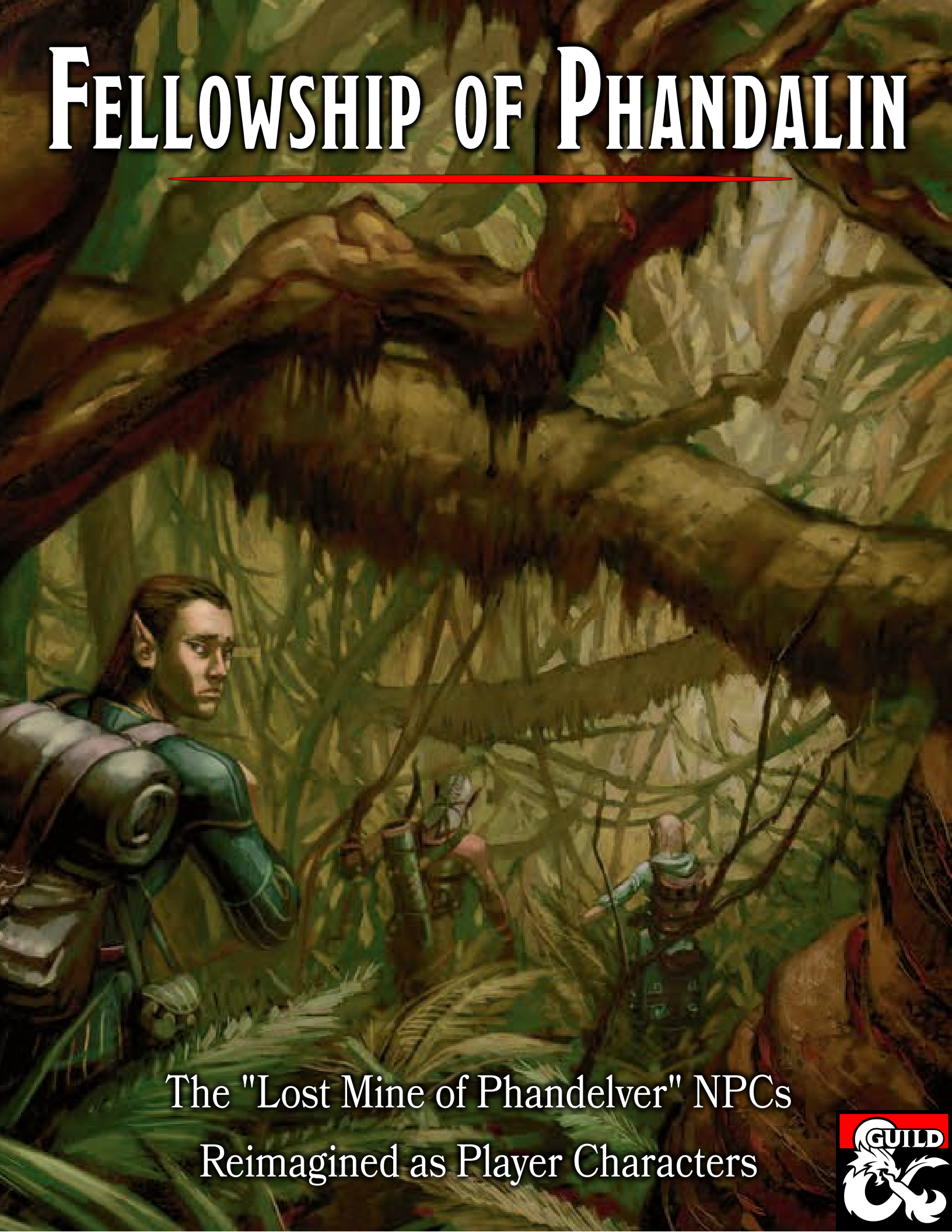


FELLOWSHIP OF PHANDALIN



The "Lost Mine of Phandelver" NPCs
Reimagined as Player Characters



FELLOWSHIP OF PHANDALIN

F The rutted track emerges from a wooded hillside, and you catch your first glimpse of Phandalin. As you approach, you see children playing on the town green and townsfolk tending to chores or running errands at shops. Many people look up as you approach. So says the *Lost Mine of Phandelver* adventure module, filled with goblinoids, townsfolk, warriors, and thugs. The player characters will meet many people and creatures along the way, but there's more to them than meets the eye.

With the information in this book, the non-player characters are now even more in your hands. This campaign aid features herald Daran Edermath, griffon rider Sildar Hallwinter, your employer Gundren Rockseeker, trickster priest Garaele, haunted druid Reidoth, cowardly goblin Droop, spy-paladin Linene Graywind, beastmaster Qelline Alderleaf, and a reformed Redbrand. They're all reimagined as player characters and put forward in the Wizard of the Coast pregenerated character layout. Each one is presented at each level, 1st to 5th. Forty-five stat blocks total!

HOW TO USE THIS BOOK

This book has various uses. Players might use this collection for pregenerated character options either at the outset of *Lost Mine of Phandelver* or in case of player character death. DMs might want to level up any NPCs that may accompany the player characters on their adventures. Or anyone might want to mine this tome for character concepts to play in any campaign.

PREGENERATED PLAYER CHARACTERS

With the DM's permission, a player might choose one of the characters within and make it his or her own from the very beginning of the *Lost Mine of Phandelver* adventure. Doing so provides a thematically appropriate character complete with history, interesting personality, and quirky complications.

Not every player enjoys creating their own character from scratch. Or one might feel a little uninspired from time to time. Consider all of these characters as options for players to choose from, stoking their imagination and providing an unusual and rewarding roleplaying opportunity.

BACKUP PLAYER CHARACTERS

Lost Mine of Phandelver can be a deadly adventure module, especially for new players. The Triboar Trail is full of dangers. PC death is definitely within the realm of possibility.

Why not have your next character be one that has been around since the beginning? A player who finds his PC has bled out could take over a character that has already met the heroes: a fellow friend of Phandalin.

DM AID

Dungeon Masters might also find these stat blocks useful, especially if they find that some NPCs aren't deadly enough or want a more fleshed-out stat block. Or DMs may want the nicer NPCs to be comrades in arms, not mere baggage quickly losing its purpose.

If DMs want the NPCs like Sildar Hallwinter or Droop to level up alongside the PCs, this book has you covered.

CHARACTERS FOR ANY OCCASION

Even if you have no plans to run or play in a *Lost Mine of Phandelver* campaign, this book may prove useful. Any campaign could make use of these characters.

Players might use them for their next character. DMs might use them as villains, allies, or NPCs to populate their world.

WHY ONLY TO 5TH LEVEL?

Lost Mine of Phandelver takes players from level 1 to level 5. We thought the NPCs should span those levels too.

SPOILERS AHEAD!

A quick caution to players who are going to be playing in a *Lost Mine of Phandelver* campaign. The backstory and motivations of the NPCs might give a few clues as to the plot of *Lost Mine*. Ask your DM for permission not only to play one of these characters, but also to even skim this book. It may reveal a secret character motivation or plot that players shouldn't necessarily know.

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DARAN EDERMATH

(1ST LEVEL)

“Care for an apple? Grew them myself, right here in the family orchard... Gods, I’m bored.”

You are a retired adventurer who lives in a tidy little cottage beside an apple orchard. A fit, silver-haired half-elf well over a hundred years old, you are a fighter who served as a marshal and herald for many years in the lands of the Dragon Coast, far to the southeast. Upon retiring, you returned to the Neverwinter region, your original home. You’re itching to come out of retirement, should the right adventuring party come along.

BACKGROUND (FACTION AGENT)

You served as an agent of the Heralds of Faerûn, a group tasked with recording, preserving, and policing the coats of arms, flags, standards, shields, badges, mottoes, symbols, and sigils of the nobility of Faerûn. You held the office of Gauntlet, particularly responsible for tracking mercenaries, militias, and adventurers. You found it difficult to maintain neutrality, bristling at corruption and unwarranted violence.

Safe Haven. As a former Herald, you still have access to a secret network of supporters and operatives who can provide assistance on your adventures. You know a set of secret signs and passwords you can use to identify such operatives, who can provide you with access to a hidden safe house, free room and board, or assistance in finding information. These agents never risk their lives for you or risk revealing their true identities.

Faction. You are a member of the Order of the Gauntlet, a devout and vigilant group that seeks to protect others from the depredations of evildoers.

Personality Trait. You can find common ground between the fiercest enemies, empathizing with them and always working toward peace.

Ideal You always try to help those in need, no matter what the personal cost.

Bond Everything you do is for the common people.

Flaw. Once you pick a goal, you become obsessed with it to the detriment of everything else in your life.

HALF-ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can’t put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of gray.

FIGHTER FEATURES

Fighting Style: Protection. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 1 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Medium humanoid (half-elf), lawful good

Armor Class 18 (chain mail, shield)

Hit Points 12 (Hit Dice 1d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	13 (+1)	10 (+0)	14 (+2)

Proficiencies +2 proficiency bonus)

Saving Throws Str +5, Con +4

Skills Athletics +5, History +3, Insight +2, Perception +2, Performance +4, Persuasion +4

Armor all armor, shields

Weapons all weapons

Senses darkvision, passive Perception 12

Languages Common, Dwarvish, Elvish, Giant, Goblin

ACTIONS

Attack. You can attack when you take this action, using the following:

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d8 + 3 slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d6 + 3 slashing damage.

BONUS ACTIONS

Second Wind. Regain 1d10 + 1 hit points.

REACTIONS

Protection. Impose disadvantage on an attack against a target within 5 feet of you.

OPTIONS

Fey Ancestry. Half-elf trait

EQUIPMENT

chain mail, metal shield with Heralds emblem, longsword, handaxes (2), explorer’s pack, copy of a seminal Heralds text, set of common clothes, pouch containing 15 gp

DARAN EDERMATH

(2ND LEVEL)

“Care for an apple? Grew them myself, right here in the family orchard... Gods, I’m bored.”

You are a retired adventurer who lives in a tidy little cottage beside an apple orchard. A fit, silver-haired half-elf well over a hundred years old, you are a fighter who served as a marshal and herald for many years in the lands of the Dragon Coast, far to the southeast. Upon retiring, you returned to the Neverwinter region, your original home. You’re itching to come out of retirement, should the right adventuring party come along.

BACKGROUND (FACTION AGENT)

You served as an agent of the Heralds of Faerûn, a group tasked with recording, preserving, and policing the coats of arms, flags, standards, shields, badges, mottoes, symbols, and sigils of the nobility of Faerûn. You held the office of Gauntlet, particularly responsible for tracking mercenaries, militias, and adventurers. You found it difficult to maintain neutrality, bristling at corruption and unwarranted violence.

Safe Haven. As a former Herald, you still have access to a secret network of supporters and operatives who can provide assistance on your adventures. You know a set of secret signs and passwords you can use to identify such operatives, who can provide you with access to a hidden safe house, free room and board, or assistance in finding information. These agents never risk their lives for you or risk revealing their true identities.

Faction. You are a member of the Order of the Gauntlet, a devout and vigilant group that seeks to protect others from the depredations of evildoers.

Personality Trait. You can find common ground between the fiercest enemies, empathizing with them and always working toward peace.

Ideal You always try to help those in need, no matter what the personal cost.

Bond Everything you do is for the common people.

Flaw. Once you pick a goal, you become obsessed with it to the detriment of everything else in your life.

HALF-ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can’t put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of gray.

FIGHTER FEATURES

Fighting Style: Protection. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 2 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Medium humanoid (half-elf), lawful good

Armor Class 18 (chain mail, shield)

Hit Points 20 (Hit Dice 2d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	13 (+1)	10 (+0)	14 (+2)

Proficiencies +2 proficiency bonus

Saving Throws Str +5, Con +4

Skills Athletics +5, History +3, Insight +2, Perception +2, Performance +4, Persuasion +4

Armor all armor, shields

Weapons all weapons

Senses darkvision, passive Perception 12

Languages Common, Dwarvish, Elvish, Giant, Goblin

ACTIONS

Attack. You can attack when you take this action, using the following:

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d8 + 3 slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d6 + 3 slashing damage.

BONUS ACTIONS

Second Wind. Regain 1d10 + 2 hit points.

Action Surge. Take one additional action on top of your regular action.

REACTIONS

Protection. Impose disadvantage on an attack against a target within 5 feet of you.

OPTIONS

Fey Ancestry. Half-elf trait

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

EQUIPMENT

chain mail, metal shield with Heralds emblem, longsword, handaxes (2), explorer’s pack, copy of a seminal Heralds text, set of common clothes, pouch containing 15 gp

DARAN EDERMATH

(3RD LEVEL)

“Care for an apple? Grew them myself, right here in the family orchard... Gods, I’m bored.”

You are a retired adventurer who lives in a tidy little cottage beside an apple orchard. A fit, silver-haired half-elf well over a hundred years old, you are a fighter who served as a marshal and herald for many years in the lands of the Dragon Coast, far to the southeast. Upon retiring, you returned to the Neverwinter region, your original home. You’re itching to come out of retirement, should the right adventuring party come along.

BACKGROUND (FACTION AGENT)

You served as an agent of the Heralds of Faerûn, a group tasked with recording, preserving, and policing the coats of arms, flags, standards, shields, badges, mottoes, symbols, and sigils of the nobility of Faerûn. You held the office of Gauntlet, particularly responsible for tracking mercenaries, militias, and adventurers. You found it difficult to maintain neutrality, bristling at corruption and unwarranted violence.

Safe Haven. As a former Herald, you still have access to a secret network of supporters and operatives who can provide assistance on your adventures. You know a set of secret signs and passwords you can use to identify such operatives, who can provide you with access to a hidden safe house, free room and board, or assistance in finding information. These agents never risk their lives for you or risk revealing their true identities.

Faction. You are a member of the Order of the Gauntlet, a devout and vigilant group that seeks to protect others from the depredations of evildoers.

Personality Trait. You can find common ground between the fiercest enemies, empathizing with them and always working toward peace.

Ideal You always try to help those in need, no matter what the personal cost.

Bond Everything you do is for the common people.

Flaw. Once you pick a goal, you become obsessed with it to the detriment of everything else in your life.

HALF-ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can’t put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of gray.

FIGHTER FEATURES

Fighting Style: Protection. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 3 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Medium humanoid (half-elf), lawful good

Armor Class 18 (chain mail, shield)

Hit Points 28 (Hit Dice 3d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	13 (+1)	10 (+0)	14 (+2)

Proficiencies +2 proficiency bonus

Saving Throws Str +5, Con +4

Skills Athletics +5, History +3, Insight +2, Perception +2, Performance +4, Persuasion +4

Armor all armor, shields

Weapons all weapons

Senses darkvision, passive Perception 12

Languages Common, Dwarvish, Elvish, Giant, Goblin

ACTIONS

Attack. You can attack when you take this action, using the following:

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d8 + 3 slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d6 + 3 slashing damage.

BONUS ACTIONS

Second Wind. Regain 1d10 + 3 hit points.

Action Surge. Take one additional action on top of your regular action.

Commander’s Strike. Combat Superiority maneuver

Rally. Combat Superiority maneuver

REACTIONS

Protection. Impose disadvantage on an attack against a target within 5 feet of you.

OPTIONS

Fey Ancestry. Half-elf trait

Maneuvering Attack. Combat Superiority maneuver

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

MARTIAL ARCHETYPE: BATTLE MASTER

Combat Superiority. You know maneuvers that are fueled by special dice called superiority dice. You can use only one maneuver per attack.

Superiority Dice. You have 4 superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

- **Commander's Strike.** When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one superiority die. That creature can immediately use its reaction to make one weapon attack, adding the superiority die to the attack's damage roll.
- **Maneuvering Attack.** When you hit a creature with a weapon attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. You add the superiority die to the attack's damage roll, and you choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.
- **Rally.** On your turn, you can use a bonus action and expend one superiority die to bolster the resolve of one of your companions. When you do so, choose a friendly creature who can see or hear you. That creature gains temporary hit points equal to the superiority die roll + 2.

EQUIPMENT

chain mail, metal shield with Herald's emblem, longsword, handaxes (2), explorer's pack, copy of a seminal Herald's text, set of common clothes, pouch containing 15 gp

DARAN EDERMATH

(4TH LEVEL)

“Care for an apple? Grew them myself, right here in the family orchard... Gods, I’m bored.”

You are a retired adventurer who lives in a tidy little cottage beside an apple orchard. A fit, silver-haired half-elf well over a hundred years old, you are a fighter who served as a marshal and herald for many years in the lands of the Dragon Coast, far to the southeast. Upon retiring, you returned to the Neverwinter region, your original home. You’re itching to come out of retirement, should the right adventuring party come along.

BACKGROUND (FACTION AGENT)

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Safe Haven. As a former Herald, you still have access to a secret network of supporters and operatives who can provide assistance on your adventures. You know a set of secret signs and passwords you can use to identify such operatives, who can provide you with access to a hidden safe house, free room and board, or assistance in finding information. These agents never risk their lives for you or risk revealing their true identities.

Faction. You are a member of the Order of the Gauntlet, a devout and vigilant group that seeks to protect others from the depredations of evildoers.

Personality Trait. You can find common ground between the fiercest enemies, empathizing with them and always working toward peace.

Ideal You always try to help those in need, no matter what the personal cost.

Bond Everything you do is for the common people.

Flaw. Once you pick a goal, you become obsessed with it to the detriment of everything else in your life.

HALF-ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can’t put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of gray.

FIGHTER FEATURES

Fighting Style: Protection. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 4 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Medium humanoid (half-elf), lawful good

Armor Class 18 (chain mail, shield)

Hit Points 36 (Hit Dice 4d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	13 (+1)	10 (+0)	14 (+2)

Proficiencies +2 proficiency bonus

Saving Throws Str +5, Con +4

Skills Athletics +5, History +3, Insight +2, Perception +2, Performance +4, Persuasion +4

Armor all armor, shields

Weapons all weapons

Senses darkvision, passive Perception 12

Languages Common, Dwarvish, Elvish, Giant, Goblin

ACTIONS

Attack. You can attack when you take this action, using the following:

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d8 + 3 slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d6 + 3 slashing damage.

BONUS ACTIONS

Second Wind. Regain 1d10 + 4 hit points.

Action Surge. Take one additional action on top of your regular action.

Commander’s Strike. Combat Superiority maneuver

Rally. Combat Superiority maneuver

REACTIONS

Protection. Impose disadvantage on an attack against a target within 5 feet of you.

OPTIONS

Fey Ancestry. Half-elf trait

Maneuvering Attack. Combat Superiority maneuver

Inspiring Leader. Feat

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

MARTIAL ARCHETYPE: BATTLE MASTER

Combat Superiority. You know maneuvers that are fueled by special dice called superiority dice. You can use only one maneuver per attack.

Superiority Dice. You have 4 superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

- **Commander's Strike.** When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one superiority die. That creature can immediately use its reaction to make one weapon attack, adding the superiority die to the attack's damage roll.
- **Maneuvering Attack.** When you hit a creature with a weapon attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. You add the superiority die to the attack's damage roll, and you choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.
- **Rally.** On your turn, you can use a bonus action and expend one superiority die to bolster the resolve of one of your companions. When you do so, choose a friendly creature who can see or hear you. That creature gains temporary hit points equal to the superiority die roll + 2.

FEAT

Inspiring Leader. You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain 6 temporary hit points. A creature can't gain temporary hit points from this feat again until it has finished a short or long rest.

EQUIPMENT

chain mail, metal shield with Herald's emblem, longsword, handaxes (2), explorer's pack, copy of a seminal Herald's text, set of common clothes, pouch containing 15 gp

DARAN EDERMATH

(5TH LEVEL)

“Care for an apple? Grew them myself, right here in the family orchard... Gods, I’m bored.”

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Personality Trait. You can find common ground between the fiercest enemies, empathizing with them and always working toward peace.

Ideal You always try to help those in need, no matter what the personal cost.

Bond Everything you do is for the common people.

Flaw. Once you pick a goal, you become obsessed with it to the detriment of everything else in your life.

HALF-ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can’t put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of gray.

FIGHTER FEATURES

Fighting Style: Protection. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 5 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Medium humanoid (half-elf), lawful good

Armor Class 20 (splint, shield, ring)

Hit Points 44 (Hit Dice 5d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	13 (+1)	10 (+0)	14 (+2)

Proficiencies +3 proficiency bonus

Saving Throws Str +7, Con +6

Skills Athletics +6, History +4, Insight +3, Perception +3, Performance +5, Persuasion +5

Armor all armor, shields

Weapons all weapons

Senses darkvision, passive Perception 13

Languages Common, Dwarvish, Elvish, Giant, Goblin

ACTIONS

Attack. You can attack **twice** when you take this action, using the following:

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 1d8 + 3 slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d6 + 3 slashing damage.

BONUS ACTIONS

Second Wind. Regain 1d10 + 5 hit points.

Action Surge. Take one additional action on top of your regular action.

Commander’s Strike. Combat Superiority maneuver

Rally. Combat Superiority maneuver

REACTIONS

Protection. Impose disadvantage on an attack against a target within 5 feet of you.

OPTIONS

Fey Ancestry. Half-elf trait

Maneuvering Attack. Combat Superiority maneuver

Inspiring Leader. Feat

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

MARTIAL ARCHETYPE: BATTLE MASTER

Combat Superiority. You know maneuvers that are fueled by special dice called superiority dice. You can use only one maneuver per attack.

Superiority Dice. You have 4 superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

- **Commander's Strike.** When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one superiority die. That creature can immediately use its reaction to make one weapon attack, adding the superiority die to the attack's damage roll.
- **Maneuvering Attack.** When you hit a creature with a weapon attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. You add the superiority die to the attack's damage roll, and you choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.
- **Rally.** On your turn, you can use a bonus action and expend one superiority die to bolster the resolve of one of your companions. When you do so, choose a friendly creature who can see or hear you. That creature gains temporary hit points equal to the superiority die roll + 2.

FEAT

Inspiring Leader. You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain 7 temporary hit points. A creature can't gain temporary hit points from this feat again until it has finished a short or long rest.

EQUIPMENT

splint armor, metal shield with Herald's emblem, longsword, handaxes (2), explorer's pack, *ring of protection*, *potions of healing* (2), copy of a seminal Herald's text, set of common clothes, pouch containing 15 gp

RING OF PROTECTION

Ring, rare (requires attunement)

You gain a +1 bonus to AC and saving throws while wearing this ring.

DROOP (1ST LEVEL)

“Me? Do what?! Not dangerous, innit?”

You are a former member of the Cragmaw goblin tribe. Like your fellow tribe members, your teeth have been sharpened to appear fierce and jagged. Despite appearances, you are a coward. But buried deep down in your goblin heart, you have a spark of heroism.

BACKGROUND (URCHIN)

You never knew your parents and lived a hard life growing up alone in Cragmaw Castle. You stole away and explored the surrounding woodlands as much as your cowardice permitted.

Woodland Secrets. You know the secret patterns and flow to Neverwinter Wood and can find trails through the trees that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in Neverwinter Wood twice as fast as your speed would normally allow.

Personality Trait. Beneath your cowardice, you have the heart of a hero.

Ideal You have a strong survival instinct. You are ready to run when things get tough and you ingratiate yourself with whichever creature seems strongest.

Bond Few creatures have ever shown you kindness. If anyone ever does, you'll be loyal to them. You might even fight beside them.

Flaw You have low blood pressure. If startled, you faint.

GOBLIN FEATURES

Fury of the Small (Recharges After a Short or Long Rest). When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal 1 extra point of damage to the creature.

Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of your turns.

FIGHTER FEATURES

Fighting Style: Archery. You gain a +2 bonus to attack rolls you make with ranged weapons (included in attack).

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 1 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

EQUIPMENT

leather armor, wooden shield, scimitar, shortbow, explorer's pack, tooth sharpener, crude map of Neverwinter Wood etched in a piece of bark, pet cockroach, shrunken heads of your parents, set of common clothes, pouch containing 10 gp

Small humanoid (goblinoid), neutral

Armor Class 16 (leather, shield)

Hit Points 13 (Hit Dice 1d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	16 (+3)	11 (+0)	9 (-1)	12 (+1)

Proficiencies (+2 proficiency bonus)

Armor all armor, shields

Saving Throws Str +1, Con +5

Skills Acrobatics +5, Perception +1, Sleight of Hand +5, Stealth +5

Tools disguise kit, thieves' tools +5

Weapons all weapons

Senses darkvision, passive Perception 11

Languages Common, Goblin

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortbow. *Melee Weapon Attack:* +7 to hit, range 80/320 ft., one target.

Hit: 1d6 + 3 piercing damage.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 piercing damage.

BONUS ACTIONS

Nimble Escape. Racial trait.

Second Wind. Regain 1d10 + 1 hit points.

OPTIONS

Archery Fighting Style. Fighter feature

Fury of the Small. Racial trait.

DROOP (2ND LEVEL)

“Me? Do what?! Not dangerous, innit?”

You are a former member of the Cragmaw goblin tribe. Like your fellow tribe members, your teeth have been sharpened to appear fierce and jagged. Despite appearances, you are a coward. But buried deep down in your goblin heart, you have a spark of heroism.

BACKGROUND (URCHIN)

You never knew your parents and lived a hard life growing up alone in Cragmaw Castle. You stole away and explored the surrounding woodlands as much as your cowardice permitted.

Woodland Secrets. You know the secret patterns and flow to Neverwinter Wood and can find trails through the trees that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in Neverwinter Wood twice as fast as your speed would normally allow.

Personality Trait. Beneath your cowardice, you have the heart of a hero.

Ideal You have a strong survival instinct. You are ready to run when things get tough and you ingratiate yourself with whichever creature seems strongest.

Bond Few creatures have ever shown you kindness. If anyone ever does, you'll be loyal to them. You might even fight beside them.

Flaw You have low blood pressure. If startled, you faint.

GOBLIN FEATURES

Fury of the Small (Recharges After a Short or Long Rest). When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal 2 extra points of damage to the creature.

Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of your turns.

FIGHTER FEATURES

Fighting Style: Archery. You gain a +2 bonus to attack rolls you make with ranged weapons (included in attack).

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 1 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

ROGUE FEATURES

Sneak Attack. 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 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.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Perception or Stealth skills.

Small humanoid (goblinoid), neutral

Armor Class 16 (leather, shield)
Hit Points 21 (Hit Dice 1d10, 1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	16 (+3)	11 (+0)	9 (-1)	12 (+1)

Proficiencies (+2 proficiency bonus)

Armor all armor, shields

Saving Throws Str +1, Con +5

Skills Acrobatics +5, Deception +3, Perception +3, Sleight of Hand +5, Stealth +7

Tools cook's utensils, disguise kit, thieves' tools +3

Weapons all weapons

Senses darkvision, passive Perception 13

Languages Common, Goblin, thieves' cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortbow. *Melee Weapon Attack:* +7 to hit, range 80/320 ft., one target.

Hit: 1d6 + 3 piercing damage.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 piercing damage.

BONUS ACTIONS

Nimble Escape. Racial trait

Second Wind. Regain 1d10 + 1 hit points.

OPTIONS

Archery Fighting Style. Fighter feature

Fury of the Small. Racial trait

Sneak Attack. Rogue feature

EQUIPMENT

leather armor, wooden shield, scimitar, shortbow, explorer's pack, tooth sharpener, crude map of Neverwinter Wood etched in a piece of bark, pet cockroach, shrunken heads of your parents, set of common clothes, pouch containing 10 gp

DROOP (3RD LEVEL)

"Me? Do what?! Not dangerous, innit?"

You are a former member of the Cragmaw goblin tribe. Like your fellow tribe members, your teeth have been sharpened to appear fierce and jagged. Despite appearances, you are a coward. But buried deep down in your goblin heart, you have a spark of heroism.

BACKGROUND (URCHIN)

You never knew your parents and lived a hard life growing up alone in Cragmaw Castle. You stole away and explored the surrounding woodlands as much as your cowardice permitted.

Woodland Secrets. You know the secret patterns and flow to Neverwinter Wood and can find trails through the trees that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in Neverwinter Wood twice as fast as your speed would normally allow.

Personality Trait. Beneath your cowardice, you have the heart of a hero.

Ideal You have a strong survival instinct. You are ready to run when things get tough and you ingratiate yourself with whichever creature seems strongest.

Bond Few creatures have ever shown you kindness. If anyone ever does, you'll be loyal to them. You might even fight beside them.

Flaw You have low blood pressure. If startled, you faint.

GOBLIN FEATURES

Fury of the Small (Recharges After a Short or Long Rest). When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal 3 extra points of damage to the creature.

Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of your turns.

FIGHTER FEATURES

Fighting Style: Archery. You gain a +2 bonus to attack rolls you make with ranged weapons (included in attack).

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 1 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

ROGUE FEATURES

Sneak Attack. 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 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.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Perception or Stealth skills.

Small humanoid (goblinoid), neutral

Armor Class 16 (leather, shield)
Hit Points 29 (Hit Dice 1d10, 2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	16 (+3)	11 (+0)	9 (-1)	12 (+1)

Proficiencies (+2 proficiency bonus)

Armor all armor, shields

Saving Throws Str +1, Con +5

Skills Acrobatics +5, Deception +3, Perception +3, Sleight of Hand +5, Stealth +7

Tools cook's utensils, disguise kit, thieves' tools +3

Weapons all weapons

Senses darkvision, passive Perception 13

Languages Common, Goblin, thieves' cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortbow. *Melee Weapon Attack:* +7 to hit, range 80/320 ft., one target.

Hit: 1d6 + 3 piercing damage.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 piercing damage.

BONUS ACTIONS

Cunning Action. Rogue feature

Nimble Escape. Racial trait

Second Wind. Regain 1d10 + 1 hit points.

OPTIONS

Archery Fighting Style. Fighter feature

Fury of the Small. Racial trait

Sneak Attack. Rogue feature

Cunning Action. 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.

EQUIPMENT

leather armor, wooden shield, scimitar, shortbow, explorer's pack, tooth sharpener, crude map of Neverwinter Wood etched in a piece of bark, pet cockroach, shrunken heads of your parents, set of common clothes, pouch containing 10 gp

DROOP (4TH LEVEL)

“Me? Do what?! Not dangerous, innit?”

You are a former member of the Cragmaw goblin tribe. Like your fellow tribe members, your teeth have been sharpened to appear fierce and jagged. Despite appearances, you are a coward. But buried deep down in your goblin heart, you have a spark of heroism.

BACKGROUND (URCHIN)

You never knew your parents and lived a hard life growing up alone in Cragmaw Castle. You stole away and explored the surrounding woodlands as much as your cowardice permitted.

Woodland Secrets. You know the secret patterns and flow to Neverwinter Wood and can find trails through the trees that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in Neverwinter Wood twice as fast as your speed would normally allow.

Personality Trait. Beneath your cowardice, you have the heart of a hero.

Ideal You have a strong survival instinct. You are ready to run when things get tough and you ingratiate yourself with whichever creature seems strongest.

Bond Few creatures have ever shown you kindness. If anyone ever does, you'll be loyal to them. You might even fight beside them.

Flaw You have low blood pressure. If startled, you faint.

GOBLIN FEATURES

Fury of the Small (Recharges After a Short or Long Rest).

When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal 4 extra points of damage to the creature.

Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of your turns.

FIGHTER FEATURES

Fighting Style: Archery. You gain a +2 bonus to attack rolls you make with ranged weapons (included in attack).

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 1 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or 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.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Perception or Stealth skills.

Small humanoid (goblinoid), neutral

Armor Class 16 (leather, shield)
Hit Points 37 (Hit Dice 1d10, 3d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	16 (+3)	11 (+0)	9 (-1)	12 (+1)

Proficiencies (+2 proficiency bonus)

Armor all armor, shields

Saving Throws Str +1, Con +5

Skills Acrobatics +5, Deception +3, Perception +3, Sleight of Hand +5, Stealth +7

Tools brewer's supplies, cook's utensils, disguise kit, thieves' tools +3

Weapons all weapons

Senses darkvision, passive Perception 13

Languages Common, Goblin, thieves' cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortbow. Melee Weapon Attack: +7 to hit, range 80/320 ft., one target.

Hit: 1d6 + 3 piercing damage.

Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 piercing damage.

BONUS ACTIONS

Cunning Action. Rogue feature

Nimble Escape. Racial trait

Second Wind. Regain 1d10 + 1 hit points.

OPTIONS

Assassinate. Assassin feature

Archery Fighting Style. Fighter feature

Fury of the Small. Racial trait

Sneak Attack. Rogue feature

Cunning Action. 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.

ROGUE ARCHETYPE: ASSASSIN

Assassinate. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

EQUIPMENT

leather armor, wooden shield, scimitar, shortbow, explorer's pack, tooth sharpener, crude map of Neverwinter Wood etched in a piece of bark, pet cockroach, shrunken heads of your parents, set of common clothes, pouch containing 10 gp

DROOP (5TH LEVEL)

“Me? Do what?! Not dangerous, innit?”

You are a former member of the Cragmaw goblin tribe. Like your fellow tribe members, your teeth have been sharpened to appear fierce and jagged. Despite appearances, you are a coward. But buried deep down in your goblin heart, you have a spark of heroism.

BACKGROUND (URCHIN)

You never knew your parents and lived a hard life growing up alone in Cragmaw Castle. You stole away and explored the surrounding woodlands as much as your cowardice permitted.

Woodland Secrets. You know the secret patterns and flow to Neverwinter Wood and can find trails through the trees that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in Neverwinter Wood twice as fast as your speed would normally allow.

Personality Trait. Beneath your cowardice, you have the heart of a hero.

Ideal You have a strong survival instinct. You are ready to run when things get tough and you ingratiate yourself with whichever creature seems strongest.

Bond Few creatures have ever shown you kindness. If anyone ever does, you'll be loyal to them. You might even fight beside them.

Flaw You have low blood pressure. If startled, you faint.

GOBLIN FEATURES

Fury of the Small (Recharges After a Short or Long Rest). When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal 5 extra points of damage to the creature.

Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of your turns.

FIGHTER FEATURES

Fighting Style: Archery. You gain a +2 bonus to attack rolls you make with ranged weapons (included in attack).

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 1 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or 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.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Perception or Stealth skills.

Small humanoid (goblinoid), neutral

Armor Class 18 (studded leather, shield)

Hit Points 45 (Hit Dice 1d10, 4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	16 (+3)	11 (+0)	10 (+0)	12 (+1)

Proficiencies +3 proficiency bonus)

Armor all armor, shields

Saving Throws Str +2, Con +6

Skills Acrobatics +7, Deception +4, Perception +6, Sleight of Hand +7, Stealth +10

Tools brewer's supplies, cook's utensils, disguise kit, thieves' tools +4

Weapons all weapons

Senses darkvision, passive Perception 16

Languages Common, Goblin, thieves' cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortbow. *Melee Weapon Attack:* +9 to hit, range 80/320 ft., one target.

Hit: 1d6 + 4 piercing damage.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 1d6 + 4 piercing damage.

BONUS ACTIONS

Cunning Action. Rogue feature

Nimble Escape. Racial trait

Second Wind. Regain 1d10 + 1 hit points.

OPTIONS

Assassinate. Assassin feature

Archery Fighting Style. Fighter feature

Fury of the Small. Racial trait

Sneak Attack. Rogue feature

Cunning Action. 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.

ROGUE ARCHETYPE: ASSASSIN

Assassinate. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

EQUIPMENT

boots of striding and springing, studded leather armor, wooden shield, scimitar, shortbow, explorer's pack, tooth sharpener, crude map of Neverwinter Wood etched in a piece of bark, pet cockroach, *potion of healing*, shrunken heads of your parents, set of common clothes, pouch containing 10 gp

BOOTS OF STRIDING AND SPRINGING

Wondrous item, uncommon (requires attunement)

While you wear these boots, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

GARAELE (1ST LEVEL)

"I think our luck's about to change. But, just in case, why don't you go first?"

The Shrine of Luck in Phandalin is in your care. You are a scholarly acolyte known as Sister Garaele, a zealous young elf who despairs of ever ridding Phandalin of the Redbrands.

BACKGROUND (SAGE)

You spent years learning the lore of the multiverse. You scoured manuscripts, studied scrolls, and listened to the greatest experts on the subjects that interest you. Your efforts have made you a master of statistics, theology, and insults.

Researcher. When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature.

Faction. You are a member of the Harpers, a clandestine organization who work against tyranny through the sharing of information and lore.

Personality Trait. There's nothing you like more than a good mystery. And you love a good insult, even one directed at you.

Ideal What is beautiful points us beyond itself toward what is true.

Bond You've been searching for years for the location of Bowgentle's spellbook.

Flaw You play pranks on everyone, whether they can take a joke or not.

WOOD ELF TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Trance. You don't require sleep. Instead, you meditate deeply, semiconscious, for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

CLERIC FEATURES

Trickery Domain. Clerics of Tymora prefer subterfuge, pranks, deception, and theft rather than direct confrontation. You gain a number of domain spells, which are always considered to be prepared, as a result of this domain. In addition, you have access to the following features:

Blessing of the Trickster. You can use your action to touch a willing creature other than yourself to give it advantage on Dexterity (Stealth) checks. This blessing lasts for 1 hour or until you use this feature again.

Spellcasting. Drawing on the divine essence of nature, you can cast spells to shape that essence to your will.

Cantrips. You know three cantrips, which you can cast at will.

Medium humanoid (wood elf), Trickery domain, chaotic good

Armor Class 16 (leather, shield)

Hit Points 8 (Hit Dice 1d8)

Speed 35 ft.

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

Proficiencies (+2 proficiency bonus)

Armor light armor, medium armor, shields

Saving Throws Wis +5, Cha +2; advantage on saves against being charmed.

Skills Arcana +3, History +3, Insight +5, Perception +5, Religion 3

Weapons longbow, longsword, shortsword, simple weapons

Senses darkvision, passive Perception 15

Languages Common, Celestial, Elvish, Sylvan

ACTIONS

Attack. You can attack when you take this action, using the following:

Shuriken (Dart). Ranged Weapon Attack: +5 to hit, range 20/60 ft., one target.

Hit: 1d4 + 3 piercing damage.

Mace. Melee Weapon Attack: +2 to hit, reach 5 ft., one target.

Hit: 1d6 bludgeoning damage.

Blessing of the Trickster. Trickery domain feature

OPTIONS

Fey Ancestry. Elf trait

Mask of the Wild. Elf trait

Spellcasting. You are a spellcaster (cleric feature) who uses Wisdom as your spellcasting ability (spell save DC 13; +5 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *guidance, resistance, toll the dead*
1st Level (2 slots): *bane, charm person**,
*command, detect magic, disguise self**, *sanctuary*
* domain spell (Trickery Domain)

Trance. Elf trait

Preparing and Casting Spells. To cast one of your cleric spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose up to five cleric spells. The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must pray for 1 minute per spell level for each spell on your list.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, since your magic draws upon your devotion to Tymora. You use your Wisdom whenever a spell refers to your spellcasting ability.

Ritual Casting. You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus. You can use a holy symbol as a spellcasting focus for your cleric spells.

EQUIPMENT

leather armor, shield, mace, shuriken (10), priest's pack, amulet (holy symbol), bottle of black ink, quill, small knife, letter from a dead colleague concerning Bowgentle's spellbook, set of common clothes, pouch containing 10 gp

GARAELE (2ND LEVEL)

"I think our luck's about to change. But, just in case, why don't you go first?"

The Shrine of Luck in Phandalin is in your care. You are a scholarly acolyte known as Sister Garaele, a zealous young elf who despairs of ever ridding Phandalin of the Redbrands.

BACKGROUND (SAGE)

You spent years learning the lore of the multiverse. You scoured manuscripts, studied scrolls, and listened to the greatest experts on the subjects that interest you. Your efforts have made you a master of statistics, theology, and insults.

Researcher. When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature.

Faction. You are a member of the Harpers, a clandestine organization who work against tyranny through the sharing of information and lore.

Personality Trait. There's nothing you like more than a good mystery. And you love a good insult, even one directed at you.

Ideal What is beautiful points us beyond itself toward what is true.

Bond You've been searching for years for the location of Bowgentle's spellbook.

Flaw You play pranks on everyone, whether they can take a joke or not.

WOOD ELF TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Mask of the Wild You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Trance. You don't require sleep. Instead, you meditate deeply, semiconscious, for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

CLERIC FEATURES

Channel Divinity (Recharges after You Finish a Short or Long Rest). You can channel divine energy to create one of the following effects. You can do so once.

Invoke Duplicity. As an action, you create a perfect illusion of yourself that lasts for 1 minute, or until you lose your concentration (as if you were concentrating on a spell). The illusion appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but it must remain within 120 feet of you.

Medium humanoid (wood elf), Trickery domain, chaotic good

Armor Class 16 (leather, shield)

Hit Points 13 (Hit Dice 2d8)

Speed 35 ft.

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

Proficiencies (+2 proficiency bonus)

Armor light armor, medium armor, shields

Saving Throws Wis +5, Cha +2; advantage on saves against being charmed.

Skills Arcana +3, History +3, Insight +5, Perception +5, Religion 3

Weapons longbow, longsword, shortsword, simple weapons

Senses darkvision, passive Perception 15

Languages Common, Celestial, Elvish, Sylvan

ACTIONS

Attack. You can attack when you take this action, using the following:

Shuriken (Dart). Ranged Weapon Attack: +5 to hit, range 20/60 ft., one target.

Hit: 1d4 + 3 piercing damage.

Mace. Melee Weapon Attack: +2 to hit, reach 5 ft., one target.

Hit: 1d6 bludgeoning damage.

Blessing of the Trickster. Trickery domain feature

Invoke Duplicity. Cleric Channel Divinity feature

Turn Undead. Cleric Channel Divinity feature

OPTIONS

Fey Ancestry. Elf trait

Mask of the Wild. Elf trait

Spellcasting. You are a spellcaster (cleric feature) who uses Wisdom as your spellcasting ability (spell save DC 13; +5 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *guidance, resistance, toll the dead*

1st Level (3 slots): *bane, charm person**, *command, detect magic, disguise self**, *healing word, sanctuary*

* domain spell (Trickery Domain)

Trance. Elf trait

For the duration, you can cast spells as though you were in the illusion's space, but you must use your own senses. Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against that creature, given how distracting the illusion is to the target.

Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must succeed on a DC 13 Wisdom saving throw or become turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Trickery Domain. Clerics of Tymora prefer subterfuge, pranks, deception, and theft rather than direct confrontation. You gain a number of domain spells, which are always considered to be prepared, as a result of this domain. In addition, you have access to the following features:

Blessing of the Trickster. You can use your action to touch a willing creature other than yourself to give it advantage on Dexterity (Stealth) checks. This blessing lasts for 1 hour or until you use this feature again.

Spellcasting. Drawing on the divine essence of nature, you can cast spells to shape that essence to your will.

Cantrips. You know three cantrips, which you can cast at will.

Preparing and Casting Spells. To cast one of your cleric spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose up to five cleric spells. The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must pray for 1 minute per spell level for each spell on your list.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, since your magic draws upon your devotion to Tymora. You use your Wisdom whenever a spell refers to your spellcasting ability.

Ritual Casting. You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus. You can use a holy symbol as a spellcasting focus for your cleric spells.

EQUIPMENT

leather armor, shield, mace, shuriken (10), priest's pack, amulet (holy symbol), bottle of black ink, quill, small knife, letter from a dead colleague concerning Bowgentle's spellbook, set of common clothes, pouch containing 10 gp

GARAELE (3RD LEVEL)

"I think our luck's about to change. But, just in case, why don't you go first?"

The Shrine of Luck in Phandalin is in your care. You are a scholarly acolyte known as Sister Garaele, a zealous young elf who despairs of ever ridding Phandalin of the Redbrands.

BACKGROUND (SAGE)

You spent years learning the lore of the multiverse. You scoured manuscripts, studied scrolls, and listened to the greatest experts on the subjects that interest you. Your efforts have made you a master of statistics, theology, and insults.

Researcher. When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature.

Faction. You are a member of the Harpers, a clandestine organization who work against tyranny through the sharing of information and lore.

Personality Trait. There's nothing you like more than a good mystery. And you love a good insult, even one directed at you.

Ideal What is beautiful points us beyond itself toward what is true.

Bond You've been searching for years for the location of Bowgentle's spellbook.

Flaw You play pranks on everyone, whether they can take a joke or not.

WOOD ELF TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Mask of the Wild You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Trance. You don't require sleep. Instead, you meditate deeply, semiconscious, for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

CLERIC FEATURES

Channel Divinity (Recharges after You Finish a Short or Long Rest). You can channel divine energy to create one of the following effects. You can do so once.

Invoke Duplicity. As an action, you create a perfect illusion of yourself that lasts for 1 minute, or until you lose your concentration (as if you were concentrating on a spell). The illusion appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but it must remain within 120 feet of you.

Medium humanoid (wood elf), Trickery domain, chaotic good

Armor Class 16 (leather, shield)

Hit Points 18 (Hit Dice 3d8)

Speed 35 ft.

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

Proficiencies (+2 proficiency bonus)

Armor light armor, medium armor, shields

Saving Throws Wis +5, Cha +2; advantage on saves against being charmed.

Skills Arcana +3, History +3, Insight +5, Perception +5, Religion 3

Weapons longbow, longsword, shortsword, simple weapons

Senses darkvision, passive Perception 15

Languages Common, Celestial, Elvish, Sylvan

ACTIONS

Attack. You can attack when you take this action, using the following:

Shuriken (Dart). Ranged Weapon Attack: +5 to hit, range 20/60 ft., one target.

Hit: 1d4 + 3 piercing damage.

Mace. Melee Weapon Attack: +2 to hit, reach 5 ft., one target.

Hit: 1d6 bludgeoning damage.

Blessing of the Trickster. Trickery domain feature

Invoke Duplicity. Cleric Channel Divinity feature

Turn Undead. Cleric Channel Divinity feature

OPTIONS

Fey Ancestry. Elf trait

Mask of the Wild. Elf trait

Spellcasting. You are a spellcaster (cleric feature) who uses Wisdom as your spellcasting ability (spell save DC 13; +5 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *guidance, resistance, toll the dead*
1st Level (4 slots): *bane, charm person**,
*command, detect magic, disguise self**, *sanctuary*
2nd Level (2 slots): *mirror image**, *pass without trace**, *silence, spiritual weapon*
* domain spell (Trickery Domain)

Trance. Elf trait

For the duration, you can cast spells as though you were in the illusion's space, but you must use your own senses. Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against that creature, given how distracting the illusion is to the target.

Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must succeed on a DC 13 Wisdom saving throw or become turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Trickery Domain. Clerics of Tymora prefer subterfuge, pranks, deception, and theft rather than direct confrontation. You gain a number of domain spells, which are always considered to be prepared, as a result of this domain. In addition, you have access to the following features:

Blessing of the Trickster. You can use your action to touch a willing creature other than yourself to give it advantage on Dexterity (Stealth) checks. This blessing lasts for 1 hour or until you use this feature again.

Spellcasting. Drawing on the divine essence of nature, you can cast spells to shape that essence to your will.

Cantrips. You know three cantrips, which you can cast at will.

Preparing and Casting Spells. To cast one of your cleric spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose up to five cleric spells. The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must pray for 1 minute per spell level for each spell on your list.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, since your magic draws upon your devotion to Tymora. You use your Wisdom whenever a spell refers to your spellcasting ability.

Ritual Casting. You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus. You can use a holy symbol as a spellcasting focus for your cleric spells.

EQUIPMENT

leather armor, shield, mace, shuriken (10), priest's pack, amulet (holy symbol), bottle of black ink, quill, small knife, letter from a dead colleague concerning Bowgentle's spellbook, set of common clothes, pouch containing 10 gp

GARAELE (4TH LEVEL)

"I think our luck's about to change. But, just in case, why don't you go first?"

The Shrine of Luck in Phandalin is in your care. You are a scholarly acolyte known as Sister Garaele, a zealous young elf who despairs of ever ridding Phandalin of the Redbrands.

BACKGROUND (SAGE)

You spent years learning the lore of the multiverse. You scoured manuscripts, studied scrolls, and listened to the greatest experts on the subjects that interest you. Your efforts have made you a master of statistics, theology, and insults.

Researcher. When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature.

Faction. You are a member of the Harpers, a clandestine organization who work against tyranny through the sharing of information and lore.

Personality Trait. There's nothing you like more than a good mystery. And you love a good insult, even one directed at you.

Ideal What is beautiful points us beyond itself toward what is true.

Bond You've been searching for years for the location of Bowgentle's spellbook.

Flaw You play pranks on everyone, whether they can take a joke or not.

WOOD ELF TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Mask of the Wild You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Trance. You don't require sleep. Instead, you meditate deeply, semiconscious, for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

CLERIC FEATURES

Channel Divinity (Recharges after You Finish a Short or Long Rest). You can channel divine energy to create one of the following effects. You can do so once.

Invoke Duplicity. As an action, you create a perfect illusion of yourself that lasts for 1 minute, or until you lose your concentration (as if you were concentrating on a spell). The illusion appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but it must remain within 120 feet of you.

Medium humanoid (wood elf), Trickery domain, chaotic good

Armor Class 16 (leather, shield)

Hit Points 23 (Hit Dice 4d8)

Speed 35 ft.

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

Proficiencies (+2 proficiency bonus)

Armor light armor, medium armor, shields

Saving Throws Wis +5, Cha +2; advantage on saves against being charmed.

Skills Arcana +3, History +3, Insight +5, Perception +5, Religion 3

Weapons longbow, longsword, shortsword, simple weapons

Senses darkvision, passive Perception 15

Languages Common, Celestial, Elvish, Sylvan

ACTIONS

Attack. You can attack when you take this action, using the following:

Shuriken (Dart). Ranged Weapon Attack: +5 to hit, range 20/60 ft., one target.

Hit: 1d4 + 3 piercing damage.

Mace. Melee Weapon Attack: +2 to hit, reach 5 ft., one target.

Hit: 1d6 bludgeoning damage.

Blessing of the Trickster. Trickery domain feature

Invoke Duplicity. Cleric Channel Divinity feature

Turn Undead. Cleric Channel Divinity feature

OPTIONS

Fey Ancestry. Elf trait

Lucky. Feat

Mask of the Wild. Elf trait

Spellcasting. You are a spellcaster (cleric feature) who uses Wisdom as your spellcasting ability (spell save DC 13; +5 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *guidance, resistance, toll the dead, thaumaturgy*

1st Level (4 slots): *bane, charm person**, *command, detect magic, disguise self**, *sanctuary*

2nd Level (3 slots): *hold person, mirror image**, *pass without trace**, *silence, spiritual weapon*

* domain spell (Trickery Domain)

Trance. Elf trait

For the duration, you can cast spells as though you were in the illusion's space, but you must use your own senses. Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against that creature, given how distracting the illusion is to the target.

Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must succeed on a DC 13 Wisdom saving throw or become turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Trickery Domain. Clerics of Tymora prefer subterfuge, pranks, deception, and theft rather than direct confrontation. You gain a number of domain spells, which are always considered to be prepared, as a result of this domain. In addition, you have access to the following features:

Blessing of the Trickster. You can use your action to touch a willing creature other than yourself to give it advantage on Dexterity (Stealth) checks. This blessing lasts for 1 hour or until you use this feature again.

Spellcasting. Drawing on the divine essence of nature, you can cast spells to shape that essence to your will.

Cantrips. You know three cantrips, which you can cast at will.

Preparing and Casting Spells. To cast one of your cleric spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose up to five cleric spells. The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must pray for 1 minute per spell level for each spell on your list.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, since your magic draws upon your devotion to Tymora. You use your Wisdom whenever a spell refers to your spellcasting ability.

Ritual Casting. You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus. You can use a holy symbol as a spellcasting focus for your cleric spells.

FEATS

Lucky. You have inexplicable luck that seems to kick in at just the right moment.

- You have 3 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

- You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled.
- You regain your expended luck points when you finish a long rest.

EQUIPMENT

leather armor, shield, mace, shuriken (10), priest's pack, amulet (holy symbol), bottle of black ink, quill, small knife, letter from a dead colleague concerning Bowgentle's spellbook, set of common clothes, pouch containing 10 gp

GARAELE (5TH LEVEL)

"I think our luck's about to change. But, just in case, why don't you go first?"

The Shrine of Luck in Phandalin is in your care. You are a scholarly acolyte known as Sister Garaele, a zealous young elf who despairs of ever ridding Phandalin of the Redbrands.

BACKGROUND (SAGE)

You spent years learning the lore of the multiverse. You scoured manuscripts, studied scrolls, and listened to the greatest experts on the subjects that interest you. Your efforts have made you a master of statistics, theology, and insults.

Researcher. When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature.

Faction. You are a member of the Harpers, a clandestine organization who work against tyranny through the sharing of information and lore.

Personality Trait. There's nothing you like more than a good mystery. And you love a good insult, even one directed at you.

Ideal What is beautiful points us beyond itself toward what is true.

Bond You've been searching for years for the location of Bowgentle's spellbook.

Flaw You play pranks on everyone, whether they can take a joke or not.

WOOD ELF TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Mask of the Wild You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Trance. You don't require sleep. Instead, you meditate deeply, semiconscious, for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

CLERIC FEATURES

Channel Divinity (Recharges after You Finish a Short or Long Rest). You can channel divine energy to create one of the following effects. You can do so once.

Invoke Duplicity. As an action, you create a perfect illusion of yourself that lasts for 1 minute, or until you lose your concentration (as if you were concentrating on a spell). The illusion appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but it must remain within 120 feet of you.

Medium humanoid (wood elf), Trickery domain, chaotic good

Armor Class 17 (studded leather, shield)

Hit Points 28 (Hit Dice 5d8)

Speed 35 ft.

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

Proficiencies (+3 proficiency bonus)

Armor light armor, medium armor, shields

Saving Throws Wis +6, Cha +3; advantage on saves against being charmed.

Skills Arcana +4, History +4, Insight +6, Perception +6, Religion 4

Weapons longbow, longsword, shortsword, simple weapons

Senses darkvision, passive Perception 16

Languages Common, Celestial, Elvish, Sylvan

ACTIONS

Attack. You can attack when you take this action, using the following:

Shuriken (Dart). Ranged Weapon Attack: +6 to hit, range 20/60 ft., one target.

Hit: 1d4 + 3 piercing damage.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 piercing damage.

Blessing of the Trickster. Trickery domain feature

Invoke Duplicity. Cleric Channel Divinity feature

Turn Undead. Cleric Channel Divinity feature

OPTIONS

Fey Ancestry. Elf trait

Lucky. Feat

Mask of the Wild. Elf trait

Spellcasting. You are a spellcaster (cleric feature) who uses Wisdom as your spellcasting ability (spell save DC 14; +6 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *guidance, resistance, toll the dead, thaumaturgy*

1st Level (4 slots): *bane, charm person**, *command, detect magic, disguise self**, *sanctuary*
2nd Level (3 slots): *mirror image**, *pass without trace**, *silence, spiritual weapon*

3rd Level (2 slots): *bestow curse, blink**, *dispel magic**, *sending*

* domain spell (Trickery Domain)

Trance. Elf trait

For the duration, you can cast spells as though you were in the illusion's space, but you must use your own senses. Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against that creature, given how distracting the illusion is to the target.

Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must succeed on a DC 13 Wisdom saving throw or become turned for 1 minute or until it takes any damage. If the creature has a challenge rating of 1/2 or lower, it is destroyed instead.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Trickery Domain. Clerics of Tymora prefer subterfuge, pranks, deception, and theft rather than direct confrontation. You gain a number of domain spells, which are always considered to be prepared, as a result of this domain. In addition, you have access to the following features:

Blessing of the Trickster. You can use your action to touch a willing creature other than yourself to give it advantage on Dexterity (Stealth) checks. This blessing lasts for 1 hour or until you use this feature again.

Spellcasting. Drawing on the divine essence of nature, you can cast spells to shape that essence to your will.

Cantrips. You know three cantrips, which you can cast at will.

Preparing and Casting Spells. To cast one of your cleric spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose up to five cleric spells. The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must pray for 1 minute per spell level for each spell on your list.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, since your magic draws upon your devotion to Tymora. You use your Wisdom whenever a spell refers to your spellcasting ability.

Ritual Casting. You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus. You can use a holy symbol as a spellcasting focus for your cleric spells.

FEATS

Lucky. You have inexplicable luck that seems to kick in at just the right moment.

- You have 3 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

- You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled.
- You regain your expended luck points when you finish a long rest.

EQUIPMENT

studded leather armor, shield, shortsword, shuriken (10), *potions of healing* (3), priest's pack, amulet (holy symbol), bottle of black ink, *ring of evasion*, quill, small knife, letter from a dead colleague concerning Bowgentle's spellbook, set of common clothes, pouch containing 30 gp

RING OF EVASION

Ring, rare (requires attunement)

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its charges to succeed on that saving throw instead.

GUNDREN ROCKSEEKER

(1ST LEVEL)

“Ever since I picked up this small crystal, the most wonderful things have been happening to me.”

Together with your brothers, Nundro and Tharden, you found the entrance to legendary Wave Echo Cave. The three of you hastily drew a map and vowed to return with the proper supplies. Before you left, you picked up a small crystal. Little did you know, that gem was infused with wild magic left over from the cataclysm that destroyed the mines' previous workers. It's infused you with arcane powers you're only beginning to understand.

BACKGROUND (GUILD MERCHANT)

You belong to a guild of miners and wagoners. You don't craft items yourself but earn a living by furnishing ore and precious metals to others. Your guild is largely a family affair, though you have interests across the region. You transport valuable metals from the mines of the Sword Mountains to Neverwinter by wagon and caravan.

Guild Membership. As an established and respected member of the miners' guild, you can rely on certain benefits that membership provides. Your fellow guild members will provide you with lodging and food if necessary, and pay for your funeral if needed. In Neverwinter, the miners' guildhall offers a central place to meet other miners, which can be a good place to meet potential patrons, allies, or hirelings.

If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing. Such connections might require the donation of money or magic items to the guild's coffers.

You must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces.

Personality Trait. You always want to know how things work and what makes people tick. And you like to talk at length about your profession.

Ideal. You're committed to the people you care about, not to ideals.

Bond. Your brothers, Nundro and Tharden, are the most important people in the world to you.

Flaw. You'll do anything to get your hands on Wave Echo Cave.

HILL DWARF TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stonecunning. You have a +4 bonus on Intelligence (History) checks related to the origin of stonework.

Medium humanoid (hill dwarf), Wild Magic, neutral good

Armor Class 11
Hit Points 8 (Hit Dice 1d6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	12 (+1)	12 (+1)	15 (+2)

Proficiencies (+2 proficiency bonus)
Saving Throws Con +3, Cha +4; advantage on saves against poison
Skills Arcana +3, Deception +4, Insight +3, Persuasion +4
Tools smith's tools, vehicles (land)
Weapons battleaxe, light crossbow, dagger, dart, handaxe, light hammer, quarterstaff, sling, warhammer
Damage Resistances poison
Senses darkvision, passive Perception 11
Languages Common, Dwarvish, Gnomish

ACTIONS

Attack. You can attack when you take this action, using the following:

Handaxe. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d6 + 1 slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d4 + 1 piercing damage.

Spellcasting. Sorcerer feature

BONUS ACTIONS

Two-Weapon Fighting. When you take the Attack action with a handaxe in one hand, you can use a bonus action to attack with a dagger in the other hand. You don't add your ability modifier to the damage of the bonus attack.

You can instead throw the weapon instead of making a melee attack with it.

SORCERER FEATURES

Wild Magic Surge. Your spellcasting can unleash surges of untamed magic. Once per turn, the DM can have you roll a d20 immediately after you cast a sorcerer spell of 1st level or higher. If you roll a 1, roll on the Wild Magic Surge table to create a magical effect. If that effect is a spell, it is too wild to be affected by your Metamagic, and if it normally requires concentration, it doesn't require concentration in this case; the spell lasts for its full duration.

Tides of Chaos (Recharges After a Long Rest) You can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw.

Any time before you regain the use of this feature, the DM can have you roll on the Wild Magic Surge table immediately after you cast a sorcerer spell of 1st level or higher. You then regain the use of this feature.

Spellcasting. Charisma is your spellcasting ability for your sorcerer spells. You use your Charisma whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell save DC: 12

Spell attack modifier: +4

Spells Known:

Cantrips (at will): *fire bolt*, *mending*, *mold earth*, *prestidigitation*

1st level (2 slots): *burning hands*, *earth tremor*

EQUIPMENT

handaxe, daggers (2), dungeoneer's pack, crystal (arcane focus), smith's tools, letter of introduction from your guild, set of traveler's clothes, pouch containing 15 gp

GUNDREN ROCKSEEKER

(2ND LEVEL)

“Ever since I picked up this small crystal, the most wonderful things have been happening to me.”

Together with your brothers, Nundro and Tharden, you found the entrance to legendary Wave Echo Cave. The three of you hastily drew a map and vowed to return with the proper supplies. Before you left, you picked up a small crystal. Little did you know, that gem was infused with wild magic left over from the cataclysm that destroyed the mines' previous workers. It's infused you with arcane powers you're only beginning to understand.

BACKGROUND (GUILD MERCHANT)

You belong to a guild of miners and wagoners. You don't craft items yourself but earn a living by furnishing ore and precious metals to others. Your guild is largely a family affair, though you have interests across the region. You transport valuable metals from the mines of the Sword Mountains to Neverwinter by wagon and caravan.

Guild Membership. As an established and respected member of the miners' guild, you can rely on certain benefits that membership provides. Your fellow guild members will provide you with lodging and food if necessary, and pay for your funeral if needed. In Neverwinter, the miners' guildhall offers a central place to meet other miners, which can be a good place to meet potential patrons, allies, or hirelings.

If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing. Such connections might require the donation of money or magic items to the guild's coffers.

You must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces.

Personality Trait. You always want to know how things work and what makes people tick. And you like to talk at length about your profession.

Ideal. You're committed to the people you care about, not to ideals.

Bond. Your brothers, Nundro and Tharden, are the most important people in the world to you.

Flaw. You'll do anything to get your hands on Wave Echo Cave.

HILL DWARF TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stonecunning. You have a +4 bonus on Intelligence (History) checks related to the origin of stonework.

Medium humanoid (hill dwarf), Wild Magic, neutral good

Armor Class 11
Hit Points 14 (Hit Dice 2d6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	12 (+1)	12 (+1)	15 (+2)

Proficiencies (+2 proficiency bonus)
Saving Throws Con +3, Cha +4; advantage on saves against poison
Skills Arcana +3, Deception +4, Insight +3, Persuasion +4
Tools smith's tools, vehicles (land)
Weapons battleaxe, light crossbow, dagger, dart, handaxe, light hammer, quarterstaff, sling, warhammer
Damage Resistances poison
Senses darkvision, passive Perception 11
Languages Common, Dwarvish, Gnomish

ACTIONS

Attack. You can attack when you take this action, using the following:

Handaxe. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d6 + 1 slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d4 + 1 piercing damage.

Spellcasting. Sorcerer feature

BONUS ACTIONS

Flexible Casting. Sorcerer feature

Two-Weapon Fighting. When you take the Attack action with a handaxe in one hand, you can use a bonus action to attack with a dagger in the other hand. You don't add your ability modifier to the damage of the bonus attack.

You can instead throw the weapon instead of making a melee attack with it.

SORCERER FEATURES

Wild Magic Surge. Your spellcasting can unleash surges of untamed magic. Once per turn, the DM can have you roll a d20 immediately after you cast a sorcerer spell of 1st level or higher. If you roll a 1, roll on the Wild Magic Surge table to create a magical effect. If that effect is a spell, it is too wild to be affected by your Metamagic, and if it normally requires concentration, it doesn't require concentration in this case; the spell lasts for its full duration.

Tides of Chaos (Recharges After a Long Rest) You can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw.

Any time before you regain the use of this feature, the DM can have you roll on the Wild Magic Surge table immediately after you cast a sorcerer spell of 1st level or higher. You then regain the use of this feature.

Spellcasting. Charisma is your spellcasting ability for your sorcerer spells. You use your Charisma whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell save DC: 12

Spell attack modifier: +4

Spells Known:

Cantrips (at will): *fire bolt, mending, mold earth, prestidigitation*

1st level (3 slots): *burning hands, earth tremor, shield*

Font of Magic (Recharges After a Long Rest) You have 2 sorcery points, which you can spend on a variety of magical effects (listed under this feature).

Flexible Casting. You can transform 2 unexpended sorcery points into one 1st-level spell slot as a bonus action on your turn.

As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the spell's level.

EQUIPMENT

handaxe, daggers (2), dungeoneer's pack, crystal (arcane focus), smith's tools, letter of introduction from your guild, set of traveler's clothes, pouch containing 15 gp

GUNDREN ROCKSEEKER

(3RD LEVEL)

“Ever since I picked up this small crystal, the most wonderful things have been happening to me.”

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You belong to a guild of miners and wagoners. You don't craft items yourself but earn a living by furnishing ore and precious metals to others. Your guild is largely a family affair, though you have interests across the region. You transport valuable metals from the mines of the Sword Mountains to Neverwinter by wagon and caravan.

Guild Membership. As an established and respected member of the miners' guild, you can rely on certain benefits that membership provides. Your fellow guild members will provide you with lodging and food if necessary, and pay for your funeral if needed. In Neverwinter, the miners' guildhall offers a central place to meet other miners, which can be a good place to meet potential patrons, allies, or hirelings.

If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing. Such connections might require the donation of money or magic items to the guild's coffers.

You must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces.

Personality Trait. You always want to know how things work and what makes people tick. And you like to talk at length about your profession.

Ideal. You're committed to the people you care about, not to ideals.

Bond. Your brothers, Nundro and Tharden, are the most important people in the world to you.

Flaw. You'll do anything to get your hands on Wave Echo Cave.

HILL DWARF TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stonecunning. You have a +4 bonus on Intelligence (History) checks related to the origin of stonework.

Medium humanoid (hill dwarf), Wild Magic, neutral good

Armor Class 11

Hit Points 20 (Hit Dice 3d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	12 (+1)	12 (+1)	15 (+2)

Proficiencies (+2 proficiency bonus)

Saving Throws Con +3, Cha +4; advantage on saves against poison

Skills Arcana +3, Deception +4, Insight +3, Persuasion +4

Tools smith's tools, vehicles (land)

Weapons battleaxe, light crossbow, dagger, dart, handaxe, light hammer, quarterstaff, sling, warhammer

Damage Resistances poison

Senses darkvision, passive Perception 11

Languages Common, Dwarvish, Gnomish

ACTIONS

Attack. You can attack when you take this action, using the following:

Handaxe. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d6 + 1 slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d4 + 1 piercing damage.

Spellcasting. Sorcerer feature

BONUS ACTIONS

Flexible Casting. Sorcerer feature

Two-Weapon Fighting. When you take the Attack action with a handaxe in one hand, you can use a bonus action to attack with a dagger in the other hand. You don't add your ability modifier to the damage of the bonus attack.

You can instead throw the weapon instead of making a melee attack with it.

BONUS ACTIONS

Metamagic. Sorcerer feature

SORCERER FEATURES

Wild Magic Surge. Your spellcasting can unleash surges of untamed magic. Once per turn, the DM can have you roll a d20 immediately after you cast a sorcerer spell of 1st level or higher. If you roll a 1, roll on the Wild Magic Surge table to create a magical effect. If that effect is a spell, it is too wild to be affected by your Metamagic, and if it normally requires concentration, it doesn't require concentration in this case; the spell lasts for its full duration.

Tides of Chaos (Recharges After a Long Rest) You can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw.

Any time before you regain the use of this feature, the DM can have you roll on the Wild Magic Surge table immediately after you cast a sorcerer spell of 1st level or higher. You then regain the use of this feature.

Spellcasting. Charisma is your spellcasting ability for your sorcerer spells. You use your Charisma whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell save DC: 12

Spell attack modifier: +4

Spells Known:

Cantrips (at will): *fire bolt, mending, mold earth, prestidigitation*

1st level (4 slots): *burning hands, earth tremor, shield*

2nd level (2 slots): *Maximilian's earthen grasp*

Font of Magic (Recharges After a Long Rest) You have 3 sorcery points, which you can spend on a variety of magical effects (listed under this feature).

Flexible Casting. You can transform 2 unexpended sorcery points into one 1st-level spell slot as a bonus action on your turn.

CREATING SPELL SLOTS

Spell Slot Level	Sorcery Point Cost
1st	2
2nd	3

As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the spell's level.

Metamagic. You have the following Metamagic options. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

Empowered Spell: When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.

You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

Extended Spell: When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours.

EQUIPMENT

handaxe, daggers (2), dungeoneer's pack, crystal (arcane focus), smith's tools, letter of introduction from your guild, set of traveler's clothes, pouch containing 15 gp

GUNDREN ROCKSEEKER

(4TH LEVEL)

“Ever since I picked up this small crystal, the most wonderful things have been happening to me.”

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Guild Membership. As an established and respected member of the miners' guild, you can rely on certain benefits that membership provides. Your fellow guild members will provide you with lodging and food if necessary, and pay for your funeral if needed. In Neverwinter, the miners' guildhall offers a central place to meet other miners, which can be a good place to meet potential patrons, allies, or hirelings.

If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing. Such connections might require the donation of money or magic items to the guild's coffers.

You must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces.

Personality Trait. You always want to know how things work and what makes people tick. And you like to talk at length about your profession.

Ideal. You're committed to the people you care about, not to ideals.

Bond. Your brothers, Nundro and Tharden, are the most important people in the world to you.

Flaw. You'll do anything to get your hands on Wave Echo Cave.

HILL DWARF TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stonecunning. You have a +4 bonus on Intelligence (History) checks related to the origin of stonework.

Medium humanoid (hill dwarf), Wild Magic, neutral good

Armor Class 11

Hit Points 30 (Hit Dice 4d6)

Speed 25 ft.

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

Proficiencies (+2 proficiency bonus)

Saving Throws Con +4, Cha +5; advantage on saves against poison

Skills Arcana +3, Deception +5, Insight +3, Persuasion +5

Tools smith's tools, vehicles (land)

Weapons battleaxe, light crossbow, dagger, dart, handaxe, light hammer, quarterstaff, sling, warhammer

Damage Resistances poison

Senses darkvision, passive Perception 11

Languages Common, Dwarvish, Gnomish

ACTIONS

Attack. You can attack when you take this action, using the following:

Handaxe. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d6 + 1 slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d4 + 1 piercing damage.

Spellcasting. Sorcerer feature

BONUS ACTIONS

Flexible Casting. Sorcerer feature

Two-Weapon Fighting. When you take the Attack action with a handaxe in one hand, you can use a bonus action to attack with a dagger in the other hand. You don't add your ability modifier to the damage of the bonus attack.

You can instead throw the weapon instead of making a melee attack with it.

BONUS ACTIONS

Metamagic. Sorcerer feature

SORCERER FEATURES

Wild Magic Surge. Your spellcasting can unleash surges of untamed magic. Once per turn, the DM can have you roll a d20 immediately after you cast a sorcerer spell of 1st level or higher. If you roll a 1, roll on the Wild Magic Surge table to create a magical effect. If that effect is a spell, it is too wild to be affected by your Metamagic, and if it normally requires concentration, it doesn't require concentration in this case; the spell lasts for its full duration.

Tides of Chaos (Recharges After a Long Rest) You can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw.

Any time before you regain the use of this feature, the DM can have you roll on the Wild Magic Surge table immediately after you cast a sorcerer spell of 1st level or higher. You then regain the use of this feature.

Spellcasting. Charisma is your spellcasting ability for your sorcerer spells. You use your Charisma whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell save DC: 13

Spell attack modifier: +5

Spells Known:

Cantrips (at will): *fire bolt, mending, mold earth, prestidigitation, thunderclap*

1st level (4 slots): *burning hands, earth tremor, shield*

2nd level (3 slots): *Maximilian's earthen grasp, pyrotechnics*

Font of Magic (Recharges After a Long Rest) You have 4 sorcery points, which you can spend on a variety of magical effects (listed under this feature).

Flexible Casting. You can transform 2 unexpended sorcery points into one 1st-level spell slot as a bonus action on your turn.

CREATING SPELL SLOTS

Spell Slot Level	Sorcery Point Cost
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1st	2
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2nd	3
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As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the spell's level.

Metamagic. You have the following Metamagic options. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

Empowered Spell: When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.

You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

Extended Spell: When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours.

EQUIPMENT

handaxe, daggers (2), dungeoneer's pack, crystal (arcane focus), smith's tools, letter of introduction from your guild, set of traveler's clothes, pouch containing 15 gp

GUNDREN ROCKSEEKER

(5TH LEVEL)

“Ever since I picked up this small crystal, the most wonderful things have been happening to me.”

Together with your brothers, Nundro and Tharden, you found the entrance to legendary Wave Echo Cave. The three of you hastily drew a map and vowed to return with the proper supplies. Before you left, you picked up a small crystal. Little did you know, that gem was infused with wild magic left over from the cataclysm that destroyed the mines' previous workers. It's infused you with arcane powers you're only beginning to understand.

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Personality Trait. You always want to know how things work and what makes people tick. And you like to talk at length about your profession.

Ideal. You're committed to the people you care about, not to ideals.

Bond. Your brothers, Nundro and Tharden, are the most important people in the world to you.

Flaw. You'll do anything to get your hands on Wave Echo Cave.

HILL DWARF TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stonecunning. You have a +4 bonus on Intelligence (History) checks related to the origin of stonework.

Medium humanoid (hill dwarf), Wild Magic, neutral good

Armor Class 11

Hit Points 47 (Hit Dice 5d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	19 (+4)	12 (+1)	12 (+1)	16 (+3)

Proficiencies (+3 proficiency bonus)

Saving Throws Con +7, Cha +6; advantage on saves against poison

Skills Arcana +4, Deception +6, Insight +4, Persuasion +6

Tools smith's tools, vehicles (land)

Weapons battleaxe, light crossbow, dagger, dart, handaxe, light hammer, quarterstaff, sling, warhammer

Damage Resistances poison

Senses darkvision, passive Perception 11

Languages Common, Dwarvish, Gnomish

ACTIONS

Attack. You can attack when you take this action, using the following:

Warhammer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 1d10 + 1 bludgeoning damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, or range 80/320 ft., one target.

Hit: 1d8 + 1 piercing damage.

Spellcasting. Sorcerer feature

BONUS ACTIONS

Flexible Casting. Sorcerer feature

BONUS ACTIONS

Metamagic. Sorcerer feature

SORCERER FEATURES

Wild Magic Surge. Your spellcasting can unleash surges of untamed magic. Once per turn, the DM can have you roll a d20 immediately after you cast a sorcerer spell of 1st level or higher. If you roll a 1, roll on the Wild Magic Surge table to create a magical effect. If that effect is a spell, it is too wild to be affected by your Metamagic, and if it normally requires concentration, it doesn't require concentration in this case; the spell lasts for its full duration.

Tides of Chaos (Recharges After a Long Rest). You can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw.

Any time before you regain the use of this feature, the DM can have you roll on the Wild Magic Surge table immediately after you cast a sorcerer spell of 1st level or higher. You then regain the use of this feature.

Spellcasting. Charisma is your spellcasting ability for your sorcerer spells. You use your Charisma whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell save DC: 14

Spell attack modifier: +6

Spells Known:

Cantrips (at will): *fire bolt, mending, mold earth, prestidigitation, thunderclap*

1st level (4 slots): *burning hands, earth tremor, shield*

2nd level (3 slots): *Maximilian's earthen grasp, pyrotechnics*

3rd level (2 slots): *erupting earth*

Font of Magic (Recharges After a Long Rest). You have 5 sorcery points, which you can spend on a variety of magical effects (listed under this feature).

Flexible Casting. You can transform 2 unexpended sorcery points into one 1st-level spell slot as a bonus action on your turn.

CREATING SPELL SLOTS

Spell Slot Level	Sorcery Point Cost
1st	2
2nd	3
3rd	5

As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the spell's level.

Metamagic. You have the following Metamagic options. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

Empowered Spell: When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.

You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

Extended Spell: When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours.

EQUIPMENT

warhammer, dungeoneer's pack, crystal (arcane focus), smith's tools, *amulet of health*, letter of introduction from your guild, *potions of healing* (3), set of traveler's clothes, pouch containing 15 gp

AMULET OF HEALTH

Wondrous Item, rare (requires attunement)

Your Constitution score is 19 while you wear this amulet. It has no effect on you if your Constitution is already 19 or higher without it.

LINENE GRAYWIND

(1ST LEVEL)

"I pledge my sword, my life, and my honor to the Waterbaroness."

You are a sharp-tongued human woman of thirty-five. Everyone in town knows you as the shopkeep of the Lionshield Coster. But you are more than a mere Lionshield employee. You are one of dozens of Yartar spies now spread throughout the Sword Coast. You and your fellow spies serve the Waterbaron of Yartar, Nestra Ruthiol. Right now, you're simply supplying arms and armor to allies, using the store as a front. With marauding goblins stealing shipments and Redbrands menacing the store, you're hoping to join someone willing to help eliminate these threats.

BACKGROUND (SPY)

Although your capabilities are not much different from those of a burglar or smuggler, you learned and practiced them in a very different context: as an espionage agent. You are an officially sanctioned agent of the Waterbaron of Yartar.

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a network of other spies. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

Personality Trait. You are sharp-tongued but would rather make a new friend than a new enemy.

Ideal You obey your liege and don't question her orders.

Bond Your loyalty to your sovereign is unwavering.

Flaw. Because of your secret occupation, you don't let anyone get too close.

PALADIN FEATURES

Divine Sense. (3; Recharges after a Long Rest) As an action, you can open your awareness to sense strong evil and powerful good. 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 of any being whose presence you sense, but not its identity. 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.

Lay on Hands. You have a pool of healing power, with which you can restore up to 5 hit points. This pool replenishes after you finish a long rest.

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.

Medium humanoid (Tethyrian human), lawful neutral

Armor Class 18 (chain mail, shield)

Hit Points 13 (Hit Dice 1d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	10 (+0)	11 (+0)	14 (+2)

Proficiencies +2 proficiency bonus)

Saving Throws Wis +2, Cha +4

Skills Deception +4, Intimidation +4, Persuasion +4, Stealth +2

Tools dragonchess set, thieves' tools

Armor all armor, shields

Weapons all weapons

Senses passive Perception 10

Languages Common, Orc

ACTIONS

Attack. You can attack when you take this action, using the following:

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d8 + 3 slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target.

Hit: 1d6 + 3 piercing damage.

Divine Sense. Paladin feature

Lay on Hands. Paladin feature

EQUIPMENT

chain mail, shield with emblem, longsword, javelins (5), explorer's pack, crowbar, set of dark common clothes including a hood, pouch containing 15 gp.

LINENE GRAYWIND

(2ND LEVEL)

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Ideal You obey your liege and don't question her orders.

Bond Your loyalty to your sovereign is unwavering.

Flaw. Because of your secret occupation, you don't let anyone get too close.

PALADIN FEATURES

Divine Sense. (3; Recharges after a Long Rest) As an action, you can open your awareness to sense strong evil and powerful good. 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 of any being whose presence you sense, but not its identity. 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.

Divine Smite. When you hit a creature with a melee weapon attack, you can expend one paladin spell slot to deal an extra 2d8 radiant damage to the target (3d8 radiant damage if it is an undead or a fiend).

Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon (included in attack).

Lay on Hands. You have a pool of healing power, with which you can restore up to 10 hit points. This pool replenishes after you finish a long rest.

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.

Medium humanoid (Tethyrian human), lawful neutral

Armor Class 18 (chain mail, shield)

Hit Points 22 (Hit Dice 2d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	10 (+0)	11 (+0)	14 (+2)

Proficiencies +2 proficiency bonus)

Saving Throws Wis +2, Cha +4

Skills Deception +4, Intimidation +4, Persuasion +4, Stealth +2

Tools dragonchess set, thieves' tools

Armor all armor, shields

Weapons all weapons

Senses passive Perception 10

Languages Common, Orc

ACTIONS

Attack. You can attack when you take this action, using the following:

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d8 + 5 slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target.

Hit: 1d6 + 3 piercing damage if thrown, or 1d6 + 5 piercing damage if used as a melee weapon.

Divine Sense. Paladin feature

Lay on Hands. Paladin feature

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.

Spellcasting. Charisma is your spellcasting ability for your paladin spells. You use your Charisma whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell save DC: 12

Spell attack modifier: +4

Spells Prepared:

1st level (2 slots): *command, compelled duel, wrathful smite*

EQUIPMENT

chain mail, shield with emblem, longsword, javelins (5), explorer's pack, crowbar, set of dark common clothes including a hood, pouch containing 15 gp.

LINENE GRAYWIND

(3RD LEVEL)

"I pledge my sword, my life, and my honor to the Waterbaroness."

You are a sharp-tongued human woman of thirty-five. Everyone in town knows you as the shopkeep of the Lionshield Coster. But you are more than a mere Lionshield employee. You are one of dozens of Yartar spies now spread throughout the Sword Coast. You and your fellow spies serve the Waterbaron of Yartar, Nestra Ruthiol. Right now, you're simply supplying arms and armor to allies, using the store as a front. With marauding goblins stealing shipments and Redbrands menacing the store, you're hoping to join someone willing to help eliminate these threats.

BACKGROUND (SPY)

Although your capabilities are not much different from those of a burglar or smuggler, you learned and practiced them in a very different context: as an espionage agent. You are an officially sanctioned agent of the Waterbaron of Yartar.

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a network of other spies. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

Personality Trait. You are sharp-tongued but would rather make a new friend than a new enemy.

Ideal You obey your liege and don't question her orders.

Bond Your loyalty to your sovereign is unwavering.

Flaw. Because of your secret occupation, you don't let anyone get too close.

PALADIN FEATURES

Divine Sense. (3; Recharges after a Long Rest) As an action, you can open your awareness to sense strong evil and powerful good. 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 of any being whose presence you sense, but not its identity. 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.

Divine Smite. When you hit a creature with a melee weapon attack, you can expend one paladin spell slot to deal an extra 2d8 radiant damage to the target (3d8 radiant damage if it is an undead or a fiend).

Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon (included in attack).

Lay on Hands. You have a pool of healing power, with which you can restore up to 15 hit points. This pool replenishes after you finish a long rest.

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.

Medium humanoid (Tethyrian human), lawful neutral

Armor Class 18 (chain mail, shield)

Hit Points 31 (Hit Dice 3d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	10 (+0)	11 (+0)	14 (+2)

Proficiencies +2 proficiency bonus)

Saving Throws Wis +2, Cha +4

Skills Deception +4, Intimidation +4, Persuasion +4, Stealth +2

Tools dragonchess set, thieves' tools

Armor all armor, shields

Weapons all weapons

Immunities disease

Senses passive Perception 10

Languages Common, Orc

ACTIONS

Attack. You can attack when you take this action, using the following:

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d8 + 5 slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target.

Hit: 1d6 + 3 piercing damage if thrown, or 1d6 + 5 piercing damage if used as a melee weapon.

Divine Sense. Paladin feature

Lay on Hands. Paladin feature

BONUS ACTIONS

Champion Challenge. Paladin feature

Turn the Tide. Paladin feature

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.

Channel Divinity (Recharges after a Short or Long Rest) You can use one of the following options.

Champion Challenge. As a bonus action, you issue a challenge that compels other creatures to do battle with you. Each creature of your choice that you can see within 30 feet of you must make a Wisdom saving throw. On a failed save, a creature can't willingly move more than 30 feet away from you. This effect ends on the creature if you are incapacitated or die or if the creature is more than 30 feet away from you.

Turn the Tide. As a bonus action, you can bolster injured creatures with your Channel Divinity. Each creature of your choice that can hear you within 30 feet of you regains hit points equal to $1d6 + 2$ if it has no more than half of its hit points.

Spellcasting. Charisma is your spellcasting ability for your paladin spells. You use your Charisma whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell save DC: 12

Spell attack modifier: +4

Spells Prepared:

1st level (3 slots): *command*, *compelled duel*, *heroism*, *searing smite*, *wrathful smite*

EQUIPMENT

chain mail, shield with emblem, longsword, javelins (5), explorer's pack, crowbar, set of dark common clothes including a hood, pouch containing 15 gp.

LINENE GRAYWIND

(4TH LEVEL)

"I pledge my sword, my life, and my honor to the Waterbaroness."

You are a sharp-tongued human woman of thirty-five. Everyone in town knows you as the shopkeep of the Lionshield Coster. But you are more than a mere Lionshield employee. You are one of dozens of Yartar spies now spread throughout the Sword Coast. You and your fellow spies serve the Waterbaron of Yartar, Nestra Ruthiol. Right now, you're simply supplying arms and armor to allies, using the store as a front. With marauding goblins stealing shipments and Redbrands menacing the store, you're hoping to join someone willing to help eliminate these threats.

BACKGROUND (SPY)

Although your capabilities are not much different from those of a burglar or smuggler, you learned and practiced them in a very different context: as an espionage agent. You are an officially sanctioned agent of the Waterbaron of Yartar.

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a network of other spies. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

Personality Trait. You are sharp-tongued but would rather make a new friend than a new enemy.

Ideal You obey your liege and don't question her orders.

Bond Your loyalty to your sovereign is unwavering.

Flaw. Because of your secret occupation, you don't let anyone get too close.

PALADIN FEATURES

Divine Sense. (3; Recharges after a Long Rest) As an action, you can open your awareness to sense strong evil and powerful good. 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 of any being whose presence you sense, but not its identity. 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.

Divine Smite. When you hit a creature with a melee weapon attack, you can expend one paladin spell slot to deal an extra 2d8 radiant damage to the target (3d8 radiant damage if it is an undead or a fiend).

Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon (included in attack).

Lay on Hands. You have a pool of healing power, with which you can restore up to 20 hit points. This pool replenishes after you finish a long rest.

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.

Medium humanoid (Tethyrian human), lawful neutral

Armor Class 18 (chain mail, shield)

Hit Points 40 (Hit Dice 4d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	10 (+0)	11 (+0)	14 (+2)

Proficiencies +2 proficiency bonus)

Saving Throws Wis +2, Cha +4

Skills Deception +4, Intimidation +4, Persuasion +4, Stealth +2

Tools dragonchess set, thieves' tools

Armor all armor, shields

Weapons all weapons

Immunities disease

Senses passive Perception 10

Languages Common, Orc

ACTIONS

Attack. You can attack when you take this action, using the following:

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d8 + 5 slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target.

Hit: 1d6 + 3 piercing damage if thrown, or 1d6 + 5 piercing damage if used as a melee weapon.

Divine Sense. Paladin feature

Lay on Hands. Paladin feature

BONUS ACTIONS

Champion Challenge. Paladin feature

Turn the Tide. Paladin feature

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.

Channel Divinity (Recharges after a Short or Long Rest)

You can use one of the following options.

Champion Challenge. As a bonus action, you issue a challenge that compels other creatures to do battle with you. Each creature of your choice that you can see within 30 feet of you must make a Wisdom saving throw. On a failed save, a creature can't willingly move more than 30 feet away from you. This effect ends on the creature if you are incapacitated or die or if the creature is more than 30 feet away from you.

Turn the Tide. As a bonus action, you can bolster injured creatures with your Channel Divinity. Each creature of your choice that can hear you within 30 feet of you regains hit points equal to $1d6 + 2$ if it has no more than half of its hit points.

Spellcasting. Charisma is your spellcasting ability for your paladin spells. You use your Charisma whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell save DC: 12

Spell attack modifier: +4

Spells Prepared:

1st level (3 slots): *bless*, *command*, *compelled duel*, *heroism*, *searing smite*, *wrathful smite*

FEATS

Sentinel You have mastered techniques to take advantage of every drop in any enemy's guard, gaining the following benefits:

- When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.
- Creatures provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.
- When a creature within 5 feet of you makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make a melee weapon attack against the attacking creature.

EQUIPMENT

chain mail, shield with emblem, longsword, javelins (5), explorer's pack, crowbar, set of dark common clothes including a hood, pouch containing 15 gp.

LINENE GRAYWIND

(5TH LEVEL)

"I pledge my sword, my life, and my honor to the Waterbaroness."

You are a sharp-tongued human woman of thirty-five. Everyone in town knows you as the shopkeep of the Lionshield Coster. But you are more than a mere Lionshield employee. You are one of dozens of Yartar spies now spread throughout the Sword Coast. You and your fellow spies serve the Waterbaron of Yartar, Nestra Ruthiol. Right now, you're simply supplying arms and armor to allies, using the store as a front. With marauding goblins stealing shipments and Redbrands menacing the store, you're hoping to join someone willing to help eliminate these threats.

BACKGROUND (SPY)

Although your capabilities are not much different from those of a burglar or smuggler, you learned and practiced them in a very different context: as an espionage agent. You are an officially sanctioned agent of the Waterbaron of Yartar.

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a network of other spies. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

Personality Trait. You are sharp-tongued but would rather make a new friend than a new enemy.

Ideal You obey your liege and don't question her orders.

Bond Your loyalty to your sovereign is unwavering.

Flaw. Because of your secret occupation, you don't let anyone get too close.

PALADIN FEATURES

Divine Sense. (3; Recharges after a Long Rest) As an action, you can open your awareness to sense strong evil and powerful good. 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 of any being whose presence you sense, but not its identity. 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.

Divine Smite. When you hit a creature with a melee weapon attack, you can expend one paladin spell slot to deal an extra 2d8 radiant damage to the target (3d8 radiant damage if it is an undead or a fiend).

Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon (included in attack).

Lay on Hands. You have a pool of healing power, with which you can restore up to 25 hit points. This pool replenishes after you finish a long rest.

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.

Medium humanoid (Tethyrian human), lawful neutral

Armor Class 19 (splint, shield)

Hit Points 49 (Hit Dice 5d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	10 (+0)	11 (+0)	14 (+2)

Proficiencies +3 proficiency bonus

Saving Throws Wis +3, Cha +5

Skills Deception +5, Intimidation +5, Persuasion +5, Stealth +3

Tools dragonchess set, thieves' tools

Armor all armor, shields

Weapons all weapons

Immunities disease

Senses passive Perception 10

Languages Common, Orc

ACTIONS

Attack. You can attack **twice** when you take this action, using the following:

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 1d8 + 6 slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target.

Hit: 1d6 + 4 piercing damage if thrown, or 1d6 + 6 piercing damage if used as a melee weapon.

Divine Sense. Paladin feature

Lay on Hands. Paladin feature

BONUS ACTIONS

Champion Challenge. Paladin feature

Turn the Tide. Paladin feature

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.

Channel Divinity (Recharges after a Short or Long Rest) You can use one of the following options.

Champion Challenge. As a bonus action, you issue a challenge that compels other creatures to do battle with you. Each creature of your choice that you can see within 30 feet of you must make a Wisdom saving throw. On a failed save, a creature can't willingly move more than 30 feet away from you. This effect ends on the creature if you are incapacitated or die or if the creature is more than 30 feet away from you.

Turn the Tide. As a bonus action, you can bolster injured creatures with your Channel Divinity. Each creature of your choice that can hear you within 30 feet of you regains hit points equal to 1d6 + 2 if it has no more than half of its hit points.

Spellcasting. Charisma is your spellcasting ability for your paladin spells. You use your Charisma whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell save DC: 13

Spell attack modifier: +5

Spells Prepared:

1st level (4 slots): *command*, *compelled duel*, *heroism*, *wrathful smite*

2nd level (2 slots): *branding smite*, *magic weapon*, *warding bond*, *zone of truth*

FEATS

Sentinel. You have mastered techniques to take advantage of every drop in any enemy's guard, gaining the following benefits:

- When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.
- Creatures provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.
- When a creature within 5 feet of you makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make a melee weapon attack against the attacking creature.

EQUIPMENT

splint armor, shield with emblem, longsword, javelins (5), explorer's pack, *gauntlets of ogre power*, crowbar, *potions of healing* (3), set of dark common clothes including a hood, pouch containing 15 gp.

GAUNTLETS OF OGRE POWER

Wondrous item, uncommon (requires attunement)

Your Strength score is 19 while you wear these gauntlets.

They have no effect on you if your Strength is 19 or higher without them.

QELLINE ALDERLEAF

(1ST LEVEL)

"If we protect the land from harm, it'll protect us in return."

You're a wise female halfling of forty-five named Qelline Alderleaf. You're a pragmatic farmer who seems to know everything that goes on in town. You used to be quite the outdoorswoman and have skill with both a pair of swords and the bow, which still hang on the wall near your fireplace.

BACKGROUND (FOLK HERO)

You come from a humble social rank, but you are destined for so much more. Already the people of Phandalin regard you as their champion, and your destiny calls you to stand against the tyrants and monsters that threaten the common folk everywhere.

Rustic Hospitality. Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

Personality Trait. When you set my mind to something, you follow through no matter what gets in my way. And if someone is in trouble, you're always ready to lend help.

Ideal. People deserve to be treated with dignity and respect.

Bond. You would sacrifice anything to make sure your son Carp remains safe.

Flaw. You turn tail and run when things look bad.

STOUT HALFLING TRAITS

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

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

RANGER FEATURES

Favored Enemy. You have significant experience studying, tracking, and hunting goblins and orcs. You have advantage on Wisdom (Survival) checks to track goblins and orcs, as well as on Intelligence checks to recall information about them.

Natural Explorer. You are particularly at home in forest terrain. When you make an Intelligence or Wisdom check related to forest terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in forest terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's speed.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling, you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.

Small humanoid (stout halfling), neutral good

Armor Class 14 (leather)

Hit Points 13 (Hit Dice 1d8)

Speed 25 ft.

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

Proficiencies +2 proficiency bonus

Saving Throws Str +1, Dex +5; advantage against poison and being frightened

Skills Animal Handling +4, Insight +4, Nature +2, Perception +4, Survival +4

Armor light armor, medium armor, shields

Weapons martial weapons, simple weapons

Tools carpenter's tools, vehicles (land)

Damage Resistances poison

Senses passive Perception 14

Languages Common, Goblin, Halfling

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target.

Hit: 1d6 + 3 piercing damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 slashing damage.

BONUS ACTIONS

Two-Weapon Fighting. When you take the Attack action with a shortsword in one hand, you can use a bonus action to attack with another shortsword in the other hand. You don't add your ability modifier to the damage of the bonus attack.

OPTIONS

Favored Enemy. Ranger feature

Halfling Nimbleness. Halfling trait

Lucky. Halfling trait

Natural Explorer. Ranger feature

- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

EQUIPMENT

leather armor, shortswords (2), shortbow (with 20 arrows), explorer's pack, carpenter's tools, shovel, iron pot, set of common clothes, pouch containing 10 gp

QELLINE ALDERLEAF

(2ND LEVEL)

"If we protect the land from harm, it'll protect us in return."

You're a wise female halfling of forty-five named Qelline Alderleaf. You're a pragmatic farmer who seems to know everything that goes on in town. You used to be quite the outdoorswoman and have skill with both a pair of swords and the bow, which still hang on the wall near your fireplace.

BACKGROUND (FOLK HERO)

You come from a humble social rank, but you are destined for so much more. Already the people of Phandalin regard you as their champion, and your destiny calls you to stand against the tyrants and monsters that threaten the common folk everywhere.

Rustic Hospitality. Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

Personality Trait. When you set my mind to something, you follow through no matter what gets in my way. And if someone is in trouble, you're always ready to lend help.

Ideal. People deserve to be treated with dignity and respect.

Bond. You would sacrifice anything to make sure your son Carp remains safe.

Flaw. You turn tail and run when things look bad.

STOUT HALFLING TRAITS

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

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

RANGER FEATURES

Favored Enemy. You have significant experience studying, tracking, and hunting goblins and orcs. You have advantage on Wisdom (Survival) checks to track goblins and orcs, as well as on Intelligence checks to recall information about them.

Natural Explorer. You are particularly at home in forest terrain. When you make an Intelligence or Wisdom check related to forest terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in forest terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's speed.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling, you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.

Small humanoid (stout halfling), neutral good

Armor Class 14 (leather)
Hit Points 22 (Hit Dice 2d8)
Speed 25 ft.

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

Proficiencies +2 proficiency bonus

Saving Throws Str +1, Dex +5; advantage against poison and being frightened

Skills Animal Handling +4, Insight +4, Nature +2, Perception +4, Survival +4

Armor light armor, medium armor, shields

Weapons martial weapons, simple weapons

Tools carpenter's tools, vehicles (land)

Damage Resistances poison

Senses passive Perception 14

Languages Common, Goblin, Halfling

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target.

Hit: 1d6 + 3 piercing damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 slashing damage.

BONUS ACTIONS

Two-Weapon Fighting. When you take the Attack action with a shortsword in one hand, you can use a bonus action to attack with another shortsword in the other hand.

OPTIONS

Favored Enemy. Ranger feature

Halfling Nimbleness. Halfling trait

Lucky. Halfling trait

Natural Explorer. Ranger feature

Spellcasting. Ranger feature.

Spell Save DC: 12

Spell Attack Modifier: +4

Spell Slots: 1st-level (2)

- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Fighting Style: Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Spellcasting. You have the ability to cast spells. Wisdom is your spellcasting ability for your ranger spells. You use your Wisdom whenever a spell refers to your spellcasting ability. To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell Save DC: 12

Spell Attack Modifier: +4

Spell Slots: 1st-level (2)

SPELLS KNOWN

1st-level spells: animal friendship, beast bond

EQUIPMENT

leather armor, shortswords (2), shortbow (with 20 arrows), explorer's pack, carpenter's tools, shovel, iron pot, set of common clothes, pouch containing 10 gp

QELLINE ALDERLEAF

(3RD LEVEL)

"If we protect the land from harm, it'll protect us in return."

You're a wise female halfling of forty-five named Qelline Alderleaf. You're a pragmatic farmer who seems to know everything that goes on in town. You used to be quite the outdoorswoman and have skill with both a pair of swords and the bow, which still hang on the wall near your fireplace.

BACKGROUND (FOLK HERO)

You come from a humble social rank, but you are destined for so much more. Already the people of Phandalin regard you as their champion, and your destiny calls you to stand against the tyrants and monsters that threaten the common folk everywhere.

Rustic Hospitality. Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

Personality Trait. When you set my mind to something, you follow through no matter what gets in my way. And if someone is in trouble, you're always ready to lend help.

Ideal People deserve to be treated with dignity and respect.

Bond You would sacrifice anything to make sure your son Carp remains safe.

Flaw You turn tail and run when things look bad.

STOUT HALFLING TRAITS

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

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

RANGER FEATURES

Favored Enemy. You have significant experience studying, tracking, and hunting goblins and orcs. You have advantage on Wisdom (Survival) checks to track goblins and orcs, as well as on Intelligence checks to recall information about them.

Natural Explorer. You are particularly at home in forest terrain. When you make an Intelligence or Wisdom check related to forest terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in forest terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's speed.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling, you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.

Small humanoid (stout halfling), neutral good

Armor Class 14 (leather)
Hit Points 31 (Hit Dice 3d8)
Speed 25 ft.

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

Proficiencies +2 proficiency bonus

Saving Throws Str +1, Dex +5; advantage against poison and being frightened

Skills Animal Handling +4, Insight +4, Nature +2, Perception +4, Survival +4

Armor light armor, medium armor, shields

Weapons martial weapons, simple weapons

Tools carpenter's tools, vehicles (land)

Damage Resistances poison

Senses passive Perception 14

Languages Common, Goblin, Halfling

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target.

Hit: 1d6 + 3 piercing damage.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 slashing damage.

BONUS ACTIONS

Two-Weapon Fighting. When you take the Attack action with a shortsword in one hand, you can use a bonus action to attack with another shortsword in the other hand.

OPTIONS

Favored Enemy. Ranger feature

Halfling Nimbleness. Halfling trait

Lucky. Halfling trait

Natural Explorer. Ranger feature

Ranger's Companion. Ranger feature

Spellcasting. Ranger feature.

Spell Save DC: 12

Spell Attack Modifier: +4

Spell Slots: 1st-level (3)

- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Fighting Style: Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Spellcasting. You have the ability to cast spells. Wisdom is your spellcasting ability for your ranger spells. You use your Wisdom whenever a spell refers to your spellcasting ability. To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell Save DC: 12

Spell Attack Modifier: +4

Spell Slots: 1st-level (3)

Primeval Awareness. You can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within 6 miles of you if you are in forest terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

RANGER ARCHETYPE: BEAST MASTER

Ranger's Companion. A beast companion accompanies you on your adventures and is trained to fight alongside you.

The beast obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command the beast where to move (no action required by you). You can use your action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action.

If you are incapacitated or absent, the beast acts on its own, focusing on protecting you and itself. The beast never requires your command to use its reaction, such as when making an opportunity attack.

While traveling through forest terrain with only the beast, you can move stealthily at a normal pace.

If the beast dies, you can obtain a new companion by spending 8 hours magically bonding with a beast that isn't hostile to you and that meets the requirements.

SPELLS KNOWN

1st-level spells: animal friendship, beast bond, speak with animals

EQUIPMENT

leather armor, shortswords (2), shortbow (with 20 arrows), explorer's pack, carpenter's tools, shovel, iron pot, Pearl (boar companion), set of common clothes, pouch containing 10 gp

BOAR (COMPANION)

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 12 (Hit Dice 2d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-5)	9 (-1)	5 (-3)

Senses passive Perception 9

Languages –

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Ranger's Companion. The beast obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command the beast where to move (no action required by you). You can use your action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action.

If you are incapacitated or absent, the beast acts on its own, focusing on protecting you and itself. The beast never requires your command to use its reaction, such as when making an opportunity attack.

ACTIONS

Attack. Your companion can attack when you command the attack action, using the following:

Tusk. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 slashing damage.

QELLINE ALDERLEAF

(4TH LEVEL)

"If we protect the land from harm, it'll protect us in return."

You're a wise female halfling of forty-five named Qelline Alderleaf. You're a pragmatic farmer who seems to know everything that goes on in town. You used to be quite the outdoorswoman and have skill with both a pair of swords and the bow, which still hang on the wall near your fireplace.

BACKGROUND (FOLK HERO)

You come from a humble social rank, but you are destined for so much more. Already the people of Phandalin regard you as their champion, and your destiny calls you to stand against the tyrants and monsters that threaten the common folk everywhere.

Rustic Hospitality. Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

Personality Trait. When you set my mind to something, you follow through no matter what gets in my way. And if someone is in trouble, you're always ready to lend help.

Ideal. People deserve to be treated with dignity and respect.

Bond. You would sacrifice anything to make sure your son Carp remains safe.

Flaw. You turn tail and run when things look bad.

STOUT HALFLING TRAITS

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

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

RANGER FEATURES

Favored Enemy. You have significant experience studying, tracking, and hunting goblins and orcs. You have advantage on Wisdom (Survival) checks to track goblins and orcs, as well as on Intelligence checks to recall information about them.

Natural Explorer. You are particularly at home in forest terrain. When you make an Intelligence or Wisdom check related to forest terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in forest terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's speed.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling, you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.

Small humanoid (stout halfling), neutral good

Armor Class 15 (leather)
Hit Points 40 (Hit Dice 4d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

Proficiencies +2 proficiency bonus

Saving Throws Str +1, Dex +6; advantage against poison and being frightened

Skills Animal Handling +4, Insight +4, Nature +2, Perception +4, Survival +4

Armor light armor, medium armor, shields

Weapons martial weapons, simple weapons

Tools carpenter's tools, vehicles (land)

Damage Resistances poison

Senses passive Perception 14

Languages Common, Goblin, Halfling

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target.

Hit: 1d6 + 4 piercing damage.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 1d6 + 4 slashing damage.

Primeval Awareness. Ranger feature

BONUS ACTIONS

Two-Weapon Fighting. When you take the Attack action with a shortsword in one hand, you can use a bonus action to attack with another shortsword in the other hand.

OPTIONS

Favored Enemy. Ranger feature

Halfling Nimbleness. Halfling trait

Lucky. Halfling trait

Natural Explorer. Ranger feature

Ranger's Companion. Ranger feature

Spellcasting. Ranger feature.

Spell Save DC: 12

Spell Attack Modifier: +4

Spell Slots: 1st-level (3)

- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Fighting Style: Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Spellcasting. You have the ability to cast spells. Wisdom is your spellcasting ability for your ranger spells. You use your Wisdom whenever a spell refers to your spellcasting ability. To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell Save DC: 12

Spell Attack Modifier: +4

Spell Slots: 1st-level (3)

Primeval Awareness. You can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within 6 miles of you if you are in forest terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

RANGER ARCHETYPE: BEAST MASTER

Ranger's Companion. A beast companion accompanies you on your adventures and is trained to fight alongside you.

The beast obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command the beast where to move (no action required by you). You can use your action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action.

If you are incapacitated or absent, the beast acts on its own, focusing on protecting you and itself. The beast never requires your command to use its reaction, such as when making an opportunity attack.

While traveling through forest terrain with only the beast, you can move stealthily at a normal pace.

If the beast dies, you can obtain a new companion by spending 8 hours magically bonding with a beast that isn't hostile to you and that meets the requirements.

SPELLS KNOWN

1st-level spells: animal friendship, beast bond, speak with animals

EQUIPMENT

leather armor, shortswords (2), shortbow (with 20 arrows), explorer's pack, carpenter's tools, shovel, iron pot, Pearl (boar companion), set of common clothes, pouch containing 10 gp

BOAR (COMPANION)

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 16 (Hit Dice 2d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-5)	9 (-1)	5 (-3)

Senses passive Perception 9

Languages –

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Ranger's Companion. The beast obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command the beast where to move (no action required by you). You can use your action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action.

If you are incapacitated or absent, the beast acts on its own, focusing on protecting you and itself. The beast never requires your command to use its reaction, such as when making an opportunity attack.

ACTIONS

Attack. Your companion can attack when you command the attack action, using the following:

Tusk. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 slashing damage.

QELLINE ALDERLEAF

(5TH LEVEL)

"If we protect the land from harm, it'll protect us in return."

You're a wise female halfling of forty-five named Qelline Alderleaf. You're a pragmatic farmer who seems to know everything that goes on in town. You used to be quite the outdoorswoman and have skill with both a pair of swords and the bow, which still hang on the wall near your fireplace.

BACKGROUND (FOLK HERO)

You come from a humble social rank, but you are destined for so much more. Already the people of Phandalin regard you as their champion, and your destiny calls you to stand against the tyrants and monsters that threaten the common folk everywhere.

Rustic Hospitality. Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

Personality Trait. When you set my mind to something, you follow through no matter what gets in my way. And if someone is in trouble, you're always ready to lend help.

Ideal. People deserve to be treated with dignity and respect.

Bond. You would sacrifice anything to make sure your son Carp remains safe.

Flaw. You turn tail and run when things look bad.

STOUT HALFLING TRAITS

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

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

RANGER FEATURES

Favored Enemy. You have significant experience studying, tracking, and hunting goblins and orcs. You have advantage on Wisdom (Survival) checks to track goblins and orcs, as well as on Intelligence checks to recall information about them.

Natural Explorer. You are particularly at home in forest terrain. When you make an Intelligence or Wisdom check related to forest terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in forest terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's speed.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling, you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.

Small humanoid (stout halfling), neutral good

Armor Class 17 (*Dragonguard*)
Hit Points 49 (**Hit Dice** 5d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

Proficiencies (+3 proficiency bonus)

Saving Throws Str +2, Dex +7; advantage against poison and being frightened

Skills Animal Handling +5, Insight +5, Nature +3, Perception +5, Survival +5

Armor light armor, medium armor, shields

Weapons martial weapons, simple weapons

Tools carpenter's tools, vehicles (land)

Damage Resistances poison

Senses passive Perception 15

Languages Common, Goblin, Halfling

ACTIONS

Attack. You can attack **twice** when you take this action, using the following:

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target.

Hit: 1d6 + 4 piercing damage.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 1d6 + 4 slashing damage.

Primeval Awareness. Ranger feature

BONUS ACTIONS

Two-Weapon Fighting. When you take the Attack action with a shortsword in one hand, you can use a bonus action to attack with another shortsword in the other hand.

OPTIONS

Favored Enemy. Ranger feature

Halfling Nimbleness. Halfling trait

Lucky. Halfling trait

Natural Explorer. Ranger feature

Ranger's Companion. Ranger feature

Spellcasting. Ranger feature.

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (4), 2nd-level (2)

- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Fighting Style: Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Spellcasting. You have the ability to cast spells. Wisdom is your spellcasting ability for your ranger spells. You use your Wisdom whenever a spell refers to your spellcasting ability. To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (4), 2nd-level (2)

Primeval Awareness. You can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within 6 miles of you if you are in forest terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

RANGER ARCHETYPE: BEAST MASTER

Ranger's Companion. A beast companion accompanies you on your adventures and is trained to fight alongside you.

The beast obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command the beast where to move (no action required by you). You can use your action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action. With the Extra Attack feature, you can make one weapon attack yourself when you command the beast to take the Attack action.

If you are incapacitated or absent, the beast acts on its own, focusing on protecting you and itself. The beast never requires your command to use its reaction, such as when making an opportunity attack.

While traveling through forest terrain with only the beast, you can move stealthily at a normal pace.

If the beast dies, you can obtain a new companion by spending 8 hours magically bonding with a beast that isn't hostile to you and that meets the requirements.

SPELLS KNOWN

1st-level spells: animal friendship, beast bond, hunter's mark, speak with animals

EQUIPMENT

Dragonguard, silvered shortswords (2), shortbow (with 60 arrows and 30 silvered arrows), explorer's pack, carpenter's tools, shovel, iron pot, *potions of healing* (2), Pearl (boar companion), set of common clothes, pouch containing 10 gp

BOAR (COMPANION)

Medium beast, unaligned

Armor Class 14 (natural armor)

Hit Points 20 (Hit Dice 2d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-5)	9 (-1)	5 (-3)

Senses passive Perception 9

Languages –

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Ranger's Companion. The beast obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command the beast where to move (no action required by you). You can use your action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action. With the Extra Attack feature, you can make one weapon attack yourself when you command the beast to take the Attack action.

If you are incapacitated or absent, the beast acts on its own, focusing on protecting you and itself. The beast never requires your command to use its reaction, such as when making an opportunity attack.

ACTIONS

Attack. Your companion can attack when you command the attack action, using the following:

Tusk. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 1d6 + 4 slashing damage.

DRAGONGUARD

Armor (breastplate), rare

This +1 *breastplate* has a gold dragon motif worked into its design. It grants its wearer advantage on saving throws against the breath weapons of creatures that have the dragon type.

REFORMED REDBRAND

(1ST LEVEL)

“Well, well, here’s a whole pack of little puppies. What do you want, puppies? Come here to bark at us?”

You were recently a member of a group of local thugs and racketeers called the Redbrands. Either they went out of business or you grew tired of working for them. Now you’re calling your own shots, and, at least for now, you’re fighting alongside an up-and-coming adventuring party. If anything, you’re resourceful.

BACKGROUND (CRIMINAL)

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You’re far closer than most people to the world of murder, theft, and violence that pervades the underbelly of civilization, and you have survived up to this point by flouting the rules and regulations of society.

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

Personality Trait. You always have a plan for what to do when things go wrong. And the first thing you do in a new place is note the locations of everything valuable—or where such things could be hidden.

Ideal. You’re loyal to your friends, not to any ideals, and everyone else can take a trip down the Styx for all you care.

Bond. You’re guilty of a terrible crime. You hope you can redeem yourself for it.

Flaw. You turn tail and run when things look bad.

ROGUE FEATURES

Sneak Attack. 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 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.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Deception or Intimidation skills.

EQUIPMENT

leather armor, shortswords (2), daggers (2), explorer’s pack, thieves’ tools, crowbar, set of dark common clothes including a grimy scarlet cloak, pouch containing 15 gp

Medium humanoid (human), neutral

Armor Class 14 (leather)

Hit Points 10 (Hit Dice 1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	9 (-1)	10 (+0)	14 (+2)

Proficiencies +2 proficiency bonus)

Armor light armor

Saving Throws Dex +5, Int +1

Skills Athletics +4, Deception +6, Intimidation +6, Persuasion +4, Sleight of Hand +5, Stealth +5

Tools dice set, playing card set, thieves’ tools +3

Weapons hand crossbows, longswords, rapiers, shortswords, simple weapons

Senses passive Perception 10

Languages Common, Goblin, thieves’ cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 slashing damage.

BONUS ACTIONS

Two-Weapon Fighting. When you take the Attack action with a shortsword in one hand, you can use a bonus action to attack with another shortsword in the other hand. You don’t add your ability modifier to the damage of the bonus attack.

OPTIONS

Sneak Attack. Rogue feature

REFORMED REDBRAND

(2ND LEVEL)

“Well, well, here’s a whole pack of little puppies. What do you want, puppies? Come here to bark at us?”

You were recently a member of a group of local thugs and racketeers called the Redbrands. Either they went out of business or you grew tired of working for them. Now you’re calling your own shots, and, at least for now, you’re fighting alongside an up-and-coming adventuring party. If anything, you’re resourceful.

BACKGROUND (CRIMINAL)

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You’re far closer than most people to the world of murder, theft, and violence that pervades the underbelly of civilization, and you have survived up to this point by flouting the rules and regulations of society.

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

Personality Trait. You always have a plan for what to do when things go wrong. And the first thing you do in a new place is note the locations of everything valuable—or where such things could be hidden.

Ideal. You’re loyal to your friends, not to any ideals, and everyone else can take a trip down the Styx for all you care.

Bond. You’re guilty of a terrible crime. You hope you can redeem yourself for it.

Flaw. You turn tail and run when things look bad.

ROGUE FEATURES

Sneak Attack. 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 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.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Deception or Intimidation skills.

Cunning Action. 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.

EQUIPMENT

leather armor, shortswords (2), daggers (2), explorer’s pack, thieves’ tools, crowbar, set of dark common clothes including a grimy scarlet cloak, pouch containing 15 gp

Medium humanoid (human), neutral

Armor Class 14 (leather)

Hit Points 17 (Hit Dice 2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	9 (-1)	10 (+0)	14 (+2)

Proficiencies +2 proficiency bonus)

Armor light armor

Saving Throws Dex +5, Int +1

Skills Athletics +4, Deception +6, Intimidation +6, Persuasion +4, Sleight of Hand +5, Stealth +5

Tools dice set, playing card set, thieves’ tools +3

Weapons hand crossbows, longswords, rapiers, shortswords, simple weapons

Senses passive Perception 10

Languages Common, Goblin, thieves’ cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 slashing damage.

BONUS ACTIONS

Cunning Action. Rogue feature

Two-Weapon Fighting. When you take the Attack action with a shortsword in one hand, you can use a bonus action to attack with another shortsword in the other hand. You don’t add your ability modifier to the damage of the bonus attack.

OPTIONS

Sneak Attack. Rogue feature

REFORMED REDBRAND

(3RD LEVEL)

“Well, well, here’s a whole pack of little puppies. What do you want, puppies? Come here to bark at us?”

You were recently a member of a group of local thugs and racketeers called the Redbrands. Either they went out of business or you grew tired of working for them. Now you’re calling your own shots, and, at least for now, you’re fighting alongside an up-and-coming adventuring party. If anything, you’re resourceful.

BACKGROUND (CRIMINAL)

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You’re far closer than most people to the world of murder, theft, and violence that pervades the underbelly of civilization, and you have survived up to this point by flouting the rules and regulations of society.

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

Personality Trait. You always have a plan for what to do when things go wrong. And the first thing you do in a new place is note the locations of everything valuable—or where such things could be hidden.

Ideal. You’re loyal to your friends, not to any ideals, and everyone else can take a trip down the Styx for all you care.

Bond. You’re guilty of a terrible crime. You hope you can redeem yourself for it.

Flaw. You turn tail and run when things look bad.

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or 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.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Deception or Intimidation skills.

Cunning Action. 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.

Fast Hands. You can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves’ tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Climbing does not cost you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

Medium humanoid (human), neutral

Armor Class 14 (leather)

Hit Points 24 (Hit Dice 3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	9 (-1)	10 (+0)	14 (+2)

Proficiencies +2 proficiency bonus)

Armor light armor

Saving Throws Dex +5, Int +1

Skills Athletics +4, Deception +6, Intimidation +6, Persuasion +4, Sleight of Hand +5, Stealth +5

Tools dice set, playing card set, thieves’ tools +3

Weapons hand crossbows, longswords, rapiers, shortswords, simple weapons

Senses passive Perception 10

Languages Common, Goblin, thieves’ cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 slashing damage.

BONUS ACTIONS

Cunning Action. Rogue feature

Two-Weapon Fighting. When you take the Attack action with a shortsword in one hand, you can use a bonus action to attack with another shortsword in the other hand. You don’t add your ability modifier to the damage of the bonus attack.

OPTIONS

Sneak Attack. Rogue feature

EQUIPMENT

leather armor, shortswords (2), daggers (2), explorer’s pack, thieves’ tools, crowbar, set of dark common clothes including a grimy scarlet cloak, pouch containing 15 gp

REFORMED REDBRAND

(4TH LEVEL)

“Well, well, here’s a whole pack of little puppies. What do you want, puppies? Come here to bark at us?”

You were recently a member of a group of local thugs and racketeers called the Redbrands. Either they went out of business or you grew tired of working for them. Now you’re calling your own shots, and, at least for now, you’re fighting alongside an up-and-coming adventuring party. If anything, you’re resourceful.

BACKGROUND (CRIMINAL)

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You’re far closer than most people to the world of murder, theft, and violence that pervades the underbelly of civilization, and you have survived up to this point by flouting the rules and regulations of society.

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

Personality Trait. You always have a plan for what to do when things go wrong. And the first thing you do in a new place is note the locations of everything valuable—or where such things could be hidden.

Ideal. You’re loyal to your friends, not to any ideals, and everyone else can take a trip down the Styx for all you care.

Bond. You’re guilty of a terrible crime. You hope you can redeem yourself for it.

Flaw. You turn tail and run when things look bad.

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or 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.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Deception or Intimidation skills.

Cunning Action. 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.

Fast Hands. You can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves’ tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Climbing does not cost you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

Medium humanoid (human), neutral

Armor Class 15 (leather)

Hit Points 31 (Hit Dice 4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	9 (-1)	10 (+0)	14 (+2)

Proficiencies +2 proficiency bonus)

Armor light armor

Saving Throws Dex +6, Int +1

Skills Athletics +4, Deception +6, Intimidation +6, Persuasion +4, Sleight of Hand +6, Stealth +6

Tools dice set, playing card set, thieves’ tools +4

Weapons hand crossbows, longswords, rapiers, shortswords, simple weapons

Senses passive Perception 10

Languages Common, Goblin, thieves’ cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 1d6 + 4 slashing damage.

BONUS ACTIONS

Cunning Action. Rogue feature

Two-Weapon Fighting. When you take the Attack action with a shortsword in one hand, you can use a bonus action to attack with another shortsword in the other hand. You don’t add your ability modifier to the damage of the bonus attack.

OPTIONS

Sneak Attack. Rogue feature

EQUIPMENT

leather armor, shortswords (2), daggers (2), explorer’s pack, thieves’ tools, crowbar, set of dark common clothes including a grimy scarlet cloak, pouch containing 15 gp

REFORMED REDBRAND

(5TH LEVEL)

“Well, well, here’s a whole pack of little puppies. What do you want, puppies? Come here to bark at us?”

You were recently a member of a group of local thugs and racketeers called the Redbrands. Either they went out of business or you grew tired of working for them. Now you’re calling your own shots, and, at least for now, you’re fighting alongside an up-and-coming adventuring party. If anything, you’re resourceful.

BACKGROUND (CRIMINAL)

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You’re far closer than most people to the world of murder, theft, and violence that pervades the underbelly of civilization, and you have survived up to this point by flouting the rules and regulations of society.

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

Personality Trait. You always have a plan for what to do when things go wrong. And the first thing you do in a new place is note the locations of everything valuable—or where such things could be hidden.

Ideal. You’re loyal to your friends, not to any ideals, and everyone else can take a trip down the Styx for all you care.

Bond. You’re guilty of a terrible crime. You hope you can redeem yourself for it.

Flaw. You turn tail and run when things look bad.

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 3d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or 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.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Deception or Intimidation skills.

Cunning Action. 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.

Fast Hands. You can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves’ tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Climbing does not cost you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

Medium humanoid (human), neutral

Armor Class 16 (studded leather)

Hit Points 38 (Hit Dice 5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	9 (-1)	10 (+0)	14 (+2)

Proficiencies +3 proficiency bonus

Armor light armor

Saving Throws Dex +7, Int +2

Skills Athletics +5, Deception +7, Intimidation +7, Persuasion +5, Sleight of Hand +7, Stealth +7

Tools dice set, playing card set, thieves’ tools +4

Weapons hand crossbows, longswords, rapiers, shortswords, simple weapons

Senses passive Perception 10

Languages Common, Goblin, thieves’ cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 1d6 + 4 slashing damage.

BONUS ACTIONS

Cunning Action. Rogue feature

Two-Weapon Fighting. When you take the Attack action with a shortsword in one hand, you can use a bonus action to attack with another shortsword in the other hand. You don’t add your ability modifier to the damage of the bonus attack.

REACTIONS

Uncanny Dodge. Rogue feature

OPTIONS

Sneak Attack. Rogue feature

Uncanny Dodge. 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.

EQUIPMENT

studded leather armor, shortswords (2), daggers (2), explorer’s pack, thieves’ tools, *gloves of swimming and climbing*, crowbar, set of dark common clothes including a grimy scarlet cloak, *potions of healing* (3), pouch containing 15 gp

GLOVES OF SWIMMING AND CLIMBING

Wondrous item, uncommon (requires attunement)

While wearing these gloves, climbing and swimming don't cost you extra movement, and you gain a +5 bonus to Strength (Athletics) checks made to climb or swim.

REIDOTH (1ST LEVEL)

“Words are, by their nature, dishonest. Just let me watch a person for a day without them knowing, and I’ll see the truth about them.”

You are a gaunt, white-bearded human who doesn’t use two words when one word will do. Though you’ve spent most of your time alone, you can be reasonably friendly, if a little awkward.

BACKGROUND (HAUNTED ONE)

You are haunted by something so terrible that you dare not speak of it. You’ve tried to bury it and run away from it, to no avail. Whatever this thing is that haunts you can’t be slain with a sword or banished with a spell. It comes to you as a memory that refuses to die. You remember your sister being hacked topieces by a monster of shadow. The burden has taken its toll, isolating you from most people and making you question your sanity. You must find a way to overcome it before it destroys you.

Heart of Darkness. Those who look into your eyes can see that you have faced unimaginable horror and that you are no stranger to darkness. Though they might fear you, commoners will extend you every courtesy and do their utmost to help you. Unless you have shown yourself to be a danger to them, they will even take up arms to fight alongside you, should you find yourself facing an enemy alone.

Faction. You are a member of the Emerald Enclave, wilderness survivalists who preserve the natural order while rooting out unnatural threats.

Personality Trait. You expect danger around every corner, but you don’t talk about the thing that torments you. You’d rather not burden others with your curse.

Ideal You like to know you enemy’s capabilities and weaknesses before rushing into battle..

Bond You keep your thoughts and discoveries in a journal. Your journal is your legacy.

Flaw. You are a purveyor of doom and gloom who lives in a world without hope.

DRUID FEATURES

Druidic. You can speak Druidic and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message’s presence with a successful DC 15 Wisdom (Perception) check but can decipher it only with magic.

Spellcasting. Drawing on the divine essence of nature, you can cast spells to shape that essence to your will.

Cantrips. You know two cantrips, which you can cast at will.

Preparing and Casting Spells. To cast one of your druid spells, you must expend a slot of the spell’s level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. When you do so, choose up to four druid spells. The spells must be of a level for which you have spell slots.

Medium humanoid (human), neutral

Armor Class 16 (leather, shield)

Hit Points 10 (Hit Dice 1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	10 (+0)	17 (+3)	8 (-1)

Proficiencies +2 proficiency bonus)

Saving Throws Int +2, Wis +5

Skills Insight +5, Investigation +2, Nature +2, Perception +5, Survival +5

Armor light armor, medium armor, shields

Tools dice set, vehicles (land)

Weapons club, dagger, dart, javelin, mace, quarterstaff, scimitar, sickle, sling, spear

Senses passive Perception 20

Languages Common, Draconic, Druidic, Primordial

ACTIONS

Attack. You can attack when you take this action, using the following:

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 slashing damage.

OPTIONS

Observant. *Feat*

Spellcasting. You are a spellcaster (druid feature) who uses Wisdom as your spellcasting ability (spell save DC 13; +5 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *druidcraft, produce flame*

1st Level (2 slots): *entangle, fog cloud, goodberry, ice knife*

You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must meditate 1 minute per spell level for each spell on your list.

Spellcasting Ability. Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability.

Ritual Casting. You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus. You can use a druidic focus, such as your yew wand, as a spellcasting focus for your druid spells.

FEATS

Observant. Quick to notice details of your environment, you gain the following benefits:

- If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips.
- You have a +5 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores.

EQUIPMENT

leather armor, wooden shield, scimitar, totem (druidic focus), explorer's pack, monster hunter's pack, set of common clothes, old little doll made from a dark dense wood and missing a hand and a foot.

REIDOTH (2ND LEVEL)

“Words are, by their nature, dishonest. Just let me watch a person for a day without them knowing, and I’ll see the truth about them.”

You are a gaunt, white-bearded human who doesn’t use two words when one word will do. Though you’ve spent most of your time alone, you can be reasonably friendly, if a little awkward.

BACKGROUND (HAUNTED ONE)

You are haunted by something so terrible that you dare not speak of it. You’ve tried to bury it and run away from it, to no avail. Whatever this thing is that haunts you can’t be slain with a sword or banished with a spell. It comes to you as a memory that refuses to die. You remember your sister being hacked topieces by a monster of shadow. The burden has taken its toll, isolating you from most people and making you question your sanity. You must find a way to overcome it before it destroys you.

Heart of Darkness. Those who look into your eyes can see that you have faced unimaginable horror and that you are no stranger to darkness. Though they might fear you, commoners will extend you every courtesy and do their utmost to help you. Unless you have shown yourself to be a danger to them, they will even take up arms to fight alongside you, should you find yourself facing an enemy alone.

Faction. You are a member of the Emerald Enclave, wilderness survivalists who preserve the natural order while rooting out unnatural threats.

Personality Trait. You expect danger around every corner, but you don’t talk about the thing that torments you. You’d rather not burden others with your curse.

Ideal You like to know you enemy’s capabilities and weaknesses before rushing into battle..

Bond You keep your thoughts and discoveries in a journal. Your journal is your legacy.

Flaw. You are a purveyor of doom and gloom who lives in a world without hope.

DRUID FEATURES

Druidic. You can speak Druidic and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message’s presence with a successful DC 15 Wisdom (Perception) check but can decipher it only with magic.

Spellcasting. Drawing on the divine essence of nature, you can cast spells to shape that essence to your will.

Cantrips. You know two cantrips, which you can cast at will.

Preparing and Casting Spells. To cast one of your druid spells, you must expend a slot of the spell’s level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. When you do so, choose up to four druid spells. The spells must be of a level for which you have spell slots.

Medium humanoid (human), Circle of the Land (forest), neutral

Armor Class 16 (leather, shield)

Hit Points 17 (Hit Dice 2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	10 (+0)	17 (+3)	8 (-1)

Proficiencies (+2 proficiency bonus)

Saving Throws Int +2, Wis +5

Skills Insight +5, Investigation +2, Nature +2, Perception +5, Survival +5

Armor light armor, medium armor, shields

Tools dice set, vehicles (land)

Weapons club, dagger, dart, javelin, mace, quarterstaff, scimitar, sickle, sling, spear

Senses passive Perception 20

Languages Common, Draconic, Druidic, Primordial

ACTIONS

Attack. You can attack when you take this action, using the following:

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 slashing damage.

Wild Shape. Druid feature; common forms include boar, elk, panther, and wolf

OPTIONS

Observant. Feat

Spellcasting. You are a spellcaster (druid feature) who uses Wisdom as your spellcasting ability (spell save DC 13; +5 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *druidcraft, frostbite, produce flame*
1st Level (3 slots): *absorb elements, entangle, fog cloud, goodberry, ice knife*

Natural Recovery. Druid feature

You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must meditate 1 minute per spell level for each spell on your list.

Spellcasting Ability. Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability.

Ritual Casting. You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus. You can use a druidic focus, such as your yew wand, as a spellcasting focus for your druid spells.

Natural Recovery (Recharges After a Long Rest) During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 1.

Wild Shape (Recharges after You Finish a Short or Long Rest) You can take an action to magically assume the shape of a beast that you have seen before, provided that the beast has a challenge rating of 1/4, or lower, and has no flying or swimming speed. You can use this feature twice.

You can stay in a beast shape for 1 hour, and then you revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, your senses are replaced by those of the beast.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

FEATS

Observant. Quick to notice details of your environment, you gain the following benefits:

- If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips.
- You have a +5 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores.

EQUIPMENT

leather armor, wooden shield, scimitar, totem (druidic focus), explorer's pack, monster hunter's pack, set of common clothes, old little doll made from a dark dense wood and missing a hand and a foot.

REIDOTH (3RD LEVEL)

“Words are, by their nature, dishonest. Just let me watch a person for a day without them knowing, and I’ll see the truth about them.”

You are a gaunt, white-bearded human who doesn’t use two words when one word will do. Though you’ve spent most of your time alone, you can be reasonably friendly, if a little awkward.

BACKGROUND (HAUNTED ONE)

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Heart of Darkness. Those who look into your eyes can see that you have faced unimaginable horror and that you are no stranger to darkness. Though they might fear you, commoners will extend you every courtesy and do their utmost to help you. Unless you have shown yourself to be a danger to them, they will even take up arms to fight alongside you, should you find yourself facing an enemy alone.

Faction. You are a member of the Emerald Enclave, wilderness survivalists who preserve the natural order while rooting out unnatural threats.

Personality Trait. You expect danger around every corner, but you don’t talk about the thing that torments you. You’d rather not burden others with your curse.

Ideal You like to know you enemy’s capabilities and weaknesses before rushing into battle..

Bond You keep your thoughts and discoveries in a journal. Your journal is your legacy.

Flaw. You are a purveyor of doom and gloom who lives in a world without hope.

DRUID FEATURES

Druidic. You can speak Druidic and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message’s presence with a successful DC 15 Wisdom (Perception) check but can decipher it only with magic.

Spellcasting. Drawing on the divine essence of nature, you can cast spells to shape that essence to your will.

Cantrips. You know two cantrips, which you can cast at will.

Preparing and Casting Spells. To cast one of your druid spells, you must expend a slot of the spell’s level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. When you do so, choose up to four druid spells. The spells must be of a level for which you have spell slots.

Medium humanoid (human), Circle of the Land (forest), neutral

Armor Class 16 (leather, shield)

Hit Points 24 (**Hit Dice** 3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	10 (+0)	17 (+3)	8 (-1)

Proficiencies (+2 proficiency bonus)

Saving Throws Int +2, Wis +5

Skills Insight +5, Investigation +2, Nature +2, Perception +5, Survival +5

Armor light armor, medium armor, shields

Tools dice set, vehicles (land)

Weapons club, dagger, dart, javelin, mace, quarterstaff, scimitar, sickle, sling, spear

Spells passive Perception 20

Languages Common, Draconic, Druidic, Primordial

ACTIONS

Attack. You can attack when you take this action, using the following:

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 slashing damage.

Wild Shape. Druid feature; common forms include boar, elk, panther, and wolf

OPTIONS

Observant. *Feat*

Spellcasting. You are a spellcaster (druid feature) who uses Wisdom as your spellcasting ability (spell save DC 13; +5 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *druidcraft, frostbite, produce flame*

1st Level (4 slots): *absorb elements, entangle, fog cloud, goodberry, ice knife*

2nd Level (2 slots): *barkskin, gust of wind, spider climb*

Natural Recovery. *Druid feature*

You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must meditate 1 minute per spell level for each spell on your list.

Spellcasting Ability. Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability.

Ritual Casting. You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus. You can use a druidic focus, such as your yew wand, as a spellcasting focus for your druid spells.

Natural Recovery (Recharges After a Long Rest) During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 2.

Wild Shape (Recharges after You Finish a Short or Long Rest) You can take an action to magically assume the shape of a beast that you have seen before, provided that the beast has a challenge rating of 1/4, or lower, and has no swimming or flying speed. You can use this feature twice.

You can stay in a beast shape for 1 hour, and then you revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, your senses are replaced by those of the beast.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

FEATS

Observant. Quick to notice details of your environment, you gain the following benefits:

- If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips.
- You have a +5 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores.

EQUIPMENT

leather armor, wooden shield, scimitar, totem (druidic focus), explorer's pack, monster hunter's pack, set of common clothes, old little doll made from a dark dense wood and missing a hand and a foot.

REIDOTH (4TH LEVEL)

“Words are, by their nature, dishonest. Just let me watch a person for a day without them knowing, and I’ll see the truth about them.”

You are a gaunt, white-bearded human who doesn’t use two words when one word will do. Though you’ve spent most of your time alone, you can be reasonably friendly, if a little awkward.

BACKGROUND (HAUNTED ONE)

You are haunted by something so terrible that you dare not speak of it. You’ve tried to bury it and run away from it, to no avail. Whatever this thing is that haunts you can’t be slain with a sword or banished with a spell. It comes to you as a memory that refuses to die. You remember your sister being hacked topieces by a monster of shadow. The burden has taken its toll, isolating you from most people and making you question your sanity. You must find a way to overcome it before it destroys you.

Heart of Darkness. Those who look into your eyes can see that you have faced unimaginable horror and that you are no stranger to darkness. Though they might fear you, commoners will extend you every courtesy and do their utmost to help you. Unless you have shown yourself to be a danger to them, they will even take up arms to fight alongside you, should you find yourself facing an enemy alone.

Faction. You are a member of the Emerald Enclave, wilderness survivalists who preserve the natural order while rooting out unnatural threats.

Personality Trait. You expect danger around every corner, but you don’t talk about the thing that torments you. You’d rather not burden others with your curse.

Ideal You like to know you enemy’s capabilities and weaknesses before rushing into battle..

Bond You keep your thoughts and discoveries in a journal. Your journal is your legacy.

Flaw. You are a purveyor of doom and gloom who lives in a world without hope.

DRUID FEATURES

Druidic. You can speak Druidic and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message’s presence with a successful DC 15 Wisdom (Perception) check but can decipher it only with magic.

Spellcasting. Drawing on the divine essence of nature, you can cast spells to shape that essence to your will.

Cantrips. You know two cantrips, which you can cast at will.

Preparing and Casting Spells. To cast one of your druid spells, you must expend a slot of the spell’s level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. When you do so, choose up to four druid spells. The spells must be of a level for which you have spell slots.

Medium humanoid (human), Circle of the Land (forest), neutral

Armor Class 16 (leather, shield)

Hit Points 31 (Hit Dice 4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	15 (+2)	10 (+0)	18 (+4)	8 (-1)

Proficiencies (+2 proficiency bonus)

Saving Throws Int +2, Wis +6

Skills Insight +6, Investigation +2, Nature +2, Perception +6, Survival +6

Armor light armor, medium armor, shields

Tools dice set, vehicles (land)

Weapons club, dagger, dart, javelin, mace, quarterstaff, scimitar, sickle, sling, spear

Spells passive Perception 21

Languages Common, Draconic, Druidic, Primordial

ACTIONS

Attack. You can attack when you take this action, using the following:

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 slashing damage.

Wild Shape. Druid feature; common forms include ape, black bear, and crocodile

OPTIONS

Observant. *Feat*

Spellcasting. You are a spellcaster (druid feature) who uses Wisdom as your spellcasting ability (spell save DC 14; +6 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *druidcraft, frostbite, produce flame, thunderclap*

1st Level (4 slots): *absorb elements, entangle, fog cloud, goodberry, ice knife*

2nd Level (3 slots): *barkskin, flaming sphere, gust of wind, spider climb, spike growth*

Natural Recovery. *Druid feature*

You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must meditate 1 minute per spell level for each spell on your list.

Spellcasting Ability. Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability.

Ritual Casting. You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus. You can use a druidic focus, such as your yew wand, as a spellcasting focus for your druid spells.

Natural Recovery (Recharges After a Long Rest) During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 2.

Wild Shape (Recharges after You Finish a Short or Long Rest) You can take an action to magically assume the shape of a beast that you have seen before, provided that the beast has a challenge rating of 1/2, or lower, and has no flying speed. You can use this feature twice.

You can stay in a beast shape for 1 hour, and then you revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, your senses are replaced by those of the beast.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

FEATS

Observant. Quick to notice details of your environment, you gain the following benefits:

- If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips.
- You have a +5 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores.

EQUIPMENT

leather armor, wooden shield, scimitar, totem (druidic focus), explorer's pack, monster hunter's pack, set of common clothes, old little doll made from a dark dense wood and missing a hand and a foot.

REIDOTH (5TH LEVEL)

“Words are, by their nature, dishonest. Just let me watch a person for a day without them knowing, and I’ll see the truth about them.”

You are a gaunt, white-bearded human who doesn’t use two words when one word will do. Though you’ve spent most of your time alone, you can be reasonably friendly, if a little awkward.

BACKGROUND (HAUNTED ONE)

You are haunted by something so terrible that you dare not speak of it. You’ve tried to bury it and run away from it, to no avail. Whatever this thing is that haunts you can’t be slain with a sword or banished with a spell. It comes to you as a memory that refuses to die. You remember your sister being hacked topieces by a monster of shadow. The burden has taken its toll, isolating you from most people and making you question your sanity. You must find a way to overcome it before it destroys you.

Heart of Darkness. Those who look into your eyes can see that you have faced unimaginable horror and that you are no stranger to darkness. Though they might fear you, commoners will extend you every courtesy and do their utmost to help you. Unless you have shown yourself to be a danger to them, they will even take up arms to fight alongside you, should you find yourself facing an enemy alone.

Faction. You are a member of the Emerald Enclave, wilderness survivalists who preserve the natural order while rooting out unnatural threats.

Personality Trait. You expect danger around every corner, but you don’t talk about the thing that torments you. You’d rather not burden others with your curse.

Ideal You like to know you enemy’s capabilities and weaknesses before rushing into battle..

Bond You keep your thoughts and discoveries in a journal. Your journal is your legacy.

Flaw. You are a purveyor of doom and gloom who lives in a world without hope.

DRUID FEATURES

Druidic. You can speak Druidic and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message’s presence with a successful DC 15 Wisdom (Perception) check but can decipher it only with magic.

Spellcasting. Drawing on the divine essence of nature, you can cast spells to shape that essence to your will.

Cantrips. You know two cantrips, which you can cast at will.

Preparing and Casting Spells. To cast one of your druid spells, you must expend a slot of the spell’s level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. When you do so, choose up to four druid spells. The spells must be of a level for which you have spell slots.

Medium humanoid (human), Circle of the Land (forest), neutral

Armor Class 17 (studded leather, shield)

Hit Points 38 (Hit Dice 5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	15 (+2)	10 (+0)	18 (+4)	8 (-1)

Proficiencies (+3 proficiency bonus)

Saving Throws Int +3, Wis +7

Skills Insight +7, Investigation +3, Nature +3, Perception +7, Survival +7

Armor light armor, medium armor, shields

Tools dice set, vehicles (land)

Weapons club, dagger, dart, javelin, mace, quarterstaff, scimitar, sickle, sling, spear

Senses darkvision, passive Perception 22

Languages Common, Draconic, Druidic, Primordial

ACTIONS

Attack. You can attack when you take this action, using the following:

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 slashing damage.

Wild Shape. Druid feature; common forms include ape, black bear, and crocodile

OPTIONS

Observant. *Feat*

Spellcasting. You are a spellcaster (druid feature) who uses Wisdom as your spellcasting ability (spell save DC 15; +7 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *druidcraft, frostbite, produce flame, thunderclap*

1st Level (4 slots): *absorb elements, entangle, fog cloud, goodberry, ice knife*

2nd Level (3 slots): *barkskin, flaming sphere, gust of wind, spider climb, spike growth*

3rd Level (2 slots): *call lightning, plant growth, sleet storm*

Natural Recovery. *Druid feature*

You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must meditate 1 minute per spell level for each spell on your list.

Spellcasting Ability. Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability.

Ritual Casting. You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus. You can use a druidic focus, such as your yew wand, as a spellcasting focus for your druid spells.

Natural Recovery (Recharges After a Long Rest). During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 3.

Wild Shape (Recharges after You Finish a Short or Long Rest). You can take an action to magically assume the shape of a beast that you have seen before, provided that the beast has a challenge rating of 1/2, or lower, and has no flying speed. You can use this feature twice.

You can stay in a beast shape for 1 hour, and then you revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, your senses are replaced by those of the beast.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

FEATS

Observant. Quick to notice details of your environment, you gain the following benefits:

- If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips.

- You have a +5 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores.

EQUIPMENT

studded leather armor, wooden shield, scimitar, totem (druidic focus), explorer's pack, *bag of holding*, *goggles of night*, monster hunter's pack, *potions of healing* (2), set of common clothes, old little doll made from a dark dense wood and missing a hand and a foot.

BAG OF HOLDING

Wondrous item, uncommon

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again.

Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a *bag of holding* inside an extradimensional space created by a *handy haversack*, *portable hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

GOGGLES OF NIGHT

Wondrous item, uncommon

While wearing these dark lenses, you have darkvision out to a range of 60 feet. If you already have darkvision, wearing the goggles increases its range by 60 feet.

SILDAR HALLWINTER

(1ST LEVEL)

"I have seen much of the violence and horror of war. But I have also seen soldiers' courage, self-sacrifice, and camaraderie. And I hold to those."

You are a human man of nearly fifty years who met Gundren Rockseeker in Neverwinter and agreed to accompany him back to Phandalin. You want to investigate the fate of Iarno Albrek, a human wizard and fellow member of the Lords' Alliance who disappeared shortly after arriving in Phandalin. You hope to learn what happened to Iarno, assist Gundren in reopening the old mine, and help restore Phandalin to a civilized center of wealth and prosperity.

BACKGROUND (SOLDIER)

You were a warrior, trained in the Waterdeep griffon cavalry. You traveled to foreign lands, led fellow warriors into danger, fought wars under the banners of different commanders. But once you outlived your griffon mount, you retired and became a sellsword.

Military Rank. You hold a place of honor in the famous griffon cavalry of the great city of Waterdeep. Soldiers loyal to the Waterdeep city guard or city watch still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Faction. You are a member of the Lords' Alliance, a loose coalition of established political powers concerned with mutual security and prosperity.

Personality Trait. You are kindhearted and always polite and respectful.

Ideal Your lot is to lay down your life in defense of others.

Bond You must ensure the safety of cities and other settlements by proactively eliminating threats by any means, while bringing honor and glory to their leaders and homelands.

Flaw You have absolute trust in your allies, to a fault.

FIGHTER FEATURES

Fighting Style: Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 1 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Medium humanoid (human), neutral good

Armor Class 12
Hit Points 12 (Hit Dice 1d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	15 (+2)	10 (+0)	13 (+1)	10 (+0)

Proficiencies +2 proficiency bonus)

Armor all armor, shields

Saving Throws Str +4, Con +4

Skills Animal Handling +3, Athletics +4, Intimidation +2, Perception +3

Tools dice set, vehicles (land)

Weapons all weapons

Senses passive Perception 13

Languages Common, Dwarvish

ACTIONS

Attack. You can attack when you take this action, using the following:

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 1d6 + 2 slashing damage.

BONUS ACTIONS

Second Wind. Regain 1d10 + 1 hit points.

OPTIONS

Great Weapon Fighting. Fighter feature

WHERE'S MY STUFF?

The Cragmaw goblins have stolen your armor, weapons and gear and taken them to Cragmaw Castle. The scimitar you wield you picked off a dead goblin. If you recover what you lost, you can add the following information to your character sheet:

Armor Class 16 (chain mail)

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 1d10 + 2 slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target.

Hit: 1d10 + 2 piercing damage.

EQUIPMENT

chain mail, longsword, heavy crossbow and 20 bolts, explorer's pack, insignia of rank, broken blade taken from a fallen enemy, set of bone dice, set of common clothes, and pouch containing 10 gp.

SILDAR HALLWINTER

(2ND LEVEL)

"I have seen much of the violence and horror of war. But I have also seen soldiers' courage, self-sacrifice, and camaraderie. And I hold to those."

You are a human man of nearly fifty years who met Gundren Rockseeker in Neverwinter and agreed to accompany him back to Phandalin. You want to investigate the fate of Iarno Albrek, a human wizard and fellow member of the Lords' Alliance who disappeared shortly after arriving in Phandalin. You hope to learn what happened to Iarno, assist Gundren in reopening the old mine, and help restore Phandalin to a civilized center of wealth and prosperity.

BACKGROUND (SOLDIER)

You were a warrior, trained in the Waterdeep griffon cavalry. You traveled to foreign lands, led fellow warriors into danger, fought wars under the banners of different commanders. But once you outlived your griffon mount, you retired and became a sellsword.

Military Rank. You hold a place of honor in the famous griffon cavalry of the great city of Waterdeep. Soldiers loyal to the Waterdeep city guard or city watch still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Faction. You are a member of the Lords' Alliance, a loose coalition of established political powers concerned with mutual security and prosperity.

Personality Trait. You are kindhearted and always polite and respectful.

Ideal Your lot is to lay down your life in defense of others.

Bond You must ensure the safety of cities and other settlements by proactively eliminating threats by any means, while bringing honor and glory to their leaders and homelands.

Flaw You have absolute trust in your allies, to a fault.

FIGHTER FEATURES

Fighting Style: Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 2 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

Medium humanoid (human), neutral good

Armor Class 16 (chain mail)

Hit Points 20 (Hit Dice 2d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	15 (+2)	10 (+0)	13 (+1)	10 (+0)

Proficiencies (+2 proficiency bonus)

Armor all armor, shields

Saving Throws Str +4, Con +4

Skills Animal Handling +3, Athletics +4, Intimidation +2, Perception +3

Tools dice set, vehicles (land)

Weapons all weapons

Senses passive Perception 13

Languages Common, Dwarvish

ACTIONS

Attack. You can attack when you take this action, using the following:

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 1d10 + 2 slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target.

Hit: 1d10 + 2 piercing damage.

BONUS ACTIONS

Second Wind. Regain 1d10 + 2 hit points.

Action Surge. Take one additional action on top of your regular action.

OPTIONS

Great Weapon Fighting. Fighter feature

Action Surge. Take one additional action on top of your regular action.

EQUIPMENT

chain mail, longsword, heavy crossbow and 20 bolts, explorer's pack, insignia of rank, broken blade taken from a fallen enemy, set of bone dice, set of common clothes, and pouch containing 10 gp.

SILDAR HALLWINTER

(3RD LEVEL)

"I have seen much of the violence and horror of war. But I have also seen soldiers' courage, self-sacrifice, and camaraderie. And I hold to those."

You are a human man of nearly fifty years who met Gundren Rockseeker in Neverwinter and agreed to accompany him back to Phandalin. You want to investigate the fate of Iarno Albrek, a human wizard and fellow member of the Lords' Alliance who disappeared shortly after arriving in Phandalin. You hope to learn what happened to Iarno, assist Gundren in reopening the old mine, and help restore Phandalin to a civilized center of wealth and prosperity.

BACKGROUND (SOLDIER)

You were a warrior, trained in the Waterdeep griffon cavalry. You traveled to foreign lands, led fellow warriors into danger, fought wars under the banners of different commanders. But once you outlived your griffon mount, you retired and became a sellsword.

Military Rank. You hold a place of honor in the famous griffon cavalry of the great city of Waterdeep. Soldiers loyal to the Waterdeep city guard or city watch still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Faction. You are a member of the Lords' Alliance, a loose coalition of established political powers concerned with mutual security and prosperity.

Personality Trait. You are kindhearted and always polite and respectful.

Ideal Your lot is to lay down your life in defense of others.

Bond You must ensure the safety of cities and other settlements by proactively eliminating threats by any means, while bringing honor and glory to their leaders and homelands.

Flaw You have absolute trust in your allies, to a fault.

FIGHTER FEATURES

Fighting Style: Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 3 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

Medium humanoid (human), neutral good

Armor Class 16 (chain mail)
Hit Points 28 (**Hit Dice** 3d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	15 (+2)	10 (+0)	13 (+1)	10 (+0)

Proficiencies (+2 proficiency bonus)

Armor all armor, shields

Saving Throws Str +4, Con +4

Skills Animal Handling +3, Athletics +4, Insight +3, Intimidation +2, Perception +3

Tools dice set, vehicles (land)

Weapons all weapons

Senses passive Perception 13

Languages Common, Dwarvish

ACTIONS

Attack. You can attack when you take this action, using the following:

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 1d10 + 2 slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target.

Hit: 1d10 + 2 piercing damage.

BONUS ACTIONS

Second Wind. Regain 1d10 + 3 hit points.

OPTIONS

Great Weapon Fighting. Fighter feature

Action Surge. Take one additional action on top of your regular action.

Born to the Saddle. Cavalier feature

Unwavering Mark. Cavalier feature

MARTIAL ARCHETYPE: CAVALIER

Born to the Saddle. You have advantage on saving throws made to avoid falling off your mount. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated.

Finally, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

Unwavering Mark (Recharges After a Long Rest). When you hit a creature with a melee weapon attack, you can mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature.

While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you.

In addition, if a creature marked by you deals damage to anyone other than you, you can make a special melee weapon attack against the marked creature as a bonus action on your next turn. You have advantage on the attack roll, and if it hits, the attack's weapon deals extra damage to the target equal to half your fighter level.

Regardless of the number of creatures you mark, you can make this special attack twice.

EQUIPMENT

chain mail, longsword, heavy crossbow and 20 bolts, explorer's pack, insignia of rank, broken blade taken from a fallen enemy, set of bone dice, set of common clothes, and pouch containing 10 gp.

SILDAR HALLWINTER

(4TH LEVEL)

"I have seen much of the violence and horror of war. But I have also seen soldiers' courage, self-sacrifice, and camaraderie. And I hold to those."

You are a human man of nearly fifty years who met Gundren Rockseeker in Neverwinter and agreed to accompany him back to Phandalin. You want to investigate the fate of Iarno Albrek, a human wizard and fellow member of the Lords' Alliance who disappeared shortly after arriving in Phandalin. You hope to learn what happened to Iarno, assist Gundren in reopening the old mine, and help restore Phandalin to a civilized center of wealth and prosperity.

BACKGROUND (SOLDIER)

You were a warrior, trained in the Waterdeep griffon cavalry. You traveled to foreign lands, led fellow warriors into danger, fought wars under the banners of different commanders. But once you outlived your griffon mount, you retired and became a sellsword.

Military Rank. You hold a place of honor in the famous griffon cavalry of the great city of Waterdeep. Soldiers loyal to the Waterdeep city guard or city watch still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Faction. You are a member of the Lords' Alliance, a loose coalition of established political powers concerned with mutual security and prosperity.

Personality Trait. You are kindhearted and always polite and respectful.

Ideal Your lot is to lay down your life in defense of others.

Bond You must ensure the safety of cities and other settlements by proactively eliminating threats by any means, while bringing honor and glory to their leaders and homelands.

Flaw You have absolute trust in your allies, to a fault.

FIGHTER FEATURES

Fighting Style: Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 4 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

Medium humanoid (human), neutral good

Armor Class 16 (chain mail)
Hit Points 40 (Hit Dice 4d10)
Speed 30 ft.

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

Proficiencies (+2 proficiency bonus)

Armor all armor, shields

Saving Throws Str +5, Con +5

Skills Animal Handling +3, Athletics +5, Insight +3, Intimidation +2, Perception +3

Tools dice set, vehicles (land)

Weapons all weapons

Senses passive Perception 13

Languages Common, Dwarvish

ACTIONS

Attack. You can attack when you take this action, using the following:

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d10 + 3 slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target.

Hit: 1d10 + 2 piercing damage.

BONUS ACTIONS

Second Wind. Regain 1d10 + 4 hit points.

OPTIONS

Great Weapon Fighting. Fighter feature

Action Surge. Take one additional action on top of your regular action.

Born to the Saddle. Cavalier feature

Unwavering Mark. Cavalier feature

MARTIAL ARCHETYPE: CAVALIER

Born to the Saddle. You have advantage on saving throws made to avoid falling off your mount. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated.

Finally, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

Unwavering Mark (Recharges After a Long Rest). When you hit a creature with a melee weapon attack, you can mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature.

While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you.

In addition, if a creature marked by you deals damage to anyone other than you, you can make a special melee weapon attack against the marked creature as a bonus action on your next turn. You have advantage on the attack roll, and if it hits, the attack's weapon deals extra damage to the target equal to half your fighter level.

Regardless of the number of creatures you mark, you can make this special attack three times.

EQUIPMENT

chain mail, longsword, heavy crossbow and 20 bolts, explorer's pack, insignia of rank, broken blade taken from a fallen enemy, set of bone dice, set of common clothes, and pouch containing 10 gp.

SILDAR HALLWINTER

(5TH LEVEL)

"I have seen much of the violence and horror of war. But I have also seen soldiers' courage, self-sacrifice, and camaraderie. And I hold to those."

You are a human man of nearly fifty years who met Gundren Rockseeker in Neverwinter and agreed to accompany him back to Phandalin. You want to investigate the fate of Iarno Albrek, a human wizard and fellow member of the Lords' Alliance who disappeared shortly after arriving in Phandalin. You hope to learn what happened to Iarno, assist Gundren in reopening the old mine, and help restore Phandalin to a civilized center of wealth and prosperity.

BACKGROUND (SOLDIER)

You were a warrior, trained in the Waterdeep griffon cavalry. You traveled to foreign lands, led fellow warriors into danger, fought wars under the banners of different commanders. But once you outlived your griffon mount, you retired and became a sellsword.

Military Rank. You hold a place of honor in the famous griffon cavalry of the great city of Waterdeep. Soldiers loyal to the Waterdeep city guard or city watch still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Faction. You are a member of the Lords' Alliance, a loose coalition of established political powers concerned with mutual security and prosperity.

Personality Trait. You are kindhearted and always polite and respectful.

Ideal Your lot is to lay down your life in defense of others.

Bond You must ensure the safety of cities and other settlements by proactively eliminating threats by any means, while bringing honor and glory to their leaders and homelands.

Flaw You have absolute trust in your allies, to a fault.

FIGHTER FEATURES

Fighting Style: Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 5 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

Medium humanoid (human), neutral good

Armor Class 17 (splint)

Hit Points 49 (Hit Dice 5d10)

Speed 30 ft.

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

Proficiencies (+3 proficiency bonus)

Armor all armor, shields

Saving Throws Str +6, Con +6

Skills Animal Handling +4, Athletics +6, Insight +4, Intimidation +3, Perception +4

Tools dice set, vehicles (land)

Weapons all weapons

Senses passive Perception 14

Languages Common, Dwarvish

ACTIONS

Attack. You can attack **twice** when you take this action, using the following:

+1 Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 1d10 + 4 slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target.

Hit: 1d10 + 2 piercing damage.

BONUS ACTIONS

Second Wind. Regain 1d10 + 5 hit points.

OPTIONS

Great Weapon Fighting. Fighter feature

Action Surge. Take one additional action on top of your regular action.

Born to the Saddle. Cavalier feature

Unwavering Mark. Cavalier feature

MARTIAL ARCHETYPE: CAVALIER

Born to the Saddle. You have advantage on saving throws made to avoid falling off your mount. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated.

Finally, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

Unwavering Mark (Recharges After a Long Rest). When you hit a creature with a melee weapon attack, you can mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature.

While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you.

In addition, if a creature marked by you deals damage to anyone other than you, you can make a special melee weapon attack against the marked creature as a bonus action on your next turn. You have advantage on the attack roll, and if it hits, the attack's weapon deals extra damage to the target equal to half your fighter level.

Regardless of the number of creatures you mark, you can make this special attack three times.

EQUIPMENT

splint armor, +1 *longsword*, heavy crossbow and 20 bolts, explorer's pack, warhorse (with bit, bridle, saddle, saddlebags), *potions of healing* (3), insignia of rank, broken blade taken from a fallen enemy, set of bone dice, set of common clothes, and pouch containing 30 gp.

WARHORSE (MOUNT)

Large beast, unaligned

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	6 (-2)	12 (+1)	7 (-2)

Senses passive Perception 11

Languages –

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.