinity options.

Divine Ensnarement.

You can use your Channel Divinity to empower either a trap or other restraining item. This involves a ritual spell that takes 10 minutes to cast. For the purposes of this feature, a trap may consist of any combination of magical and nonmagical effects that, when triggered, are intended to restrain a creature. A restraining item is an item such as a net that is not necessarily part of a larger trap but may reasonably be used to restrain a creature.

When a trap is empowered by Divine Ensnarement, the DCs on saving throws against or checks to detect, disarm, or dispel the trap adds your Charisma modifier + half your paladin level, rounded down.

When a restraining item is empowered by Divine Ensnarement, the DC to break free of the restraint adds your Charisma modifier + half your paladin level, rounded down.

The effect of Divine Ensnarement lasts up to 24 hours or until you dispel it. It cannot be used to reinforce a restraint, but must be applied before the restraining takes place. Only one item or trap may be empowered by Divine Ensnarement at a time.

Vow of Ensnarement.

As a bonus action, you utter a vow of entrapment against a creature you can see within 10 feet of you, using your Channel Divinity. You gain advantage on grapple checks against the creature for 1 minute or until it drops to 0 hit points or falls unconscious.

Extra Attack.

Beginning at 5th Level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Spellcasting.

Sir Frederick is a 5th level paladin with the following spells prepared:

Spell Level	Spell Slots	Spells
1	4	<i>alarm, bless, compelled, duel, ensnaring strike, shield of faith</i>
2	2	<i>cordon of arrows, find traps, lesser restoration</i>

Actions

Longsword.

Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Net.

Ranged Weapon Attack: +4 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 12 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

Dafni

Medium humanoid (tiefling), chaotic good

Level 5 Warlock

—

Armor Class

14 (studded leather armor)

Hit Points

38

Speed

30 ft.

Saving Throws

Wisdom +2, Charisma +6

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	9 (-1)	9 (-1)	16 (+3)

Skills

Arcana +2, Deception +6, Investigation +2, Persuasion +6

Senses

darkvision 60 ft., passive Perception 9

Languages

Common, Infernal

Spell Save DC

14

Spell Attack Modifier

+6

Racial Traits

Hellish Resistance.

You have resistance to fire damage.

Infernal Legacy.

You know the *thaumaturgy* cantrip. When you reach 3rd level, you can cast the *hellish rebuke* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th Level, you can cast the *darkness* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Distress Points.

At 1st level, your patron grants you the power to escape on your own. You have the ability to store distress points to empower your damaging spells.

You can store a maximum number of distress points equal to your Charisma modifier (minimum 1). Whenever you finish a long rest, your number of distress points resets to one. Whenever you activate a trap or are restrained or grappled, you gain a distress point. If you end a short rest with no distress points, you gain one distress point. For the purpose of this feature, a trap is anything that inflicts a sudden or unexpected effect which you consider undesirable or harmful that was intended as such by its creator.

Once per turn, when you deal damage to a target with a warlock spell, you can spend up to all your stored distress points to deal extra damage to your target. The extra damage equals to half your warlock level (rounded down) for each point expended.

Agonizing Blast.

When you cast *eldritch blast*, add your Charisma modifier to the damage it deals on a hit.

Misty Visions.

You can cast *silent image* at will, without expending a spell slot or material components.

Voice of the Chain Master.

You can communicate telepathically with your familiar and perceive through your familiar's senses as long as you are on the same plane of existence. Additionally, while perceiving through your familiar's senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speech.

Pact Boon: Pact of the Chain.

You learn the *find familiar* spell and can cast it as a ritual. The spell doesn't count against your number of spells known.

When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: imp, pseudodragon, quasit, or sprite.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one Attack of its own with its reaction.

Spellcasting.

Dafni is a 5th level warlock and knows the following spells:

Level	Spell Slots	Spells
Cantrip		<i>eldritch blast</i> , <i>mage hand</i> , <i>prestidigitation</i>
3rd	2	<i>armor of agathys</i> , <i>counterspell</i> , <i>find familiar</i> , <i>hypnotic pattern</i> , <i>knock</i> ,

		<i>life transference, witch bolt</i>
--	--	--------------------------------------

Actions

Dagger.

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

Light Crossbow.

Ranged Weapon Attack: +4 to hit, range 80/320 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.

Vell'mah

Small humanoid (halfling), neutral good

Level 5 Rogue

—

Armor Class

15 (studded leather armor)

Hit Points

28

Speed

25 ft.

—

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	10 (+0)	17 (+3)	14 (+2)	10 (+0)

—

Skills

Investigation +6, Perception +5, Sleight of Hand +6, Stealth +6

Senses

passive Perception 15

Languages

Common, Halfling, Thieves' Cant

Saving Throws

Intelligence +6, Dexterity +6

Racial Traits

Lucky.

When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Brave.

You have advantage on saving throws against being frightened.

Halfling Nimbleness.

You can move through the space of any creature that is of a size larger than yours.

Naturally Stealthy.

You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Sneak Attack.

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't Incapacitated, and you don't have disadvantage on the attack roll.

Your Sneak Attack damage is 3d6.

Thieves' Cant.

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Cunning Action.

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Spectacles.

When you choose this archetype at 3rd level, you require the use of glasses to functionally see. While wearing glasses, you have advantage on any Intelligence (Investigation) or Wisdom (Perception) checks. If you are not wearing glasses, you are considered to be under the blinded condition.

Whenever you are hit by an attack, roll a d20. On a 1, your glasses fall off and land somewhere random within 5 feet of you. Whenever you are afflicted by fear caused by an encounter in this adventure, roll a d20. On a 1-5, your glasses fall off and land somewhere random within 5 feet of you. You can attempt to find your glasses with a

DC 12 Intelligence (Investigation) check made at disadvantage. Your glasses can be retrieved and handed back to you as a bonus action by any friendly creature within 5 feet of you.

Ear for Deceit.

Starting at 3rd level, you develop a keen ear for picking out lies. Whenever you make a Wisdom (Insight) check to determine whether a creature is lying, treat a roll of 7 or lower on the d20 as an 8.

Insightful Fighting.

At 3rd level, you gain the ability to decipher an opponent's tactics and develop a counter to them. As a bonus action, you can make a Wisdom (Insight) check against a creature you can see that isn't incapacitated, contested by the target's Charisma (Deception) check. If you succeed, you can use your Sneak Attack against that target even if you don't have advantage on the attack roll, but not if you have disadvantage on it.

Uncanny Dodge.

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Actions

Dagger.

Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage.

Hand Crossbow.

Ranged Weapon Attack: +6 to hit, range 30/120ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.