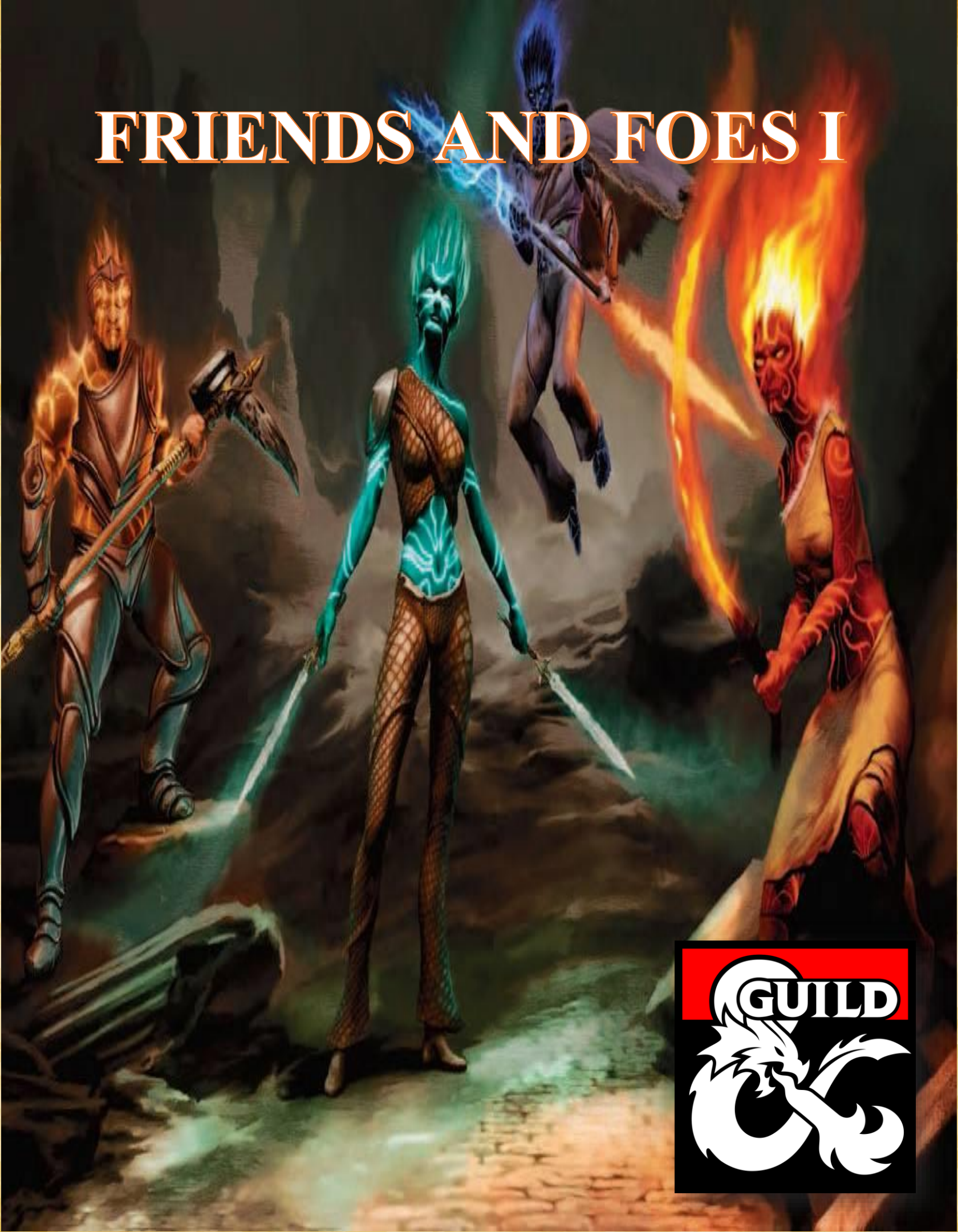


FRIENDS AND FOES I



Friends and Foes I

Mid-level NPCs (7th-12th level) for 5E Dungeon Masters

Written by Andrew Cawood

Layout by Catharine Chen

Graphic Art by Jeff Porter



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SAUL SKARSGARD

7th level barbarian (Path of the Totem Warrior subclass)
Medium humanoid (human), chaotic neutral

Armor Class 14

Hit Points 65 (7d12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	8 (-1)	14 (+2)	10 (+0)

Saving Throws Str +6, Con +6

Skills Animal Handling +5, Medicine +5, Religion +2, Survival +5

Senses passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Aspect of the Beast (Bear). Saul has the might of a bear. His carrying capacity is doubled, and he has advantage on Strength checks to push, pull, lift, or break objects.

Danger Sense. Saul has advantage on Dexterity saving throws against effects he can see, such as traps and spells.

Feral Instinct. Advantage on initiative rolls.

Rage. 4/day. Saul has advantage on Strength checks and Strength saves, +2 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage.

Reckless Attack. He can make a melee attack with advantage on the first turn of an attack but attack rolls against him have advantage until his next turn.

Spirit Seeker. He has the ability to cast the *beast speak* and *speak with animals* spells, but only as rituals.

Totem Spirit (Bear). While he is raging, he has resistance to all damage except psychic damage.

Actions

Multiattack. Saul makes two melee attacks or two ranged attacks.

+1 Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (2d6 + 4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit (1d6 + 1) piercing damage.

NPC BIO

Personality Saul is utterly serene, even in the face of disaster.

Appearance Tall, hairy man with long black hair, a gray beard, and dark blue eyes. 6' 4" 215 lbs. 41 years old

Characteristics

Ideal. Live and let live.

Bond. He entered seclusion because he loved someone he could not have.

Flaw. Saul can be slow to act.

Background

Saul was a hermit. He lives by himself in a small cabin in the wilderness. Although he enjoys his solitude, he would happily join an adventuring party. He is a man who has truly found inner peace.

Equipment

backpack, 4 days of rations, healer's kit, herbalism kit, quiver, 17 arrows, torch, tinderbox, bedroll, cloak, 45gp.

DAERN STRONGHEART

8th level barbarian (Path of the Berserker subclass)
Medium humanoid (mountain dwarf), lawful good

Armor Class 15

Hit Points 74 (8d12)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Str +7, Con +6

Skills Athletics +7, Perception +4, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Dwarvish

Challenge 5 (1,800 XP)

Danger Sense. Daern has advantage on Dexterity saving throws against effects he can see, such as traps and spells.

Dwarven Resilience. He has advantage on saves against poison, and resistance against poison damage.

Feral Instinct. Advantage on initiative rolls.

Frenzy. Goes into a frenzy when raging. Can make a single melee weapon attack as a bonus action on each of his turns after this one. Suffers one level of exhaustion when the rage ends.

Mindless Rage. Daern can't be charmed or frightened when he enters his rage, any previous effects are suspended for the rage.

Rage. 4/day. Daern has advantage on Strength checks and Strength saves, +2 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage.

Reckless Attack. He can make a melee attack with advantage on the first turn of an attack but attack rolls against him have advantage until his next turn.

Actions

Multiattack. Daern makes two melee attacks or two ranged attacks.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d12 + 4) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. Hit (1d10 + 2) piercing damage.

NPC BIO

Personality Daern is always polite and respectful.

Appearance Dwarf male with brown hair, a bushy beard, and light-brown eyes. 4' 6" 153 lbs. 188 years old

Characteristics

Ideal. Responsibility.

Bond. His honor is his life.

Flaw. Daern's hatred of his enemies is blind and unreasoning.

Background

Daern was a soldier (infantry). He is a gentleman and can always be trusted. This dwarf is also very tough and has boundless energy.

Equipment

backpack, 4 days of rations, tinderbox, bedroll, crossbow bolt case, 19 crossbow bolts, bag of 16 caltrops, cloak, 49gp.

DOHAR DRACOSROTH

9th level barbarian (Path of the Storm Herald subclass)
Medium humanoid (blue dragonborn), chaotic good

Armor Class 14

Hit Points 86 (9d12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	6 (-2)	10 (+0)

Saving Throws Str +8, Con +7

Skills Arcana +7, History +7, Intimidation +4, Perception +2

Senses passive Perception 10

Languages Common, Draconic, Dwarvish, Goblin

Challenge 6 (2,300 XP)

Breath Weapon 1/day. Lightning breath. 2d6 DC 10 CON save.

Brutal Critical. Can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Danger Sense. Dohar has advantage on Dexterity saving throws against effects she can see, such as traps and spells.

Feral Instinct. Advantage on initiative rolls.

Lightning Resistance. Dohar has resistance to lightning damage.

Rage. 4/day. She has advantage on Strength checks and Strength saves, +4 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage.

Reckless Attack. Dohar can make a melee attack with advantage on the first turn of an attack but attack rolls against her have advantage until her next turn.

Storm Aura. Dohar can emanate a stormy, magical aura while she rages. The aura extends 10 ft. from her in every direction, but not through total cover. When entering a rage, she can activate the effect again on each of her turns as a bonus action. When this effect is activated, each creature of her choice in her aura gains 3 temporary hit points, as icy spirits inure it to suffering.

Storm Soul. Dohar has resistance to cold damage, and she doesn't suffer the effects of extreme cold. Moreover, as an action, she can touch water and turn a 5 ft. cube of it into ice, which melts after 1 min. This action fails if a creature is in the cube.

Actions

Multiattack. Dohar makes two attacks.

Warhammer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit (1d10 + 4) bludgeoning damage.

NPC BIO

Personality Dohar likes to boast she has read every book in the worlds greatest libraries.

Appearance Powerfully built blue dragonborn female with a long scar on her face. 6' 4" 236 lbs. 25 years old

Characteristics

Ideal. Knowledge.

Bond. She has an ancient text that holds terrible secrets that cannot fall into the wrong hands.

Flaw. Dohar is easily distracted by the promise of information.

Background

Dohar was a sage (scribe). She is an intelligent warrior who is very well read. Dohar is eager to go an adventure and put her knowledge to the test.

Equipment

backpack, 5 days of rations, quill, bottle of ink, 6 pieces of parchment, tinderbox, torch, bedroll, cloak, 57gp.

ERLAND OVERLANDER

10th level barbarian (Path of the Totem Warrior subclass)
Medium humanoid (human), neutral good

Armor Class 14

Hit Points 99 (10d12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	18 (+4)	9 (-1)	14 (+2)	17 (+3)

Saving Throws Str +7, Con +8

Skills Athletics +7, Animal Handling +6, Nature +6, Survival +6

Senses passive Perception 12

Languages Common, Primordial

Challenge 6 (2,300 XP)

Aspect of the Beast (Wolf). Erland gains the hunting sensibilities of a wolf. He can track other creatures while traveling at a fast pace, and he can move stealthily while traveling at a normal pace.

Brutal Critical. Can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Danger Sense. Erland has advantage on Dexterity saving throws against effects he can see, such as traps and spells.

Feral Instinct. Advantage on initiative rolls.

Rage. 4/day. He has advantage on Strength checks and Strength saves, +4 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage.

Reckless Attack. Erland can make a melee attack with advantage on the first turn of an attack but attack rolls against him have advantage until his next turn.

Spirit Seeker. He has the ability to cast the *beast speak* and *speak with animals* spells, but only as rituals.

Spirit Walker. He can cast the *commune with nature* spell, but only as a ritual. When he does so, a spiritual version of a wolf appears to him to convey the information he seeks.

Totem Spirit (Wolf). While he is raging, his friends have advantage on melee attack rolls against any creature within 5 feet of him that is hostile to him.

Actions

Multiattack. Erland makes two melee attacks or two ranged attacks.

+1 Greatsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit (2d6 + 4) slashing damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit (1d6) piercing damage.

NPC BIO

Personality Erland is more comfortable in the wilderness.

Appearance Good-looking young man with short brown hair and green eyes. 6' 2" 190 lbs. 25 years old

Characteristics

Ideal. Nature.

Bond. An injury to the unspoiled wilderness of his home is an injury to him.

Flaw. Erland believes there's no room for caution in a life lived to the fullest.

Background

Erland was an outlander (hunter). He enjoys living far away from the busy city life. He is a skilled hunter and knows many of the beasts who live in the wilds.

Equipment

backpack, 3 days of rations, wooden wolf totem, bag of 19 caltrops, quiver, 20 arrows, torch, tinderbox, blanket, bedroll, *potion of climbing*, cloak, 26gp.

NORA NEEGA

11th level barbarian (Path of the Berserker subclass)
Small humanoid (lightfoot halfling), chaotic good

Armor Class 15

Hit Points 100 (11d12)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	5 (-3)	14 (+2)

Saving Throws Str +8, Con +7

Skills Acrobatics +6, Athletics +8, Nature +5, Performance +6

Senses passive Perception 7

Languages Common, Halfling

Challenge 7 (2,900 XP)

Brave. Advantage on saves against being frightened.

Brutal Critical. Can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Danger Sense. Nora has advantage on Dexterity saving throws against effects she can see, such as traps and spells.

Feral Instinct. Advantage on initiative rolls.

Frenzy. Goes into a frenzy when raging. Can make a single melee weapon attack as a bonus action on each of her turns after this one. Suffers one level of exhaustion when the rage ends.

Halfling Nimbleness. Can move through the space of any creature that is larger.

Intimidating Presence. She can choose one creature that she can see within 30 ft. to frighten. If the creature can see or hear her, it must succeed on a DC14 Wisdom saving throw, or be frightened of her until the end of her next turn. On subsequent turns, she can use an action to extend the duration until the end of her next turn. This effect ends if the creature ends its turn out of line sight or more than 60 ft. away from her. If the creature succeeds on the saving throw, she can't use this feature on them for 24 hrs.

Lucky. Can reroll any 1s.

Mindless Rage. Nora can't be charmed or frightened when she enters her rage, any previous effects are suspended for the rage.

Naturally Stealthy. Can attempt to hide even when only obscured by a creature that is at least one size larger.

Rage. 4/day. She has advantage on Strength checks and Strength saves, +4 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage.

Reckless Attack. She can make a melee attack with advantage on the first turn of an attack but attack rolls against her have advantage until her next turn.

Relentless Rage. If she drops to 0 hit points while she is raging and doesn't die outright, she can make a DC10 Con saving throw. If she succeeds, she drops to 1 hit point instead. Each time she uses this feature after the first, the DC increases by 5. When she finishes a short or long rest, the DC resets to 10.

Actions

Multiattack. Nora makes two melee attacks or two ranged attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit (2d6 + 4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. Hit (1d6 + 2) piercing damage.

NPC Bio

Personality Nora gets bitter if she's not the center of attention.

Appearance Average-size halfling female with fair skin, brown hair, and gray eyes. 2' 10" 41 lbs. 31 years old

Characteristics

Ideal. Beauty.

Bond. She will do anything to prove herself superior to her hated rival.

Flaw. Nora has trouble keeping her true feelings hidden. Her sharp tongue lands her in trouble.

Background

Nora was an entertainer (actor). She is very outgoing and actively seeks out opportunities to join adventurers. Nora is rather vain and believes she extraordinarily beautiful.

Equipment

backpack, 5 days of rations, quiver, 15 arrows, disguise kit, flute, tinderbox, 3 torches, flute, bedroll, cloak, leather pouch, 73gp.

BODEN THE BRAVE

12th level barbarian (Path of the Ancestral Guardians subclass)
Medium humanoid (human), chaotic good

Armor Class 16

Hit Points 109 (12d12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	14 (+2)	10 (+0)	16 (+3)

Saving Throws Str +9, Con +8

Skills Intimidation +7, Perception +4, Sleight of Hand +6, Stealth +6

Senses passive Perception 14

Languages Common

Challenge 8 (3,900 XP)

Ancestral Protectors. Boden has spectral warriors appear when he rages. The first creature he hits with an attack on his turn becomes the target of the warriors, which hinder its attacks. Until the start of his next turn, that target has disadvantage on any attack roll that isn't against him, and when the target hits a creature other than him with an attack, that creature has resistance to the damage dealt by the attack. This effect on the target ends if his rage ends.

Brutal Critical. Can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Consult the Spirits. He can cast the *augury* or *clairvoyance* spell, without using a spell slot or material components. This use of *clairvoyance* invisibly summons one of his ancestral spirits to the location. Wisdom is his spellcasting ability. After he casts either spell in this way, he must finish a short or long rest to use again.

Danger Sense. Boden has advantage on Dexterity saving throws against effects he can see, such as traps and spells.

Feral Instinct. Advantage on initiative rolls.

Rage. 5/day. He has advantage on Strength checks and Strength saves, +4 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage.

Reckless Attack. Boden can make a melee attack with advantage on the first turn of an attack but attack rolls against him have advantage until his next turn.

Relentless Rage. If he drops to 0 hit points while he is raging and doesn't die outright, he can make a DC10 Con saving throw. If he succeeds, he drops to 1 hit point instead. Each time he uses this feature after the first, the DC increases by 5. When he finishes a short or long rest, the DC resets to 10.

Storm Shield. If he is raging and another creature he can see within 30 ft. of him takes damage, he can use his reaction to reduce that damage by 3d6.

Actions

Multiattack. Boden makes two melee attacks or two ranged attacks.

+1 Greatsword. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit (2d6 + 6) slashing damage.

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit (1d8) piercing damage.

NPC Bio

Personality Boden asks a lot of questions.

Appearance Handsome, muscular man with long blonde hair and blue eyes. 6' 5" 247 lbs. 28 years old

Characteristics

Ideal. Change.

Bond. No one else should have to endure the hardships that he's been through.

Flaw. Boden will never fully trust anyone other than himself.

Background

Boden was an urchin. He values his freedom and lives for the moment. Boden is also very inquisitive and loves to learn new things. He grew up in a large city but now prefers to live in the wilderness.

Equipment

backpack, 5 days of rations, disguise kit, thieves' tools, quiver, 18 arrows, tinderbox, torch, bedroll, cloak, 124gp.

RAEL BEREVAN

7th level bard (College of Lore subclass)
Medium humanoid (high elf), chaotic good

Armor Class 14 (leather armor)
Hit Points 42 (7d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	16 (+3)	12 (+1)	17 (+3)

Saving Throws Dex +6, Cha +6
Skills Insight +8, Perception +4, Performance +12
Senses darkvision 60 ft., passive Perception 14
Languages Common, Elvish, Dwarvish, Halfling
Challenge 4 (1,100 XP)

Bardic Inspiration. 3/day. Bonus action to give another creature within 60 ft. a d8 to add to ability check, attack roll, or save in the next 10 minutes. Regain expended uses after any rest.

Countercharm. Can start a performance that lasts until the end of his next turn. During that time, he and any friendly creatures within 30' have advantage on saving throws against being frightened or charmed.

Elf Cantrip. message cantrip. Intelligence is the spellcasting ability.

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

Jack of All Trades. Add half proficiency bonus, to any ability check that doesn't already include proficiency bonus.

Song of Rest. Use soothing music or oration to give an extra 1d8 hit points to any friendly creatures who can hear him during a short rest.

Spellcasting. Rael is a 7th level bard. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Rael has the following bard spells:

Cantrips. (at will): *friends*, *prestidigitation*, *vicious mockery*

1st level. (4 slots): *charm person*, *cure wounds*, *detect magic*, *illusory script*

2nd level. (3 slots): *detect thoughts*, *invisibility*, *magic mouth*

3rd level. (3 slots): *dispel magic*, *hypnotic pattern*, *major image*

4th level. (1 slot): *confusion*

Actions

Longsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit (1d10) slashing damage.

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

Reactions

Cutting Words. When a creature he can see within 60' makes an attack roll, ability check, or a damage roll, he can use his reaction to expend one of his uses of Bardic Inspiration and subtract it.

NPC BIO

Personality Rael is full of witty aphorisms and has a proverb for every occasion.

Appearance Very attractive high elf male with copper skin, blonde hair, and gold eyes. 5'10" 131 lbs. 208 years old

Characteristics

Ideal. Freedom.

Bond. He pursues wealth to secure someone's love.

Flaw. Rael is never satisfied with what he has – he always wants more.

Background

Rael was a guild artisan (cartographer). He is well-known for his high-quality maps. Many amateur map makers seek him out. Rael is able to sell his maps and make a tidy profit.

Equipment

backpack, 4 days of rations, cartographer's tools, quiver, 20 arrows, quill, bottle of ink, map of the local area, 4 pieces of parchment, local map, *potion of heroism*, hooded cloak, 148gp.

MENNY SONGS

8th level bard (College of Lore subclass)
Small humanoid (forest gnome), neutral good

Armor Class 16 (studded leather)
Hit Points 51 (8d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	10 (+0)	14 (+2)	17 (+3)

Saving Throws Dex +7, Cha +6
Skills Acrobatics +7, Insight +10, Perception +5, Performance +12
Senses darkvision 60 ft., passive Perception 15
Languages Common, Gnomish, Halfling
Challenge 5 (1,800 XP)

Bardic Inspiration. 3/day. Bonus action to give another creature within 60 ft. a d8 to add to ability check, attack roll, or save in the next 10 minutes.

Countercharm. Can start a performance that lasts until the end of her next turn. During that time, she and any friendly creatures within 30' have advantage on saving throws against being frightened or charmed.

Gnome Cunning. Advantage against all Intelligence, Wisdom, and Charisma saving throws against magic.

Jack of All Trades. Add half proficiency bonus, to any ability check that doesn't already include proficiency bonus.

Natural Illusionist. Knows *minor illusion*, Intelligence is the spellcasting ability.

Song of Rest. Use soothing music or oration to give an extra 1d6 hit points to any friendly creatures who can hear her during a short rest.

Speak with Small Beasts. Is able to communicate simple ideas with Small or smaller beasts through sounds and gestures.

Spellcasting. Menny is an 8th level bard. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Menny has the following bard spells:

Cantrips. (at will): *friends, mage hand, prestidigitation*

1st level. (4 slots): *charm person, cure wounds, sleep, speak with animals*

2nd level. (3 slots): *detect thoughts, suggestion, zone of truth*

3rd level. (3 slots): *glyph of warding, hypnotic pattern, plant growth*

4th level. (2 slots): *greater invisibility, hallucinatory terrain*

Actions

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d6 + 4) piercing damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. Hit (1d6 + 4) piercing damage.

Reactions

Cutting Words. When a creature she can see within 60' makes an attack roll, ability check, or a damage roll, she can use her reaction to expend one of her uses of Bardic Inspiration and subtract it.

NPC Bio

Personality Nobody stays angry at her or around her for long since she can diffuse any amount of tension.

Appearance Pretty gnome female with tan skin, blonde hair, and green eyes. 3' 3" 42 lbs. 91 years old

Characteristics

Ideal. People.

Bond. She would do anything for the other members of her old troupe.

Flaw. Menny doesn't always look after herself as well as she looks after others.

Background

Menny was an entertainer (poet). She is a natural communicator and gets along with almost everyone. Menny is outgoing and warm.

Equipment

backpack, 3 days of rations, disguise kit, quiver, 17 arrows, bag of 20 caltrops, lute, tinderbox, *bag of beans*, cloak, 67gp.

SIGMUND BOYD

9th level bard (College of Glamour subclass)
Medium humanoid (human), chaotic good

Armor Class 14 (leather armor)
Hit Points 57 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	10 (+0)	10 (+0)	14 (+2)	18 (+4)

Saving Throws Dex +7, Cha +8
Skills History +8, Perception +6, Performance +8, Persuasion +16
Senses passive Perception 16
Languages Common, Elvish, Halfling
Challenge 6 (2,300 XP)

Bardic Inspiration. 4/day. Bonus action to give another creature within 60 ft. a d8 to add to ability check, attack roll, or save in the next 10 minutes.

Countercharm. Can start a performance that lasts until the end of his next turn. During that time, he and any friendly creatures within 30' have advantage on saving throws against being frightened or charmed.

Enthralling Performance (1/day). Perform for at least 1 minute and attempt to inspire wonder in the audience by singing, reciting a poem, or dancing. At the end of the performance, choose a number of humanoids within 60 feet who watched and listened to all of it, up to 4. Each target must succeed on a Wisdom saving throw against DC 18 or be charmed. The target idolizes him, it speaks glowingly of him to anyone who talks to it, and it hinders anyone who opposes him, although it avoids violence unless it was already inclined to fight on her behalf. The effect ends on a target after 1 hour, if it takes any damage, if he attacks it, or if it witnesses him attacking or damaging any of its allies.

Jack of All Trades. Add half proficiency bonus, to any ability check that doesn't already include proficiency bonus.

Mantle of Inspiration. As a bonus action, he can use a Bardic Inspiration to grant himself a wondrous appearance. 4 creatures within 60' gain 8 temporary hit points and can use reaction to move up to its speed without provoking opportunity attacks.

Mantle of Majesty. As a bonus action, he can cast *command*, without expending a spell slot, and he takes on an appearance of unearthly beauty for 1 minute. Can then use a bonus action, to cast *command* on each of his turns, without expending a spell slot.

Song of Rest. Use soothing music or oration to give an extra 1d8 hit points to any friendly creatures who can hear him during a short rest.

Spellcasting. Sigmund is a 9th level bard. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Sigmund has the following bard spells:

Cantrips. (at will): *light*, *prestidigitation*, *vicious mockery*

1st level. (4 slots): *charm person*, *healing word*, *illusory script*, *speak with animals*

2nd level. (3 slots): *detect thoughts*, *magic mouth*, *suggestion*

3rd level. (3 slots): *clairvoyance*, *hypnotic pattern*, *major image*

4th level. (3 slots): *compulsion*, *confusion*, *dimension door*

5th level. (1 slots): *animate objects*

Actions

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit (1d10 + 1) slashing damage.

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

NPC Bio

Personality Sigmund doesn't like to get his hands dirty, and he won't be caught dead in unsuitable accommodations.

Appearance Slender, handsome man with brown hair and dark blue eyes. 6' 159 lbs. 21 years old

Characteristics

Ideal. Independence.

Bond. He is in love with the heir of a family that his family despises.

Flaw. Sigmund believes the world revolves around him.

Background

Sigmund was a noble. He is rather vain and self-absorbed. Sigmund doesn't enjoy melee combat and will use his bow or spells first. He was kicked out of his last adventuring party because he was so selfish.

Equipment

backpack, 3 days of rations, dragonchess set, quiver, 16 arrows, 2 torches, flute, *potion of healing*, cloak, *52pp*.

Mount

riding horse

MEYLETH MYSTRAL

10th level bard (College of Swords subclass)
Medium humanoid (high elf), neutral

Armor Class 16 (+1 leather armor)
Hit Points 62 (10d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	12 (+1)	12 (+1)	10 (+0)	18 (+4)

Saving Throws Dex +8, Cha +8
Skills Acrobatics +16, Athletics +8, Intimidation +16, Perception +4, Stealth +16
Senses darkvision 60 ft., passive Perception 14
Languages Common, Elvish
Challenge 6 (2,300 XP)

Bardic Inspiration. 4/day. Bonus action to give another creature within 60 ft. a d10 to add to ability check, attack roll, or save in the next 10 minutes.

Blade Flourish. Whenever she takes the attack action on her turn, her walking speed increases by 10' until the end of the turn, and if a weapon attack that she makes hits a creature, she can use one of the following Blade Flourish options:

Defensive Flourish. She can use one of her Bardic Inspiration die to deal extra damage. She also adds the number to her AC until the start of her next turn.

Slashing Flourish. She can expend one use of Bardic Inspiration to cause the weapon to deal extra damage to the target she hit and any other creature of her choice that she can see within 5'.

Mobile Flourish. She can expend one use of the Bardic Inspiration die to cause the weapon to deal extra damage to the target she hit. She can also push the target up to 5' away from her, plus a number of feet equal to the number she rolled on the die. She can then immediately use her reaction to move up to her walking speed to an unoccupied space within 5' of the target.

Countercharm. Can start a performance that lasts until the end of her next turn. During that time, she and any friendly creatures within 30' have advantage on saving throws against being frightened or charmed.

Elf Cantrip. *message* cantrip. INT is the spellcasting ability.

Fey Ancestry. She has advantage on saving throws against being charmed, and magic can't put her to sleep.

Fighting Style. (Dueling). When she is wielding a melee weapon in one hand and no other weapons, she adds her ability modifier to the damage of the second attack.

Jack of All Trades. Add half proficiency bonus, to any ability check that doesn't already include proficiency bonus.

Song of Rest. Use soothing music or oration to give an extra 1d8 hit points to any friendly creatures who can hear her during a short rest.

Spellcasting. Meyleth is a 10th level bard. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Meyleth has the following bard spells:

Cantrips. (at will): *friends, light, prestidigitation, vicious mockery*
1st level. (4 slots): *cure wounds, feather fall, speak with animals, thunderwave*

2nd level. (3 slots): *detect thoughts, magic mouth, suggestion*

3rd level. (3 slots): *clairvoyance, hypnotic pattern, major image*

4th level. (3 slots): *freedom of movement, locate creature, polymorph*

5th level. (2 slots): *dominate person, mass cure wounds*

Actions

Multiattack. Meyleth makes two attacks.

+1 Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (1d8 + 5) slashing damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. Hit (1d8 + 4) piercing damage.

NPC BIO

Personality Meyleth faces problems head-on.

Appearance Beautiful high elf female with red hair and blue eyes. 5' 7" 112 lbs. 122 years old

Characteristics

Ideal. Action.

Bond. She fights for those who cannot fight for themselves.

Flaw. Meyleth would rather eat her armor than admit when she's wrong.

Background

Meyleth was a soldier (scout). She is a bold individual that deals with issues immediately. Meyleth charges into battle and is fearless. She is loyal and also rather stubborn.

Equipment

backpack, 3 days of rations, bag of 20 caltrops, *potion of gaseous form*, quiver, 20 +1 arrows, cloak, 126gp.

FARGRIM FROSTBEARD

11th level bard (College of Lore subclass)
Medium humanoid (mountain dwarf), lawful good

Armor Class 16 (+1 studded leather)
Hit Points 70 (11d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	10 (+0)	12 (+1)	17 (+3)

Saving Throws Dex +7, Cha +7
Skills History +8, Insight +10, Perception +10, Religion +8
Senses darkvision 60 ft., passive Perception 20
Languages Common, Dwarvish, Gnomish, Halfling
Challenge 7 (2,900 XP)

Bardic Inspiration. 3/day. Bonus action to give another creature within 60 ft. a d10 to add to ability check, attack roll, or save in the next 10 minutes.

Countercharm. Can start a performance that lasts until the end of his next turn. During that time, he and any friendly creatures within 30' have advantage on saving throws against being frightened or charmed.

Cutting Words. When a creature he can see within 60' makes an attack roll, ability check, or a damage roll, he can use his reaction to expend one of his uses of Bardic Inspiration and subtract it.

Dwarven Resilience. He has advantage on saves against poison, and resistance against poison damage.

Jack of All Trades. Add half proficiency bonus, to any ability check that doesn't already include proficiency bonus.

Song of Rest. Use soothing music or oration to give an extra 1d8 hit points to any friendly creatures who can hear him during a short rest.

Spellcasting. Fargrim is an 11th level bard. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Fargrim has the following bard spells:

Cantrips. (at will): *friends, light, prestidigitation, vicious mockery*

1st level. (4 slots): *charm person, comprehend languages, illusory script, speak with animals*

2nd level. (3 slots): *detect thoughts, invisibility, zone of truth*

3rd level. (3 slots): *clairvoyance, dispel magic, major image*

4th level. (3 slots): *confusion, dimension door, locate creature*

5th level. (2 slots): *greater restoration, mass cure wounds*

6th level. (1 slot): *guards and wards*

Actions

Multiattack. Fargrim makes two attacks.

+1 Quarterstaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d8 + 3) bludgeoning damage.

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

NPC Bio

Personality Fargrim sees omens in every event and action.

Appearance Handsome dwarf with deep brown skin, gray hair, and blue eyes. 4' 6" 152 lbs. 167 years old

Characteristics

Ideal. Charity.

Bond. Everything he does is for the common people.

Flaw. Fargrim is inflexible in his thinking.

Background

Fargrim was an acolyte. He worships a god of knowledge. This dwarf is highly superstitious and carries a lucky rabbit's foot wherever he goes.

Equipment

backpack, 5 days of rations, holy symbol, prayer book, quiver, 18 +1 arrows, tinderbox, rabbit's foot, drum, *potion of speed*, *potion of supreme healing*, red cloak, 77gp.

CAEL WOODS

12th level bard (College of Valor subclass)
Medium humanoid (human), chaotic good

Armor Class 18 (+2 studded leather)
Hit Points 83 (12d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	10 (+0)	10 (+0)	16 (+3)	20 (+5)

Saving Throws Dex +8, Cha +9
Skills Acrobatics +16, Insight +14, Perception +14, Performance +18
Senses passive Perception 24
Languages Common, Elvish, Halfling
Challenge 8 (3,900 XP)

Bardic Inspiration. 5/day. Bonus action to give another creature within 60 ft. a d10 to add to ability check, attack roll, or save in the next 10 minutes.

Combat Inspiration. A creature that has a Bardic Inspiration die from him can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against the attack.

Countercharm. Can start a performance that lasts until the end of his next turn. During that time, he and any friendly creatures within 30' have advantage on saving throws against being frightened or charmed.

Jack of All Trades. Add half proficiency bonus, to any ability check that doesn't already include proficiency bonus.

Song of Rest. Use soothing music or oration to give an extra 1d8 hit points to any friendly creatures who can hear him during a short rest.

Spellcasting. Cael is a 12th level bard. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Cael has the following bard spells:

Cantrips. (at will): *light*, *mage hand*, *prestidigitation*, *vicious mockery*

1st level. (4 slots): *charm person*, *cure wounds*, *illusory script*, *speak with animals*

2nd level. (3 slots): *calm emotions*, *invisibility*, *see invisibility*

3rd level. (3 slots): *dispel magic*, *Leomund's Tiny Hut*, *major image*

4th level. (3 slots): *dimension door*, *freedom of movement*, *hallucinatory terrain*

5th level. (2 slots): *animate objects*, *mass cure wounds*

6th level. (1 slot): *Otto's irresistible dance*

Actions

Multiattack. Cael makes two attacks.

+2 Shortsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit (1d6 + 6) slashing damage.

+1 Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. Hit (1d8 + 5) piercing damage.

NPC Bio

Personality Cael is a creative, resourceful man.

Appearance Average-size man with curly ginger hair and blue eyes. 5' 10" 175 lbs. 48 years old

Characteristics

Ideal. Love.

Bond. He feels closer to nature than people.

Flaw. Cael can be overly critical of others.

Background

Cael was an entertainer (storyteller). He enjoys living in the wilderness and communing with nature. Cael is close to many of the wild animals that share the forest he calls home. He also enjoys reading books for hours on end.

Equipment

3 days of rations, disguise kit, quiver, 19 +2 arrows, torch, bag of 20 caltrops, cloak, *bag of holding*, two *potions of greater healing*, 120gp, 51pp.

Mount

riding horse

GOL THE BELLINGER

7th level cleric (War Domain subclass)
Medium humanoid (goliath), lawful neutral

Armor Class 17 (+1 chain mail)
Hit Points 41 (7d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	10 (+0)	9 (-1)	17 (+3)	17 (+3)

Saving Throws Wis +6, Cha +6
Skills Athletics +6, Insight +6, Medicine +6, Survival +6
Senses passive Perception 13
Languages Common, Giant
Challenge 4 (1,100 XP)

Channel Divinity: Guided Strike 2/day. +10 to attack roll.

Destroy Undead. CR ½ or lower if fail saving throw.

Divine Strike. Extra 1d8 damage with weapon attack.

Mountain Born. Gol is acclimated to high altitude, including elevations above 20,000 feet. He's also naturally adapted to cold climates.

Natural Athlete. He has proficiency in the Athletics skill.

Powerful Build. He counts as one size larger when determining his carrying capacity and the weight he can push, drag, or lift.

Spellcasting. Gol is an 7th level cleric. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks).

Cantrips. (at will): *guidance, light, sacred flame, spare the dying*

1st level. (4 slots): *command, cure wounds, guiding bolt, protection from good and evil*

2nd level. (3 slots): *aid, hold person, spiritual weapon*

3rd level. (3 slots): *mass healing word, protection from energy, spirit guardians*

4th level. (1 slot): *guardian of faith*

Domain spells: *crusader's mantle, divine favor, freedom of movement, magic weapon, shield of faith, spirit guardians, spiritual weapon, stoneskin*

Stone's Endurance. Gol can focus himself to occasionally shrug off injury. When he takes damage, he can use his reaction to roll a d12. He then reduces the damage by that amount. After he uses this trait, he can't use it again until he finishes a short or long rest.

Turn Undead. Each undead creature within 30 ft. must make a Wisdom save or be turned for 1 minute.

War Priest. Can make one weapon attack as a bonus action. Can use this feature 3 times, resets with a long rest.

Actions

Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit (1d10 + 3) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. Hit (1d10 + 1) piercing damage.

Reactions

Channel Divinity: War God's Blessing 2/day. Use reaction to give another within 30 ft. +10 attack.

NPC Bio

Personality Gol places no stock in wealthy or well-mannered folk.

Appearance Handsome, bald goliath with gray eyes. 7' 7" 306 lbs. 32 years old

Characteristics

Ideal. Honor.

Bond. He protects those he guides through the wilderness.

Flaw. Gol is exceptionally stubborn.

Background

Gol was an outlander (guide). He has a lot of experience leading groups of adventurers through the mountains. Gol might not be the most pleasant company but he is an honorable, skilled holy warrior.

Equipment

backpack, 3 days of rations, holy symbol, prayer book, crossbow bolt case, 16 crossbow bolts, cloak, 26gp.

PERRIN PORRIDGEPOT

8th level cleric (*Light Domain subclass*)
Small humanoid (*stout halfling*), chaotic good

Armor Class 15 (chain shirt)
Hit Points 50 (8d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	17 (+3)	16 (+3)

Saving Throws Wis +6, Cha +6
Skills Animal Handling +6, History +4, Persuasion +6, Survival +6
Senses passive Perception 13
Languages Common, Halfling
Challenge 5 (1,800 XP)

Brave. Advantage on saves against being frightened.

Channel Divinity: Radiance of the Dawn 2/day. Magical darkness within 30 ft. dispelled, 2d10 + 8 radiant Constitution save.

Destroy Undead. CR 1 or lower if they fail their save.

Halfling Nimbleness. Can move through the space of any creature that is larger.

Lucky. Can reroll any 1s.

Improved Flare. Protect others within 30 ft. with Warding Flare.

Potent Spellcasting. Add Wisdom modifier to cantrip damage.

Spellcasting. Perrin is an 8th level cleric. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks).

Cantrips. (at will): *guidance, light, spare the dying, thaumaturgy*

1st level. (4 slots): *bless, cure wounds, detect good and evil, protection from good and evil*

2nd level. (3 slots): *aid, calm emotions, prayer of healing*

3rd level. (3 slots): *feign death, mass healing word, remove curse*

4th level. (2 slots): *freedom of movement, locate creature*

Domain spells: *burning hands, daylight, faerie fire, fireball, flaming sphere, scorching ray*

Stout Resilience. Has advantage on saving throws against poison, and has resistance against poison damage.

Turn Undead. Each undead creature within 30 ft. must make a Wisdom save or be turned for 1 minute.

Actions

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit (1d6) bludgeoning damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. Hit (1d8 + 2) piercing damage.

Reactions

Warding Flare. Use reaction to impose disadvantage.

NPC BIO

Personality Thinking is for other people. Perrin prefers action.

Appearance Male halfling with pale skin, sandy brown hair, and hazel eyes. 3' 2" 45 lbs. 43 years old

Characteristics

Ideal. Freedom.

Bond. He wants revenge on the evil forces that destroyed his village.

Flaw. Perrin is quick to assume that someone is trying to cheat him.

Background

Perrin was a folk hero. He lost his entire family when orcs raided his village. After that traumatic incident, Perrin decided he would fight back against the orc clan. After many years, he succeeded in driving the orcs away from his home.

Equipment

backpack, 2 days of rations, holy symbol, prayer book, torch, crossbow bolt case, 19 crossbow bolts, *lantern of revealing*, cloak, 19gp.

Mount

donkey

TERESA THE GOOD

9th level cleric (Life Domain subclass)
Medium humanoid (human), lawful good

Armor Class 14 (chain shirt)
Hit Points 55 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	16 (+3)	18 (+4)	17 (+3)

Saving Throws Wis +8, Cha +7
Skills Insight +8, Religion +7, Sleight of Hand +5, Stealth +5
Senses passive Perception 14
Languages Common
Challenge 6 (2,300 XP)

Blessed Healer. The healing spells she casts also heal her. When casting a spell of 1st level or higher, regain hit points equal to 2 plus the spell's level.

Channel Divinity: Preserve Life 2/day. As an action, present holy symbol and restore 9 hit points to creatures within 30 ft., divide hit points among them.

Destroy Undead. CR 1 or lower if fail save.

Divine Strike. Extra 1d8 radiant damage with weapon attack.

Improved Flare. Protect others within 30 ft. with Warding Flare.

Spellcasting. Teresa is an 9th level cleric. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks).

Cantrips. (at will): *guidance, light, mending, spare the dying*

1st level. (4 slots): *bless, cure wounds, healing word, sanctuary*

2nd level. (3 slots): *aid, lesser restoration, prayer of healing*

3rd level. (3 slots): *glyph of warding, mass healing word, remove curse*

4th level. (3 slots): *death ward, guardian of faith, locate creature*

5th level. (1 slot): *mass cure wounds*

Domain spells: *beacon of hope, bless, cure wounds, death ward, guardian of faith, lesser restoration, revivify, spiritual weapon*

Turn Undead. Each undead creature within 30 ft. must make a Wisdom save or be turned for 1 minute.

Actions

+1 Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit (1d6 + 1) bludgeoning damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. Hit (1d8 + 1) piercing damage.

NPC BIO

Personality Teresa the Good wants to be a better person than she was the day before. She is quiet and reserved.

Appearance Pretty, young woman with short blonde hair and green eyes. 5' 7" 134 lbs. 23 years old

Characteristics

Ideal. Health.

Bond. She sponsors an orphanage.

Flaw. Teresa can be naïve at times.

Background

Teresa the Good was an urchin. She has dedicated her life to caring for others and driving away the forces of death and undeath. Her parents were killed by a necromancer when she was young. Teresa's twin sister (see page 94) was taken by the dark forces and chose another path.

Equipment

backpack, 6 days of rations, thieves' tools, holy symbol, prayer book, crossbow bolt case, 16 +2 *crossbow bolts*, *ring of feather falling*, cloak, 38gp.

Mount

riding horse

JESPER TEAPENNY

10th level cleric (War Domain subclass)
Small humanoid (lightfoot halfling), lawful neutral

Armor Class 15 (chain shirt)
Hit Points 61 (10d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	10 (+0)	7 (-2)	18 (+4)	18 (+4)

Saving Throws Wis +8, Cha +8
Skills Arcana +2, History +2, Insight +8
Senses passive Perception 14
Languages Common, Dwarvish, Gnomish, Halfling
Challenge 6 (2,300 XP)

Brave. Advantage on saves against being frightened.

Channel Divinity: Guided Strike 2/day. +10 to attack roll.

Destroy Undead. CR 1 or lower if they fail save

Divine Strike. Extra 1d8 damage with a weapon attack.

Halfling Nimbleness. Can move through the space of any creature that is larger.

Lucky. Can reroll any 1s.

Naturally Stealthy. Can attempt to hide even when only obscured by a creature that is at least one size larger.

Potent Spellcasting. Protect others within 30 ft.

Spellcasting. Jesper is a 10th level cleric. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks).

Cantrips. (at will): *guidance, light, resistance, thaumaturgy*

1st level. (4 slots): *command, detect evil and good, guiding bolt, shield of faith*

2nd level. (3 slots): *hold person, silence, spiritual weapon*

3rd level. (3 slots): *beacon of hope, dispel magic, protection from energy*

4th level. (3 slots): *banishment, death ward, guardian of faith*

5th level. (2 slots): *contagion, insect plague*

Domain spells: *crusader's mantle, divine favor, flame strike, freedom of movement, hold monster, magic weapon, shield of faith, spirit guardians, spiritual weapon, stoneskin*

Turn Undead. Each undead creature within 30 ft. must make a Wisdom save or be turned for 1 minute.

War Priest. Can make one weapon attack as a bonus action. Can use this feature 3 times, resets with a long rest.

Actions

+1 Quarterstaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d8 + 3) bludgeoning damage.

Reactions

Channel Divinity: War God's Blessing 2/day. Use reaction to give another within 30 ft. +10 attack.

NPC Bio

Personality Jesper misuses long words in an attempt to sound smarter.

Appearance Extremely handsome halfling male with tan skin, brown hair, and bluish-green eyes. 2' 10" 39 lbs.

Characteristics

Ideal. Destiny.

Bond. One day he hopes to see his family again.

Flaw. Jesper thinks he's quite intelligent.

Background

Jesper was a sage (scribe). He was a terrible sage and was let go by the journal he worked for. Jesper thinks he is much smarter than he is. He also has a gut feeling that his destiny is to follow a new path and find his long-lost family.

Equipment

backpack, 6 days of rations, holy symbol, prayer book, bag of 18 caltrops, quill, bottle of ink, 6 pieces of parchment, cloak, 32gp.

WENDEL WILHEIM

11th level cleric (Trickery Domain subclass)
Medium humanoid (human), chaotic neutral

Armor Class 14 (+1 studded leather)
Hit Points 62 (11d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	6 (-2)	12 (+1)	19 (+4)	15 (+2)

Saving Throws Wis +8, Cha +6
Skills History +5, Persuasion +6
Senses passive Perception 14
Languages Common, Elvish
Challenge 7 (2,900 XP)

Blessing of the Trickster. Give another advantage on Stealth (1hr)

Channel Divinity: Cloak of Shadows 2/day. As an action, become invisible until the end of next turn. Attacks or spells cancel.

Channel Divinity: Invoke Duplicity 2/day. Create illusory duplicate that lasts for one minute (concentration). Can use bonus action to move up to 30 ft. away but within 120 ft. If both are within 5 ft. of target he has advantage on attack rolls.

Destroy Undead. CR 2 or lower if they fail save.

Divine Strike. Extra 1d8 poison damage with weapon attack.

Spellcasting. Wendel is an 11th level cleric. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks).

Cantrips. (at will): *guidance, light, spare the dying, thaumaturgy*

1st level. (4 slots): *bleed, cure wounds, detect good and evil, protection from good and evil*

2nd level. (3 slots): *aid, calm emotions, prayer of healing*

3rd level. (3 slots): *feign death, mass healing word, remove curse*

4th level. (3 slots): *banishment, freedom of movement, locate creature*

5th level. (2 slots): *flame strike, mass cure wounds*

6th level. (1 slot): *blade barrier*

Domain spells: *blink, charm person, disguise self, dispel magic, dimension door, dominate person, mirror image, modify memory, pass without trace, polymorph*

Turn Undead. Each undead creature within 30 ft. must make a Wisdom save or be turned for 1 minute.

Actions

+2 Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d4 + 3) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. Hit (1d8 + 1) piercing damage.

NPC BIO

Personality Wendel's eloquent flattery makes everyone he talks to feel like the most wonderful and important person in the world.

Appearance Short, stocky young man with untidy brown hair and hazel eyes. 5' 6" 142 lbs. 22 years old

Characteristics

Ideal. Independence.

Bond. He wants the common folk to see him as a hero.

Flaw. Wendel has an insatiable desire for carnal pleasures.

Background

Wendel was a noble. He is quite wealthy and goes on adventures for the excitement, not the gold. Wendel is one of those few individuals who is able to get along with everyone.

Equipment

backpack, 2 days of rations, holy symbol, crossbow bolt case, 15 +1 crossbow bolts, signet ring, playing card set, cloak, *dust of disappearance*, leather pouches, 120sp, 267gp, 90pp.

FALTHRA FIREFORGE

12th level cleric (Forge Domain subclass)
Medium humanoid (mountain dwarf), lawful good

Armor Class 19 (plate)
Hit Points 73 (12d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	12 (+1)	20 (+5)	19 (+4)

Saving Throws Wis +9, Cha +8
Skills Insight +9, Religion +5
Senses darkvision 60 ft., passive Perception 15
Languages Common, Dwarvish, Fey, Primordial
Challenge 8 (3,900 XP)

Blessing of the Forge (1/day). At the end of a long rest, she can touch one nonmagical object that is a suit of armor or a simple or martial weapon. Until the end of her next long rest or until she dies, the object becomes a magic item, granting a +1 bonus to the AC if it's armor or a +1 bonus to attack and damage rolls if it's a weapon.

Channel Divinity: Artisan's Blessing 2/day. Hour long ritual that includes some metal: simple or martial weapon, 10 pieces of ammunition, a set of tools, or another metal object. The ritual creates a duplicate of a nonmagical item that she possesses.

Destroy Undead. CR 2 or lower if they fail save.

Divine Strike. Extra 1d8 fire damage with a weapon attack.

Dwarven Resilience. She has advantage on saves against poison, and resistance against poison damage.

Soul of the Forge. Resistance to fire damage and +1 to AC if wearing heavy armor.

Spellcasting. Falthra is a 12th level cleric. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks).

Cantrips. (at will): *guidance, sacred flame, spare the dying, thaumaturgy*

1st level. (4 slots): *bless, cure wounds, guiding bolt, shield of faith*

2nd level. (3 slots): *continual flame, prayer of healing, spiritual weapon*

3rd level. (3 slots): *dispel magic, mass healing word, meld into stone*

4th level. (3 slots): *death ward, guardian of faith, stone shape*

5th level. (2 slots): *flame strike, greater restoration*

6th level. (1 slot): *heroes' feast*

Domain spells: *animate objects, creation, elemental weapon, fabricate, heat metal, identify, magic weapon, protection from energy, searing smite, wall of fire*

Turn Undead. Each undead creature within 30 ft. must make a Wisdom save or be turned for 1 minute.

Actions

Mace. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d6 + 3) bludgeoning damage.

NPC Bio

Personality Falthra is tolerant of other faiths and respects the worship of other gods.

Appearance Very beautiful mountain dwarf female with braided black hair and brown eyes. 4' 4" 135 lbs. 212 years old

Characteristics

Ideal. Power.

Bond. She will do anything to protect the temple where she served.

Flaw. Falthra has few long-term relationships.

Background

Falthra was an acolyte. She is interested in gaining more power to help her temple and spread her religion. However, she is respectful to other faiths and supports them as well.

Equipment

backpack, 7 days of rations, holy symbol, prayer book, cloak, 55pp.

AELAR ARIESIOR

7th level druid (Circle of the Land/Forest subclass)
Medium humanoid (wood elf), chaotic neutral

Armor Class 11 (16 with barkskin)
Hit Points 42 (7d8)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	10 (+0)	14 (+2)	17 (+3)	12 (+1)

Saving Throws Int +5, Wis +6
Skills Arcana +5, Medicine +6, Religion +5, Survival +6
Senses darkvision 60 ft., passive Perception 13
Languages Common, Elvish, Sylvan
Challenge 4 (1,100 XP)

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

Land's Stride. Moving through nonmagical difficult terrain cost him no extra movement. He can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. He also has advantage on saving throws against plants that have been created or manipulated to impede movement.

Mask of the Wild. Can attempt to hide even when he is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Natural Recovery. During a short rest, he can regain expended spell slots equal to a combined level of 3. None can be 6th level or higher. Needs to finish a long rest to reset this feature.

Spellcasting. Aelar is a 7th level druid. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks).

Cantrips. (at will): *guidance, resistance, shillelagh*

1st level. (4 slots): *charm person, cure wounds, goodberry, healing word*

2nd level. (3 slots): *animal messenger, barkskin, enhance ability, lesser restoration, spider climb*

3rd level. (3 slots): *call lightning, conjure animals, dispel magic, plant growth, speak with plants*

4th level. (1 slot): *divination, freedom of movement, grasping vine*

Wild Shape. Aelar can use a bonus action to assume the shape of a CR 1/2 or less beast for 3 hours. Can use twice, resets w/rest.

Actions

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

NPC BIO

Personality Aelar feels tremendous empathy for all who suffer.

Appearance Average-size wood elf male with tanned skin, blonde hair, and light blue eyes. 5' 7" 92 lbs. 188 years old

Characteristics

Ideal. Free Thinking.

Bond. He entered seclusion to hide from the ones who might still be hunting him. He must someday confront them.

Flaw. Aelar likes keeping secrets and won't share them with anyone.

Background

Aelar was a hermit. He left his homeland many years ago and is constantly on the move. This druid finds a temporary home in a large forest and then moves on a few months later.

Equipment

backpack, 2 days of rations, *boots of speed*, herbalism kit, sprig of mistletoe, hooded cloak, 21gp.

OPPAH WINFRED

8th level druid (Circle of the Moon subclass)
Small humanoid (forest gnome), lawful good

Armor Class 9 (16 with barkskin)
Hit Points 45 (8d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	10 (+0)	16 (+3)	18 (+4)	10 (+0)

Saving Throws Int +6, Wis +7
Skills Athletics +4, Nature +6, Survival +7
Senses darkvision 60 ft., passive Perception 14
Languages Common, Gnomish, Sylvan
Challenge 5 (1,800 XP)

Combat Wild Shape. Oppah can use a bonus action to use Wild Shape and use a bonus action to regain 1d8 hit points per level of the spell slot expended.

Elemental Wild Shape. Attacks in beast form count as magical attacks.

Gnome Cunning. Advantage against all Intelligence, Wisdom, and Charisma saving throws against magic.

Natural Illusionist. Knows *minor illusion*, Intelligence is the spellcasting ability.

Primal Strike. Attacks in beast form count as magical attacks.

Speak with Small Beasts. Is able to communicate simple ideas with Small or smaller beasts through sounds and gestures.

Spellcasting. Oppah is an 8th level druid. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks).

Cantrips. (at will): *druidcraft, shillelagh, thorn whip*

1st level. (4 slots): *cure wounds, entangle, fog cloud, thunderwave*

2nd level. (3 slots): *barkskin, moonbeam, spike growth*

3rd level. (3 slots): *dispel magic, water breathing, water walk*

4th level. (2 slots): *conjure minor elementals, freedom of movement*

Wild Shape. Oppah can use a bonus action to assume the shape of a CR 2 or less beast for 3 hours. Can use twice, resets w/rest.

Actions

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

NPC BIO

Personality Oppah feels at one with the beasts of the wild.

Appearance Small forest gnome female with gray hair and blue eyes. 2' 11" 37 lbs. 184 years old

Characteristics

Ideal. Nature.

Bond. She keeps her quarterstaff close to her.

Flaw. Oppah can't sit still.

Background

Oppah was an outlander (trapper). She enjoys exploring the wilderness in her beast shapes. Oppah knows the territory she calls home better than anyone.

Equipment

backpack, 3 days of rations, *ring of water walking*, hunting trap, cloak, 33gp.

THIA IATHRANA

9th level druid (Circle of the Moon subclass)
Medium humanoid (wood elf), chaotic good

Armor Class 10 (16 with barkskin)
Hit Points 51 (9d8)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	16 (+3)	18 (+4)	19 (+4)

Saving Throws Int +7, Wis +8
Skills Animal Handling +8, Medicine +8, Religion +7, Survival +8
Senses darkvision 60 ft., passive Perception 14
Languages Common, Elvish, Fey
Challenge 6 (2,300 XP)

Combat Wild Shape. Thia can use a bonus action to use Wild Shape and use a bonus action to regain 1d8 hit points per level of the spell slot expended.

Fey Ancestry. She has advantage on saving throws against being charmed, and magic can't put her to sleep.

Mask of the Wild. Can attempt to hide even when she is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Primal Strike. Attacks in beast form count as magical attacks.

Spellcasting. Thia is a 9th level druid. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks).

Cantrips. (at will): *guidance, shillelagh, thorn whip*

1st level. (4 slots): *charm person, cure wounds, speak with animals, thunderwave*

2nd level. (3 slots): *barkskin, moonbeam, pass without trace*

3rd level. (3 slots): *dispel magic, speak with plants, sleet storm*

4th level. (3 slots): *blight, conjure woodland beings, ice storm*

5th level. (1 slot): *commune with nature*

Wild Shape. Thia can use a bonus action to assume the shape of a CR 3 or less beast for 3 hours. Can use twice, resets w/rest.

Actions

+1 Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit (1d8 + 1) bludgeoning damage.

NPC BIO

Personality Thia often gets lost in her thoughts.

Appearance A gorgeous wood elf female with fair skin, light brown hair, and green eyes. 5' 6" 86 lbs. 152 years old

Characteristics

Ideal. Free thinking.

Bond. She entered seclusion because she loved someone she couldn't have.

Flaw. Thia would risk much to uncover a lost bit of knowledge.

Background

Thia was a hermit. She has gotten over the heartbreak of losing her love and has moved on. Her seclusion forced her to look deep inside herself and she has become a stronger individual.

Equipment

backpack, 5 days of rations, herbalism kit, sprig of mistletoe, cloak, 26gp.

SAM SUNMEADOW

10th level druid (Circle of the Moon subclass)
Small humanoid (lightfoot halfling), lawful good

Armor Class 13 (16 with barkskin)
Hit Points 56 (10d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-3)	16 (+3)	10 (+0)	17 (+3)	19 (+4)	14 (+2)

Saving Throws Int +7, Wis +8
Skills Arcana +7, History +7, Insight +8
Senses passive Perception 14
Languages Common, Halfling, Fey, Sylvan
Challenge 6 (2,300 XP)

Balm of the Summer Court (1/day). Has a healing pool of 10d6s. As a bonus action, he can choose one creature within 120 feet and can spend 5d6 or less. The target regains hit points equal to that amount and 1 temporary hit point per die spent.

Brave. Advantage on saves against being frightened.

Combat Wild Shape. Sam can use a bonus action to use Wild Shape and use a bonus action to regain 1d8 hit points per level of the spell slot expended.

Elemental Wild Shape. Can spend two uses of Wild Shape at the same time to transform into an elemental.

Halfling Nimbleness. Can move through the space of any creature that is larger.

Hearth of Moonlight and Shadow. During a rest he can create an invisible, 30-foot-radius sphere of magic. The sphere gives total cover, +5 bonus to Stealth and Perception checks, and no light from open flames is visible outside it.

Hidden Paths (3/day). Use a bonus action to teleport up to 60 feet to an unoccupied space he can see. Alternatively, he can use an action to teleport one willing creature he touches up to 30 feet to an unoccupied space he can see.

Lucky. Can reroll any 1s.

Naturally Stealthy. Can attempt to hide even when only obscured by a creature that is at least one size larger.

Primal Strike. Attacks in beast form count as magical attacks.

Spellcasting. Sam is a 10th level druid. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks).

Cantrips. (at will): *druidcraft, produce flame, shillelagh, thorn whip*

1st level. (4 slots): *cure wounds, entangle, faerie fire, goodberry*

2nd level. (3 slots): *animal messenger, barkskin, moonbeam*

3rd level. (3 slots): *dispel magic, plant growth, speak with plants*

4th level. (3 slots): *confusion, conjure woodland beings, giant insect*

5th level. (2 slots): *insect plague, reincarnate*

Wild Shape. Sam can use a bonus action to assume the shape of a CR 3 or less beast for 3 hours. Can use twice, resets w/rest.

Actions

+1 Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit (1d8 - 2) bludgeoning damage.

NPC Bio

Personality Sam says he has read every book in the world's greatest libraries.

Appearance Older halfling with brown skin, light brown hair, and hazel eyes. 2' 9" 38 lbs. 89 years old

Characteristics

Ideal. Logic.

Bond. His life's work is a series of tomes regarding time travel.

Flaw. Sam can't keep a secret to save his life, or anyone else's.

Background

Sam was a sage (researcher). He left his academic life after reading more and more about the natural world. Eventually Sam was guided by the moon to follow his destiny as a druid.

Equipment

backpack, 3 days of rations, quill, 3 scroll cases, leather pouch, bottle of ink, 3 pieces of parchment, *bag of holding*, cloak, 37gp.

LAYLA MOON

11th level druid (Circle of the Moon subclass)
Medium humanoid (human), chaotic neutral

Armor Class 11 (16 with barkskin)
Hit Points 58 (11d8)
Speed 30 ft.

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

Saving Throws Int +5, Wis +8
Skills Nature +5, History +5, Perception +8, Persuasion +8
Senses passive Perception 14
Languages Common, Fey, Sylvan
Challenge 7 (2,900 XP)

Combat Wild Shape. Layla can use a bonus action to use Wild Shape and use a bonus action to regain 1d8 hit points per level of the spell slot expended.

Elemental Wild Shape. Can spend two uses of Wild Shape at the same time to transform into an elemental.

Primal Strike. Attacks in beast form count as magical attacks.

Spellcasting. Layla is an 11th level druid. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks).

Cantrips. (at will): *druidcraft, guidance, shillelagh, thorn whip*

1st level. (4 slots): *animal friendship, cure wounds, speak with animals, thunderwave*

2nd level. (3 slots): *barkskin, darkvision, moonbeam*

3rd level. (3 slots): *call lightning, speak with plants, water breathing*

4th level. (3 slots): *conjure minor elementals, control water, polymorph*

5th level. (2 slots): *reincarnate, tree stride*

6th level. (1 slot): *heal*

Wild Shape. Layla can use a bonus action to assume the shape of a CR 3 or less beast for 3 hours. Can use twice, resets w/rest.

Actions

+1 Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit (1d8 + 1) bludgeoning damage.

NPC BIO

Personality Layla is loved by the common people for her kindness and generosity.

Appearance Tall woman with long blonde hair and green eyes. 5' 11" 152 lbs. 31 years old

Characteristics

Ideal. Family.

Bond. Nothing is more important than the other members of her family.

Flaw. Layla sometimes acts simply to seek approval from her family.

Background

Layla was a noble. She fell in love with nature while playing in the gardens of her family's manor. Layla spends most of her time in a log cabin in the woods near her hometown. However, she returns regularly to visit her family.

Equipment

backpack, 2 days of rations, dragonchess set, sprig of mistletoe, bedroll, green cloak, 62gp.

SKORPLA

12th level druid (Circle of the Land/Grassland subclass)
Medium humanoid (human), chaotic good

Armor Class 12 (16 with *barkskin*)

Hit Points 67 (12d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	10 (+0)	18 (+4)	20 (+5)	18 (+4)

Saving Throws Int +8, Wis +9

Skills Acrobatics +6, Medicine +9, Nature +8, Performance +8

Senses passive Perception 15

Languages Common, Sylvan, Primordial

Challenge 8 (3,900 XP)

Land's Stride. Moving through nonmagical difficult terrain cost her no extra movement. She can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. She also has advantage on saving throws against plants that have been created or manipulated to impede movement.

Natural Recovery. During a short rest, she can regain expended spell slots equal to a combined level of 6. None can be 6th level or higher. Needs to finish a long rest to reset this feature.

Nature's Ward. Can't be charmed or frightened by elementals or fey, and she is immune to poison and disease.

Spellcasting. Skorpla is a 12th level druid. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks).

Cantrips. (at will): *druidcraft, guidance, shillelagh, thorn whip*

1st level. (4 slots): *animal friendship, cure wounds, fog cloud, thunderwave*

2nd level. (3 slots): *barkskin, beast sense, darkvision, invisibility, pass without trace*

3rd level. (3 slots): *call lightning, daylight, dispel magic, haste, water breathing*

4th level. (3 slots): *blight, conjure woodland beings, dream, freedom of movement, ice storm*

5th level. (2 slots): *commune with nature, divination, insect plague, mass cure wounds*

6th level. (1 slot): *heal*

Wild Shape. Skorpla can use a bonus action to assume the shape of a CR 1 or less beast for 3 hours. Can use twice, resets w/rest.

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d8 + 3) bludgeoning damage.

NPC BIO

Personality Skorpla is a creative, inquisitive woman.

Appearance A middle-aged woman with long brown hair and blue eyes. 5' 7" 131 lbs. 38 years old

Characteristics

Ideal. Health.

Bond. Her familiar, Bonny, has been with her for years.

Flaw. Skorpla underestimates her many talents.

Background

Skorpla was an entertainer (storyteller). She has a **cat** familiar named Bonny. She loves to read and go for walks in the wilderness.

Equipment

backpack, 3 days of rations, *staff of the woodlands*, 3 *potions of greater healing*, quill, disguise kit, flute, bottle of ink, 4 pieces of parchment, toasted honey sandwich, sprig of mistletoe, torch, cloak, 86gp, 54pp.

ADREX ARGENTIUS

7th level fighter (Champion subclass)
Medium humanoid (red dragonborn), lawful good

Armor Class 15 (chain shirt)
Hit Points 59 (7d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	12 (+1)	10 (+0)	10 (+0)

Saving Throws Str +7, Con +5
Skills Athletics +7, Survival +3
Senses passive Perception 10
Languages Common, Draconic
Challenge 4 (1,100 XP)

Action Surge. He can take an additional action. He must rest to regain this feature.

Breath Weapon 1/day. Fire breath. 2d6 DC 10 Constitution save.

Fire Resistance. Resistance to fire damage.

Improved Critical. A 19 on a weapon attack is also a critical hit.

Remarkable Athlete. He can add +2 to any Strength, Dexterity, or Constitution check he makes that doesn't already use his proficiency bonus. In addition, when he makes a running jump, can jump an extra 4 feet.

Second Wind. He can use a bonus action to regain 1d10 + 7 hit points. He must rest to regain this feature.

Actions

Multiattack. Adrex makes two melee attacks or two ranged attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (2d6 + 4) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. Hit (1d10 + 1) piercing damage.

NPC BIO

Personality Adrex is a solemn, serious individual.

Appearance Muscular red dragonborn male. 6' 8" 253 lbs. 25 years old

Characteristics

Ideal. Honor.

Bond. He would sacrifice his life for a righteous cause.

Flaw. Adrex is emotionally immature.

Background

Adrex was an outlander (exile). He was thrown out of his homeland for speaking out against the brutal ruler. He is brave and loyal and a welcome addition to any adventuring party.

Equipment

backpack, 3 days of rations, torch, steel mirror, crossbow bolt case, 18 crossbow bolts, tinderbox, cloak, 3gp.

THORIN STOUTALE

8th level fighter (Champion subclass)
Medium humanoid (hill dwarf), lawful neutral

Armor Class 19 (chain mail, shield)
Hit Points 64 (8d10)
Speed 25 ft.

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

Saving Throws Str +7, Con +6
Skills Athletics +7, Intimidation +6, Survival +3
Senses darkvision 60 ft., passive Perception 10
Languages Common, Dwarvish
Challenge 5 (1,800 XP)

Action Surge. He can take an additional action. He must rest to regain this feature.

Dwarven Resilience. He has advantage on saves against poison, and resistance against poison damage.

Improved Critical. A 19 on a weapon attack is also a critical hit.

Remarkable Athlete. He can add +2 to any Strength, Dexterity, or Constitution check he makes that doesn't already use his proficiency bonus. In addition, when he makes a running jump, can jump an extra 4 feet.

Second Wind. He can use a bonus action to regain 1d10 + 8 hit points. He must rest to regain this feature.

Actions

Multiattack. Thorin makes two melee attacks or two ranged attacks.

+2 Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (1d10 + 6) slashing damage.

+1 Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. Hit (1d8 + 2) piercing damage.

NPC BIO

Personality Thorin has lost too many friends, and he is slow to make new ones.

Appearance Good-looking dwarf male with brown hair, a brown beard, and hazel eyes. 4' 2" 130 lbs. 143 years old

Characteristics

Ideal. Responsibility.

Bond. He'll never forget the crushing defeat his company suffered or the enemies who dealt it.

Flaw. Thorin obeys the law, even if the law causes misery.

Background

Thorin was a soldier (infantry). His company of hill dwarves were almost completely wiped out by an orc ambush. More than a hundred hill dwarves were killed, and Thorin barely escaped.

Equipment

backpack, 6 days of rations, tinderbox, dice set, crossbow bolt case, 19 crossbow bolts, *potion of healing*, bag of 20 caltrops, cloak, 44gp.

LAELEN REESE

9th level fighter (Cavalier subclass)
Medium humanoid (half-elf), chaotic good

Armor Class 16 (chain mail)
Hit Points 79 (9d10)
Speed 30 ft.

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

Saving Throws Str +7, Con +7
Skills Athletics +7, History +4, Persuasion +4
Senses darkvision 60 ft., passive Perception 9
Languages Common, Elvish, Orc
Challenge 6 (2,300 XP)

Action Surge. She can take an additional action. She must rest to regain this feature.

Born to the Saddle. Laelen has advantage on saving throws made to avoid falling off her mount. If she falls off her mount and descend no more than 10', she can land on her feet if she's not incapacitated. Finally, mounting or dismounting a creature costs her only 5' of movement, rather than half her speed.

Fey Ancestry. She has advantage on saving throws against being charmed, and magic can't put her to sleep.

Indomitable. She can reroll a saving throw that she fails. Resets with a long rest.

Second Wind. She can use a bonus action to regain 1d10 + 9 hit points. She must rest to regain this feature.

Unwavering Mark. When she hits a creature with a melee weapon attack, she can mark the creature until the end of her next turn. This effect ends early if she is incapacitated or she dies or if someone else marks the creature. While it is within 5' of her, a creature marked by her has disadvantage on any attack roll that doesn't target her. In addition, if a creature marked by her deals damage to anyone other than her, she can make a special melee weapon attack against the marked creature as a bonus action on her next turn. She has advantage on the attack roll, and if it hits, the attack's weapon damage deal 4 extra hit points damage. Regardless of the number of creatures she marks, she can make this special attack 3 times, and resets feature after a long rest.

Actions

Multiattack. Laelen makes two melee attacks or two ranged attacks.

+2 Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (1d10 + 5) slashing damage.

+1 Shortbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. Hit (1d6 + 5) piercing damage.

Reactions

Warding Maneuver. If Laelen or a creature she can see within 5' of her is hit by an attack, she can roll a 1d8 as a reaction if she is wielding a melee weapon or a shield. Roll the die, and add the number rolled to the target's AC against the attack. If the attack still hits, the target has resistance against the attack's damage. She can use this feature 3 times and resets with a long rest.

NPC Bio

Personality Despite her noble birth, Laelen doesn't place herself above other folk.

Appearance Tall half-elf female with pale skin, blonde hair, and silver eyes. 5' 10" 146 lbs. 160 years old

Characteristics

Ideal. Respect.

Bond. Her loyalty to her sovereign is unwavering.

Flaw. Laelen hides a scandalous secret that could ruin her family forever.

Background

Laelen was a noble. Her family is extremely wealthy and wanted her to stay away from the adventuring life. However, after uncovering a terrible family secret, Laelen headed out on her own. She still visits the queen and has completed many quests for her.

Equipment

backpack, 3 days of rations, quiver, 20 arrows, *potion of heroism*, tinderbox, leather pouch, playing cards set, signet ring, cloak, 138gp, 27pp.

MARAE SYLVATHRA

10th level fighter (Arcane Archer subclass)
Medium humanoid (high elf), chaotic neutral

Armor Class 17 (+2 studded leather)
Hit Points 81 (10d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	10 (+0)	14 (+2)	10 (+0)	17 (+3)

Saving Throws Str +6, Con +4
Skills Acrobatics +7, Athletics +6, Nature +6, Perception +4, Survival +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Elvish, Gnomish
Challenge 6 (2,300 XP)

Action Surge. She can take an additional action. She must rest to regain this feature.

Arcane Archer Lore. Has proficiency in the Nature skill and knows the *druidcraft* cantrip.

Arcane Shot. 1/turn when she fires arrow she can apply one of the following options. Two uses and resets with a rest. DC 14.

Banishing Arrow. Charisma save or be banished. At the end of its next turn, the target reappears in the space it vacated.

Bursting Arrow. Target and all creatures within 10' take 2d6 force damage each.

Enfeebling Arrow. Extra 2d6 necrotic damage. Con save or damage dealt by its weapon attacks is halved until the start of her next turn.

Shadow Arrow. Extra 2d6 psychic damage and must succeed on a Wis save or be unable to see anything farther than 5' away until the start of her next turn.

Curving Shot. When she makes an attack roll with a magic arrow and misses, she can use a bonus action to reroll the attack roll against a different target within 60' of the original target.

Elf Cantrip. *mending* cantrip. Intelligence is the spellcasting ability.

Fey Ancestry. She has advantage on saving throws against being charmed, and magic can't put her to sleep.

Magic Arrow. Whenever she fires a nonmagical arrow, she can make it magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Second Wind. She can use a bonus action to regain 1d10 + 10 hit points. She must rest to regain this feature.

Actions

Multiattack. Marae makes two melee attacks or two ranged attacks.

+2 Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit (1d10 + 4) slashing damage.

+1 Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. Hit (1d8 + 4) piercing damage.

NPC Bio

Personality Marae has a lesson for every situation, drawn from observing nature.

Appearance Very pretty high elf female with tan skin, long blonde hair, and light blue eyes. 5' 6" 101 lbs. 175 years old.

Characteristics

Ideal. Nature.

Bond. An injury to the unspoiled wilderness of her home is an injury to her.

Flaw. Marae is a risk-taker.

Background

Marae was an outlander (exile). She was banished from her home after protecting a pack of wolves. One of the wolves attacked a young child and almost killed it. Marae knows she made the right decision and would do it again. She trusts nature.

Equipment

backpack, 2 days of rations, tinderbox, healer's kit, bedroll, hunting trap, tinderbox, quiver, 17 +1 arrows, cloak, 73gp.

FRANKLIN FASTBLADE

11th level fighter (Champion subclass)
Small humanoid (stout halfling), lawful good

Armor Class 19 (chain mail, shield)
Hit Points 101 (11d10)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	17 (+3)	10 (+0)	12 (+1)	7 (-2)

Saving Throws Str +7, Con +7
Skills Insight +5, Perception +5, Religion +4
Senses passive Perception 15
Languages Common, Halfling, Dwarvish, Elvish
Challenge 7 (2,900 XP)

Action Surge. He can take an additional action. He must rest to regain this feature.

Brave. Advantage on saves against being frightened.

Halfling Nimbleness. Can move through the space of any creature that is larger.

Indomitable. He can reroll a saving throw that he fails. Resets with a long rest.

Improved Critical. A 19 on a weapon attack is also a critical hit.

Lucky. Can reroll any 1s.

Remarkable Athlete. He can add +2 to any Strength, Dexterity, or Constitution check he makes that doesn't already use his proficiency bonus. In addition, when he makes a running jump, can jump an extra 4 feet.

Second Wind. He can use a bonus action to regain 1d10 + 11 hit points. He must rest to regain this feature.

Stout Resilience. Has advantage on saving throws against poison, and has resistance against poison damage.

Actions

Multiattack. Franklin makes three melee attacks or three ranged attacks.

+2 Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit (1d10 + 4) slashing damage.

+1 Light Crossbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. Hit (1d8 + 3) piercing damage.

NPC BIO

Personality Franklin sees omens in every event and action.

Appearance Badly scarred halfling male with fair skin, brown hair, and hazel eyes. 3' 2" 40 lbs. 28 years old.

Characteristics

Ideal. Tradition.

Bond. He will do anything to protect the temple where he served.

Flaw. Franklin is inflexible in his thinking.

Background

Franklin was an acolyte. He is very superstitious and appears to be extremely anxious. Franklin believes everything the local priest teaches and is quite narrow-minded.

Equipment

backpack, 3 days of rations, tinderbox, holy symbol, prayer book, 3 torches, bedroll, crossbow bolt case, 20 crossbow bolts, *potion of heroism*, cloak, 56gp.

MALCOLM MARX

12th level fighter (Champion subclass)
Medium humanoid (human), chaotic good

Armor Class 19 (plate)
Hit Points 104 (12d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Str +9, Con +8
Skills Athletics +9, Intimidation +5, Survival +5
Senses passive Perception 10
Languages Common
Challenge 8 (3,900 XP)

Action Surge. He can take an additional action. He must rest to regain this feature.

Indomitable. He can reroll a saving throw that he fails. Resets with a long rest.

Improved Critical. A 19 on a weapon attack is also a critical hit.

Remarkable Athlete. He can add +2 to any Strength, Dexterity, or Constitution check he makes that doesn't already use his proficiency bonus. In addition, when he makes a running jump, can jump an extra 4 feet.

Second Wind. He can use a bonus action to regain 1d10 + 12 hit points. He must rest to regain this feature.

Actions

Multiattack. Malcolm makes three melee attacks or three ranged attacks.

+2 Greatsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit (2d6 + 7) slashing damage.

+1 Heavy Crossbow. *Ranged Weapon Attack:* +11 to hit, range 100/400 ft., one target. Hit (1d10 + 4) piercing damage.

NPC BIO

Personality Malcolm is a focused, driven warrior.

Appearance A bulky man with short brown hair and brown eyes. 6' 2" 235 lbs. 24 years old

Characteristics

Ideal. Strength.

Bond. The Fighters' Guild.

Flaw. Malcolm acts first, asks questions later.

Background

Malcolm was a soldier (infantry). He has just left the army and returned to his small village. The local Fighters' Guild welcomed him into their ranks immediately. Malcolm is a fierce warrior and strikes fear into the enemy when he arrives on the scene.

Equipment

backpack, 4 days of rations, dice set, crossbow bolt case, 20 crossbow bolts, 2 torches, cloak, 102gp.

POG FOGGLESTONE

7th level monk (Way of the Drunken Master subclass)
Small humanoid (rock gnome), chaotic neutral

Armor Class 16
Hit Points 46 (7d8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	10 (+0)	14 (+2)	11 (+0)

Saving Throws Str +5, Dex +7
Skills Animal Handling +5, Insight +5, Stealth +7, Survival +5
Senses darkvision 60 ft., passive Perception 12
Languages Common, Gnomish
Challenge 4 (1,100 XP)

Drunken Technique. Whenever he uses Flurry of Blows, he gains the benefit of the Disengage action, and his walking speed increases by 10 feet until the end of the current turn.

Evasion. Able to dodge out of the way of certain area effects. When he is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead take no damage if he succeeds on the saving throw, and only half damage if he fails.

Flurry of Blows. 1 ki pt. 2 unarmed strikes/bonus action

Gnome Cunning. Advantage against all Intelligence, Wisdom, and Charisma saving throws against magic.

Ki-Empowered Strike. Unarmed strikes are magical.

Open Hand Technique. If Flurry of Blows hits then can knock prone (DC 14) Dexterity save or push up to 15 ft. away /Strength save or it can't take reactions for a turn.

Patient Defense. He can spend 1 ki point to take the Dodge action as a bonus action.

Step of the Wind. He can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Stillness of Mind. Use action to end charmed/frightened effect.

Stunning Strike. He can spend 1 ki point to stun. CON save. DC13

Tipsy Sway. Can move in sudden, swaying ways.

Leap to Your Feet. When he's prone, he can stand up by spending 5 feet of movement.

Redirect Attack. When a creature misses him with an attack roll, he can spend 1 ki point as a reaction to cause that attack to hit one creature of his choice, other than the attacker, that he can see within 5 feet of him.

Actions

Multiattack. Pog makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d6 + 4) bludgeoning damage.

Dart. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. Hit (1d4 + 4) bludgeoning damage.

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 11 hit points.

Slow Fall. Use reaction to reduce falling damage by 35 hit points.

NPC Bio

Personality Pog prefers action over thinking.

Appearance Brown-skinned rock gnome male with blonde hair and gray eyes. 3' 5" 39 lbs. 209 years old

Characteristics

Ideal. Sincerity.

Bond. He protects those who cannot protect themselves.

Flaw. Pog is a risk taker.

Background

Pog was a folk hero. He is a very brave and bold monk. Pog will charge fearlessly into battle and has a great deal of adventuring experience. He is honest, down-to-earth, and a good addition to any adventuring party.

Equipment

backpack, 3 days of rations, 7 darts, bedroll, cook's utensils, tinderbox, *ring of warmth*, *potion of healing*, cloak, 22gp.

Ki Points

7

CALISTA THE QUICK

8th level monk (Sun Soul subclass)

Medium humanoid (human), neutral

Armor Class 14

Hit Points 55 (8d8)

Speed 45 ft.

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

Saving Throws Str +6, Dex +7

Skills Acrobatics +7, Athletics +6, Performance +3

Senses passive Perception 10

Languages Common, Dwarvish

Challenge 5 (1,800 XP)

Evasion. Able to dodge out of the way of certain area effects. When she is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead take no damage if she succeeds on the saving throw, and only half damage if she fails.

Flurry of Blows. 1 ki pt. 2 unarmed strikes/bonus action

Ki-Empowered Strike. Unarmed strikes are magical.

Patient Defense. She can spend 1 ki point to take the Dodge action as a bonus action.

Radiant Sun Bolt. Ranged spell attack hurls searing bolt of magical radiance. Range is 30 ft. +7 to hit, 1d4 + 4 radiant damage. Can spend 1 ki point to attack twice as a bonus action.

Searing Arc Strike. Immediately after she takes the Attack action, she can spend 2 ki points to cast *burning hands* as a bonus action. Can spend 1 ki point to increase 1 level up to 4th level.

Step of the Wind. She can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Stillness of Mind. Use action to end charmed/frightened effect.

Stunning Strike. She can spend 1 ki point to stun. CON save. DC11

Actions

Multiattack. Calista makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d6 + 4) bludgeoning damage.

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 12 hit points.

Slow Fall. Use reaction to reduce falling damage by 40 hit points.

NPC BIO

Personality Calista loves a good insult, even one directed at her.

Appearance Young woman with medium-length black hair and brown eyes. 5' 9" 123 lbs. 27 years old

Characteristics

Ideal. People.

Bond. She would do anything for the other members of her old troupe.

Flaw. Calista has trouble keeping her true feelings hidden.

Background

Calista was an entertainer (dancer). When she was younger she belonged to a dance troupe who would travel across the land. After meeting some adventurers on the road, she decided to leave her former life as an entertainer to go on a quest.

Equipment

backpack, 2 days of rations, bag of 18 caltrops, disguise kit, torch, *potion of gaseous form*, *ring of jumping*, cloak, 31gp.

Ki Points

8

SEYLETH RAETHRAN

9th level monk (Way of the Open Hand subclass)
Medium humanoid (high elf), lawful neutral

Armor Class 15
Hit Points 64 (9d8)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	14 (+2)	12 (+1)	12 (+1)	17 (+3)

Saving Throws Str +6, Dex +8
Skills History +5, Insight +5, Perception +5, Persuasion +7
Senses darkvision 60 ft., passive Perception 15
Languages Common, Elvish, Fey
Challenge 6 (2,300 XP)

Elf Cantrip. *blade ward* cantrip. INT is the spellcasting ability.

Evasion. Able to dodge out of the way of certain area effects. When she is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead take no damage if she succeeds on the saving throw, and only half damage if she fails.

Fey Ancestry. She has advantage on saving throws against being charmed, and magic can't put her to sleep.

Flurry of Blows. 1 ki pt. 2 unarmed strikes/bonus action

Ki-Empowered Strike. Unarmed strikes are magical.

Open Hand Technique. If Flurry of Blows hits then can knock prone (DC 14) Dexterity save or push up to 15 ft. away /Strength save or it can't take reactions for a turn.

Patient Defense. She can spend 1 ki point to take the Dodge action as a bonus action.

Step of the Wind. She can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Stillness of Mind. Use action to end charmed/frightened effect.

Stunning Strike. She can spend 1 ki point to stun. CON save. DC13

Wholeness of Body 1/day. Can heal 27 hit points.

Actions

Multiattack. Seyleth makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit (1d6 + 4) bludgeoning damage.

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 13 hit points.

Slow Fall. Use reaction to reduce falling damage by 45 hit points.

NPC BIO

Personality Seyleth is rude to people who lack her commitment to hard work and fair play.

Appearance Tall high elf female with fair skin, medium-length blonde hair, and greenish-blue eyes. 6' 1" 131 lbs. 251 years old

Characteristics

Ideal. Aspiration.

Bond. She created a great bow for someone, and then found them unworthy to receive it. She's still looking for someone worthy.

Flaw. Seyleth is quick to assume that someone is trying to cheat her.

Background

Seyleth was a guild artisan (bowyer). She was commissioned to make a magical bow for a noble in a nearby city. However, Seyleth discovered the noblewoman used slaves in her businesses. The elf monk was horrified and decided to cancel the agreement. This has angered the powerful noble.

Equipment

backpack, 4 days of rations, *ring of swimming*, woodcarver's tools, cloak, *30gp*.

Ki Points

9

TRAVOK TRUEBLOOD

10th level monk (Way of the Open Hand subclass)
Medium humanoid (hill dwarf), lawful good

Armor Class 15

Hit Points 69 (10d8)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Str +7, Dex +8

Skills Insight +5, Religion +4

Senses darkvision 60 ft., passive Perception 11

Languages Common, Dwarvish, Goblin

Challenge 6 (2,300 XP)

Evasion. Able to dodge out of the way of certain area effects. When he is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead take no damage if he succeeds on the saving throw, and only half damage if he fails.

Flurry of Blows. 1 ki pt. 2 unarmed strikes/bonus action

Ki-Empowered Strike. Unarmed strikes are magical.

Dwarven Resilience. He has advantage on saves against poison, and resistance against poison damage.

Open Hand Technique. If Flurry of Blows hits then can knock prone (DC 14) Dexterity save or push up to 15 ft. away /Strength save or it can't take reactions for a turn.

Patient Defense. He can spend 1 ki point to take the Dodge action as a bonus action.

Purity of Body. His mastery of the ki flowing through him makes him immune to disease and poison.

Step of the Wind. He can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Stillness of Mind. Use action to end charmed/frightened effect.

Stunning Strike. He can spend 1 ki point to stun. CON save. DC13

Wholeness of Body 1/day. Can heal 30 hit points.

Actions

Multiattack. Travok makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit (1d6 + 4) bludgeoning damage.

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 14 hit points.

Slow Fall. Use reaction to reduce falling damage by 50 hit points.

NPC BIO

Personality Travok misquotes sacred texts and proverbs in almost every situation.

Appearance Brown haired male dwarf with a long beard and gray eyes. 3' 10" 124 lbs. 108 years old

Characteristics

Ideal. Charity.

Bond. Everything he does is for the common people.

Flaw. Travok is inflexible in his thinking.

Background

Travok was an acolyte. He is loyal to his deity and has joined a brotherhood of monks who work to help the common people. This group of monks give away almost all their wealth to the local community.

Equipment

backpack, 3 days of rations, holy symbol, prayer book, *potion of heroism*, *potion of greater healing*, cloak, 13gp.

Mount

donkey

Ki Points

10

RAAGOG GHAALADOR

11th level monk (Way of the Open Hand subclass)
Medium humanoid (blue dragonborn), neutral

Armor Class 17

Hit Points 70 (11d8)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	14 (+2)	10 (+0)	15 (+2)	7 (-2)

Saving Throws Str +8, Dex +9

Skills Athletics +8, Sleight of Hand +9, Stealth +9

Senses passive Perception 12

Languages Common, Draconic

Challenge 7 (2,900 XP)

Breath Weapon 1/day. Lightning breath. 2d6 DC 10 CON save.

Flurry of Blows. 1 ki pt. 2 unarmed strikes/bonus action

Ki-Empowered Strike. Unarmed strikes are magical.

Lightning Resistance. Resistance to lightning damage.

Open Hand Technique. If Flurry of Blows hits then can knock prone (DC 14) Dexterity save or push up to 15 ft. away /Strength save or it can't take reactions for a turn.

Patient Defense. He can spend 1 ki point to take the Dodge action as a bonus action.

Purity of Body. His mastery of the ki flowing through him makes him immune to disease and poison.

Step of the Wind. He can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Stillness of Mind. Use action to end charmed/frightened effect.

Stunning Strike. He can spend 1 ki point to stun. CON save. DC14

Wholeness of Body 1/day. Can heal 18 hit points.

Actions

Multiattack. Raagog makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (1d8 + 5) bludgeoning damage.

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 16 hit points.

Slow Fall. Use reaction to reduce falling damage by 55 hit points.

NPC BIO

Personality Raagog bluntly says what other people are hinting at or hiding.

Appearance Bulky male blue dragonborn with a badly broken nose. 6' 2" 221 lbs. 28 years old

Characteristics

Ideal. People.

Bond. He owes his survival to another urchin who taught him to live on the streets.

Flaw. Raagog represses much of what he feels.

Background

Raagog was an urchin. This dragonborn found his way to a brotherhood of monks after living on the streets for many years. He is still good friends with the other urchin who helped him survive on the streets.

Equipment

backpack, 3 days of rations, disguise kit, thieves' tools, torch, *lantern of revealing*, tinderbox, cloak, 21gp.

Ki Points

11

MOONCLAW

12th level monk (Way of the Drunken Master subclass)
Medium humanoid (tabaxi), lawful good

Armor Class 15

Hit Points 89 (12d8)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	12 (+1)	16 (+3)	10 (+0)	11 (+0)

Saving Throws Str +7, Dex +9

Skills Arcana +7, History +7, Perception +4, Religion +7, Stealth +9

Senses passive Perception 14

Languages Common, Abyssal, Infernal

Challenge 8 (3,900 XP)

Cats Claws. Climb speed of 20'. In addition, Moonclaw's claws are natural weapons, which they can use to make unarmed strikes. If Moonclaw hits with them, does slashing damage equal to 1d4 + 3, instead of the bludgeoning damage.

Cat's Talent. Is proficient in the Perception and Stealth skills.

Drunkard's Luck. When they make an ability check, an attack roll, or a saving throw and have disadvantage on the roll, they can spend 2 ki points to cancel the disadvantage for that roll.

Drunken Technique. Whenever Moonclaw uses Flurry of Blows, they gain the benefit of the Disengage action, and walking speed increases by 10 feet until the end of their current turn.

Evasion. Able to dodge out of the way of certain area effects. When subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if successful on the saving throw, and only half damage upon a failure.

Feline Agility. When Moonclaw moves in combat, they can double speed until the end of the turn. Once they use this trait, they can't use it again until moves 0 feet on a turn.

Flurry of Blows. 1 ki pt. 2 unarmed strikes/bonus action

Ki-Empowered Strike. Unarmed strikes are magical.

Patient Defense. Can spend 1 ki point to take the Dodge action as a bonus action.

Purity of Body. Mastery of the ki makes them immune to disease and poison.

Step of the Wind. Can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Stillness of Mind. Use action to end charmed/frightened effect.

Stunning Strike. Can spend 1 ki point to stun. CON save. DC12

Tipsy Sway. Can move in sudden, swaying ways.

Leap to Your Feet. When Moonclaw is prone, they can stand up by spending 5 feet of movement.

Redirect Attack. When a creature misses them with an attack roll, they can spend 1 ki point as a reaction to cause that attack to hit one creature, other than the attacker, that they can see within 5'.

Actions

Multiattack. Moonclaw makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (1d8 + 5) bludgeoning damage.

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 17 hit points.

Slow Fall. Use reaction to reduce falling damage by 60 hit points.

NPC BIO

Personality Moonclaw enjoys mysteries more than anything else.

Appearance A tabaxi with dark fur and yellow eyes. 6' 4" 221 lbs. 24 years old

Characteristics

Ideal. Change.

Bond. They have worked to preserve a library.

Flaw. Moonclaw overlooks obvious solutions in favor of complicated ones.

Background

Moonclaw was a sage (librarian). They have been working in a library in a great city for many years. Over time people have tried to close down the trove of arcane knowledge but Moonclaw has fought to protect it. They don't identify as male or female.

Equipment

backpack, 5 days of rations, tinderbox, *potion of superior healing*, cloak, 164gp.

Ki Points

12

JACQUELINE GOODWIN

7th level paladin (Oath of Devotion subclass)
Medium humanoid (human), lawful good

Armor Class 20 (+1 chain mail, shield)
Hit Points 59 (7d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	14 (+2)	12 (+1)	20 (+5)

Saving Throws Wis +4, Cha +8
Skills Arcana +5, Athletics +4, History +5, Persuasion +8
Senses darkvision 60 ft., passive Perception 11
Languages Common, Dwarvish, Elvish, Halfling
Challenge 4 (1,100 XP)

Aura of Devotion. Jacqueline and friendly creatures within 10 ft. of her can't be charmed while she is conscious.

Aura of Protection. Whenever Jacqueline or a friendly creature within 10 feet of her must make a saving throw, the creature gains a +5 bonus to the saving throw.

Channel Divinity/Sacred Weapon. Add Charisma modifier to attack rolls for 1 minute. Emit bright light 20 ft., dim light 20 ft.

Channel Divinity/Turn the Unholy. Turn fiends/undead within 30 ft.

Divine Health. She is immune to disease.

Divine Sense 6/day. She can know the location of any celestial, fiend, or undead within 60 ft.

Divine Smite. When she hits a creature, she can expend a spell slot to deal 2d8 radiant damage. 1d8 for 2nd.

Lay on Hands. She can draw from a pool of 35 hit points to restore hit points, or cure diseases or poisons.

Spellcasting. Jacqueline is a 7th level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +8 to hit with spell attacks).

1st level. (4 slots): *bless, cure wounds, divine favor, shield of faith*

2nd level. (3 slots): *aid, branding smite, find steed*

Oath spells: *lesser restoration, protection from evil and good, sanctuary, zone of truth*

Actions

Multiattack. Jacqueline makes two attacks.

+1 Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit (1d10 + 2) slashing damage.

NPC BIO

Personality Jacqueline is a gentle, kind individual.

Appearance Beautiful young woman with long blonde hair and blue eyes. 5' 7" 105 lbs. 20 years old.

Characteristics

Ideal. Family.

Bond. She would do anything for her friends and family.

Flaw. Jacqueline is a hopeless romantic.

Background

Jacqueline was a sage (student). She left home to study on a nearby island. The young warrior is eager to join an adventuring party and help rid the world of evil. She is truly a remarkably authentic and healthy soul.

Equipment

backpack, 4 days of rations, holy symbol, 3 flasks of holy water, quill, bottle of ink, 6 pieces of parchment, tinderbox, bedroll, bag of 18 caltrops, cloak, 44gp.

SAPHARA WYSTONAAR

8th level paladin (Oath of Vengeance subclass)
Medium humanoid (bronze dragonborn), lawful neutral

Armor Class 19 (plate)
Hit Points 72 (8d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	10 (+0)	15 (+2)	16 (+3)

Saving Throws Wis +5, Cha +6
Skills Animal Handling +5, Athletics +7, Intimidation +6, Survival +5
Senses passive Perception 12
Languages Common, Draconic
Challenge 5 (1,800 XP)

Aura of Protection. Whenever Saphara or a friendly creature within 10 feet of her must make a saving throw, the creature gains a +5 bonus to the saving throw.

Breath Weapon 1/day. Fire breath. 2d6 DC 10 Constitution save.

Channel Divinity/Abjure Enemy. As an action, she can present her holy symbol and speak a prayer of denunciation, using her Channel Divinity. She chooses one creature within 60' of her that she can see. That creature must make a Wisdom saving throw, unless it is immune to being frightened. Fiends and undead have disadvantage on this saving throw. On a failed save, the creature is frightened for 1 min or until it takes damage. While frightened, the creature's speed is 0, and it can't benefit from any bonus to its speed. On a successful save, the creature's speed is halved for 1 minute or until the creature takes any damage.

Channel Divinity/Vow of Enmity. As a bonus action, she can utter a vow of enmity against a creature she can see within 10' of her, using her Channel Divinity. She gains advantage on attack rolls

Divine Health. She is immune to disease.

Divine Sense 4/day. She can know the location of any celestial, fiend, or undead within 60 ft.

Divine Smite. When she hits a creature, she can expend a spell slot to deal 2d8 radiant damage. 1d8 for 2nd.

Fire Resistance. Resistance to fire damage.

Lay on Hands. She can draw from a pool of 40 hit points to restore hit points, or cure diseases or poisons.

Relentless Avenger. When she hits a creature with an opportunity attack, she can move up to half her speed immediately after the attack and as part of the same reaction. This movement doesn't provoke opportunity attacks.

Spellcasting. Saphara is an 8th level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks).

1st level. (4 slots): *compelled duel*, *searing smite*, *thunderous smite*, *wrathful smite*

2nd level. (3 slots): *aid*, *branding smite*, *find steed*

Oath spells: *bane*, *hold person*, *hunter's mark*, *misty step*

Actions

Multiattack. Saphara makes two attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d10 + 4) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. Hit (1d10 + 1) piercing damage.

NPC Bio

Personality Saphara gets bored easily. She is extremely restless.

Appearance Beautiful, muscular female bronze dragonborn. 6' 5" 228 lbs. 21 years old

Characteristics

Ideal. Community.

Bond. She is loyal to her knighthood.

Flaw. Saphara desperately wants a noble title.

Background

Saphara was a folk hero. She saved a caravan of dragonborn from an orc raid when she was quite young. Saphara is now part of a well-known knighthood. This paladin will punish wrongdoers by any means necessary.

Equipment

backpack, 2 days of rations, tinker's tools, flask of holy water, tinderbox, *potion of gaseous form*, *driftglobe*, crossbow bolt case, 20 crossbow bolts, torch, cloak, 63gp.

Mount

large warhorse

GABRIEL GODSPEED

9th level paladin (Oath of Devotion subclass)
Medium humanoid (protector aasimar), lawful good

Armor Class 17 (chain mail)
Hit Points 75 (9d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	10 (+0)	10 (+0)	17 (+3)	17 (+3)

Saving Throws Wis +7, Cha +7
Skills Insight +7, Medicine +7, Religion +4
Senses darkvision 60 ft., passive Perception 13
Languages Common, Celestial
Challenge 6 (2,300 XP)

Aura of Devotion. Gabriel and friendly creatures within 10 ft. of him can't be charmed while he is conscious.

Aura of Protection. Whenever Gabriel or a friendly creature within 10 feet of him must make a saving throw, the creature gains a +5 bonus to the saving throw.

Celestial Radiance. Gabriel has resistance to necrotic damage and radiant damage.

Channel Divinity/Sacred Weapon. Add Charisma modifier to attack rolls for 1 minute. Emit bright light 20 ft., dim light 20 ft.

Channel Divinity/Turn the Unholy. Turn fiends/undead within 30 ft.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d6 + 4) bludgeoning damage.

Divine Health. He is immune to disease.

Divine Sense 4/day. He can know the location of any celestial, fiend, or undead within 60 ft.

Divine Smite. When he hits a creature, he can expend a spell slot to deal 2d8 radiant damage. 1d8 for 2nd.

Healing Hands. As an action, he can touch a creature and cause it to regain 9 hit points. He must finish a long rest to reuse.

Lay on Hands. He can draw from a pool of 45 hit points to restore hit points, or cure diseases or poisons.

Light Bearer. He knows the *light* cantrip.

Radiant Soul. Can use an action to cause his eyes to glimmer and two luminous, incorporeal wings to sprout from his back. This transformation lasts for 1 minute or until ended as a bonus action. Flying speed of 30 ft. and once on each of his turns he can deal an extra 9 radiant damage. This resets with a long rest.

Spellcasting. Gabriel is a 9th level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks).

1st level. (4 slots): *bless, cure wounds, shield of faith, searing smite*

2nd level. (3 slots): *aid, find steed, locate object*

3rd level. (2 slots): *crusader's mantle, revivify*

Oath spells: *beacon of hope, dispel magic, lesser restoration, protection from evil and good, sanctuary, zone of truth*

Actions

Multiattack. Gabriel makes two attacks.

+1 Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (1d10 + 5) slashing damage.

NPC BIO

Personality Gabriel has been isolated for so long he rarely speaks.

Appearance Handsome young man with long black hair and dark blue eyes. 6' 4" 211 lbs. 24 years old

Characteristics

Ideal. Greater Good.

Bond. He is loyal to his knighthood.

Flaw. Gabriel is dogmatic in his thoughts and philosophy.

Background

Gabriel was a hermit. He is part of a scouting company that explores the far corners of the underworld. She enjoys hunting down the enemies of the drow.

Equipment

backpack, 5 days of rations, holy symbol, 2 flasks of holy water, herbalism kit, tinderbox, torch, bedroll, blanket, cloak, 22gp.

Mount

riding horse

EREVAN SIARAN

10th level paladin (Oath of the Ancients subclass)
Medium humanoid (high elf), lawful good

Armor Class 21 (plate, shield)
Hit Points 80 (10d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	10 (+0)	10 (+0)	16 (+3)	19 (+4)

Saving Throws Wis +7, Cha +8
Skills History +4, Insight +7, Intimidation +8, Perception +7, Persuasion +8
Senses darkvision 60 ft., passive Perception 17
Languages Common, Elvish, Abyssal
Challenge 6 (2,300 XP)

Aura of Courage. Erevan and friendly creatures within 10 feet of him can't be frightened while he is conscious.

Aura of Protection. Whenever Eladrae or a friendly creature within 10 feet of him must make a saving throw, the creature gains a +5 bonus to the saving throw.

Aura of Warding. Erevan and friendly creatures within 10 feet of him have resistance to damage from spells.

Channel Divinity: Nature's Wrath. Cause spectral vines to spring up and reach for a creature within 10 ft. STR or DEX save or be restrained. Can repeat save at end of each of its turns.

Channel Divinity: Turn the Faithless. Utter ancient words and present holy symbol to fey or fiends within 30 ft. They must make a WIS save or be turned for 1 minute or until they take damage. If the creature's true form is concealed, that form is revealed.

Divine Health. He is immune to disease.

Divine Sense 5/day. He can know the location of any celestial, fiend, or undead within 60 ft.

Divine Smite. When he hits a creature, he can expend a spell slot to deal 2d8 radiant damage. 1d8 for 2nd.

Elf Cantrip. *friends* cantrip. Intelligence is the spellcasting ability.

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

Lay on Hands. He can draw from a pool of 50 hit points to restore hit points, or cure diseases or poisons.

Spellcasting. Erevan is a 10th level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks).

1st level. (4 slots): *bless, cure wounds, heroism, shield of faith*

2nd level. (3 slots): *branding smite, find steed, locate object*

3rd level. (2 slots): *blinding smite, dispel magic*

Oath spells: *ensnaring strike, misty step, moonbeam, plant growth, protection from energy, speak with animals*

Actions

Multiattack. Eladrae makes two attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit (1d8 + 2) slashing damage.

+1 Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. Hit (1d8 + 4) piercing damage.

NPC BIO

Personality Erevan flatters everyone he meets.

Appearance Handsome high elf male with pale skin, golden hair, and gray eyes. 5' 8" 108 lbs. 175 years old

Characteristics

Ideal. Respect.

Bond. The common folk must see him as a hero of the people.

Flaw. Erevan fails to take things seriously at times.

Background

Erevan was a noble. He is from an extremely wealthy elf family. This paladin a charming, worldly individual. He gets along with almost everyone.

Equipment

backpack, 7 days of rations, holy symbol, 4 flasks of holy water, dragonchess set, quiver, 19 +1 arrows, cloak, 75pp.

VESSA VIRTUE

11th level paladin (Oath of the Ancients subclass)
Medium humanoid (human), lawful good

Armor Class 20 (+3 studded leather)
Hit Points 91 (11d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	10 (+0)	15 (+2)	20 (+5)

Saving Throws Wis +6, Cha +9
Skills Acrobatics +8, Athletics +6
Senses passive Perception 12
Languages Common, Elvish
Challenge 7 (2,900 XP)

Aura of Courage. Vessa and friendly creatures within 10 feet of her can't be frightened while she is conscious.

Aura of Protection. Whenever Vessa or a friendly creature within 10 feet of her must make a saving throw, the creature gains a +5 bonus to the saving throw.

Aura of Warding. Vessa and friendly creatures within 10 feet of her have resistance to damage from spells.

Channel Divinity: Nature's Wrath. Cause spectral vines to spring up and reach for a creature within 10 ft. STR or DEX save or be restrained. Can repeat save at end of each of its turns.

Channel Divinity: Turn the Faithless. Utter ancient words and present holy symbol to fey or fiends within 30 ft. They must make a WIS save or be turned for 1 minute or until they take damage. If the creature's true form is concealed, that form is revealed.

Divine Health. She is immune to disease.

Divine Sense 6/day. She can know the location of any celestial, fiend, or undead within 60 ft.

Divine Smite. When she hits a creature, she can expend a spell slot to deal 2d8 radiant damage. 1d8 for 2nd.

Lay on Hands. She can draw from a pool of 55 hit points to restore hit points, or cure diseases or poisons.

Sacred Weapon. Add Charisma modifier to attack rolls for 1 minute. Emit bright light 20 ft., dim light 20 ft.

Spellcasting. Vessa is an 11th level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks).

1st level. (4 slots): *bless, cure wounds, shield of faith, thunderous smite*

2nd level. (3 slots): *aid, find steed, protection from poison*

3rd level. (3 slots): *aura of vitality, create food and water, daylight*

Oath spells: *ensnaring strike, misty step, moonbeam, plant growth, protection from energy, speak with animals*

Actions

Multiattack. Vessa makes two attacks.

+2 Shortsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit (1d6 + 6) slashing damage plus (1d8) radiant damage.

NPC Bio

Personality Vessa is a friendly, happy individual.

Appearance Very beautiful, athletic young woman with long brown hair and dark blue eyes. 5' 6" 125 lbs. 23 years old.

Characteristics

Ideal. Mastery.

Bond. She is close friends with other athletes.

Flaw. Vessa can be judgemental at times.

Background

Vessa was an athlete. She worships a deity who promotes physical health and fitness. Vessa is very healthy and believes her health includes her mental and emotional inner life.

Equipment

backpack, 3 days of rations, 3 flasks of holy water, holy symbol, torch, tinderbox, cloak, 61pp.

Mount

riding horse

ZAUL

12th level paladin (Oath of Devotion subclass)
Medium humanoid (human), lawful good

Armor Class 19 (plate)
Hit Points 94 (12d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	10 (+0)	15 (+2)	19 (+4)	18 (+4)

Saving Throws Wis +8, Cha +8
Skills Insight +8, Religion +6
Senses passive Perception 14
Languages Common, Dwarvish, Elvish
Challenge 8 (3,900 XP)

Aura of Courage. Zaul and friendly creatures within 10 feet of him can't be frightened while he is conscious.

Aura of Devotion. Zaul and friendly creatures within 10 ft. of him can't be charmed while he is conscious.

Aura of Protection. Whenever Zaul or a friendly creature within 10 feet of him must make a saving throw, the creature gains a +5 bonus to the saving throw.

Channel Divinity/Sacred Weapon. Add Charisma modifier to attack rolls for 1 minute. Emit bright light 20 ft., dim light 20 ft.

Channel Divinity/Turn the Unholy. Turn fiends/undead within 30 ft.

Divine Health. He is immune to disease.

Divine Sense 5/day. He can know the location of any celestial, fiend, or undead within 60 ft.

Divine Smite. When he hits a creature, he can expend a spell slot to deal 2d8 radiant damage. 1d8 for 2nd.

Lay on Hands. He can draw from a pool of 60 hit points to restore hit points, or cure diseases or poisons.

Spellcasting. Zaul is a 12th level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks).

1st level. (4 slots): *command, cure wounds, divine favor, wrathful smite*

2nd level. (3 slots): *branding smite, find steed, locate object*

3rd level. (3 slots): *blinding smite, crusader's mantle, daylight*

Oath spells: *beacon of hope, dispel magic, lesser restoration, protection from evil and good, sanctuary, zone of truth*

Actions

Multiattack. Zaul makes two attacks.

+1 Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit (2d6 + 4) slashing damage plus (1d8) radiant damage.

+1 Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. Hit (1d8 + 2) piercing damage.

NPC Bio

Personality Zaul quotes sacred texts and proverbs in almost every situation.

Appearance Attractive bald, middle-aged man with gray eyes. 6' 3" 219 lbs. 48 years old

Characteristics

Ideal. Tradition.

Bond. He will do anything to protect his temple.

Flaw. Zaul is inflexible in his thinking.

Background

Zaul was an acolyte. He is a rather solemn, focused individual with no sense of humor. Zaul doesn't drink alcohol and pursues a quiet life.

Equipment

backpack, 3 days of rations, 4 flasks of holy water, holy symbol, prayer book, quiver, 15 +2 arrows, tinderbox, bedroll, holy symbol, cloak, 110sp, 68gp.

Equipment

warhorse

ANDER QUICKSTEP

7th level ranger (Hunter subclass)

Small humanoid (lightfoot halfling), lawful neutral

Armor Class 16 (studded leather)

Hit Points 62 (7d10)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	8 (-1)	10 (+0)	12 (+1)

Saving Throws Str +5, Dex +7

Skills Athletics +5, Sleight of Hand +7, Stealth +7, Survival +3

Senses passive Perception 10

Languages Common, Halfling, Orc

Challenge 4 (1,100 XP)

Brave. Advantage on saves against being frightened.

Favored Enemy. Orcs! He has advantage on Wisdom (Survival) checks to track them.

Halfling Nimbleness. Can move through the space of any creature that is larger.

Horde Breaker. He can take another attack with same weapon once per turn against a different creature.

Lucky. Can reroll any 1s.

Multiattack Defense. When a creature hits him with an attack, he gains a +4 bonus to AC against all attacks by that creature/turn.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Naturally Stealthy. Can attempt to hide even when only obscured by a creature that is at least one size larger.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Spellcasting. His spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks).

1st level. (4 slots): *animal friendship*, *cure wounds*, *fog cloud*, *speak with animals*

2nd level. (3 slots): *cordon of arrows*, *darkvision*, *pass without trace*

Actions

Multiattack. Ander makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d6 + 4) piercing damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. Hit (1d6 + 4) piercing damage.

NPC BIO

Personality Ander hides scraps of food and trinkets away in his pockets.

Appearance Average-size halfling male with tan skin and blonde hair. 2' 10" 38 lbs. 41 years old

Characteristics

Ideal. Community.

Bond. He owes his survival to another urchin who taught him to survive on the streets.

Flaw. Ander feels that people that can't take care of themselves get what they deserve.

Background

Ander was an urchin. He barely survived his years on the streets of a large city. Ander feels especially close to humans as it was a human who taught him how to survive on the streets.

Equipment

backpack, 5 days of rations, disguise kit, thieves' tools, quiver, 19 arrows, torch, bedroll, tinderbox, bag of 20 caltrops, cloak, 18gp.

VARONIS

8th level ranger (Hunter subclass)
Medium humanoid (firbolg), neutral good

Armor Class 15 (chain shirt)
Hit Points 69 (8d10)
Speed 30 ft.

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

Saving Throws Str +6, Dex +7
Skills Athletics +6, Nature +6, Survival +6
Senses darkvision 60 ft., passive Perception 13
Languages Common, Giant, Elvish, Fey
Challenge 5 (1,800 XP)

Favored Enemy. Giants! He has advantage on Wisdom (Survival) checks to track them.

Firbolg Magic. Can cast *detect magic* and *disguise self*, WIS is spellcasting ability. Resets with rest

Giant Killer. When a Large, or larger creature within 5' of him hits or misses him with an attack, he can use her reaction to attack that creature immediately after its attack, if able to be seen.

Hidden Step. As a bonus action, he can magically turn invisible until the start of his next turn or until he attacks, makes a damage roll, or forces someone to make a saving throw. Resets with rest.

Land Stride. Moving through nonmagical difficult terrain costs him no extra movement. He can also pass through nonmagical plants without being slowed down by them and without taking damage from them if they have thorns, spikes, or a similar hazard. In addition, he has advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

Multiattack Defense. When a creature hits him with an attack, he gains a +4 bonus to AC against all attacks by that creature/turn.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Powerful Build. Counts as one size larger when determining carrying capacity and the weight he can push, drag, or lift.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Speech of Beast and Leaf. Beasts and plants can understand the meaning of his words. Advantage on CHA checks to influence them.

Spellcasting. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks).

1st level. (4 slots): *animal friendship*, *cure wounds*, *hunter's mark*, *speak with animals*

2nd level. (3 slots): *animal messenger*, *beast sense*, *silence*

Actions

Multiattack. Varonis makes two melee attacks or two ranged attacks.

+1 Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d10 + 4) slashing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. Hit (1d8 + 4) piercing damage.

NPC Bio

Personality Varonis is a relaxed, calm individual.

Appearance A huge male firbolg with gray skin, brown hair, and blue eyes. 7' 10" 2290 lbs.

Characteristics

Ideal. Community.

Bond. He is close to the other creatures in the woods.

Flaw. Varonis doesn't always consider his needs.

Background

Varonis was an outlander (hunter). He grew up in the woods and has decided to make it his home. The ranger protects the area from a clan of evil giants.

Equipment

backpack, 4 days of rations, healer's kit, 50 ft. rope, quiver, 16 arrows, hunting trap, cloak, 47gp.

LESLEY WESTBROOK

9th level ranger (Monster Slayer subclass)
Medium humanoid (human), neutral good

Armor Class 15 (chain shirt)
Hit Points 73 (9d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	16 (+3)	10 (+0)	16 (+3)	14 (+2)	17 (+3)

Saving Throws Str +6, Dex +7
Skills Insight +6, Investigation +7, Persuasion +7
Senses darkvision 60 ft., passive Perception 12
Languages Common, Abyssal, Infernal
Challenge 6 (2,300 XP)

Favored Enemy. Fiends! She has advantage on Wisdom (Survival) checks to track them.

Fey Ancestry. She has advantage on saving throws against being charmed, and magic can't put her to sleep.

Hunter's Sense. As an action she can choose one creature she can see within 60'. She immediately learns whether the creature has any damage immunities, resistances, or vulnerabilities and what they are (unless hidden by divination magic). 2 uses/resets with long rest.

Land Stride. Moving through nonmagical difficult terrain costs her no extra movement. She can also pass through nonmagical plants without being slowed down by them and without taking damage from them if they have thorns, spikes, or a similar hazard. In addition, she has advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Slayer's Prey. As a bonus action, she can designate one creature she can see within 60' of her as the target of this feature. The first time each turn that she hits that target with a weapon attack, it takes an extra 1d6 damage. Resets with a short or long rest. Ends if she designates a different creature.

Spellcasting. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks).

1st level. (4 slots): *alarm*, *cure wounds*, *fog cloud*, *hail of thorns*, *protection from evil and good*

2nd level. (3 slots): *cordon of arrows*, *darkvision*, *silence*, *zone of truth*

3rd level. (2 slots): *lightning arrow*, *magic circle*, *water breathing*

Supernatural Defense. Whenever the target of her Slayer's Prey forces her to make a saving throw and whenever she makes an ability check to escape that target's grapple, add 1d6 to her roll.

Actions

Multiattack. Lesley makes two melee attacks or two ranged attacks.

+1 Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d10 + 3) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. Hit (1d8 + 3) piercing damage.

NPC BIO

Personality Lesley is always telling people how much she loves living outside the city.

Appearance Young woman with light brown hair and blue eyes. 5' 7" 124 lbs. 25 years old

Characteristics

Ideal. Generosity.

Bond. She feels close to the animals in the wild.

Flaw. Lesley is very jealous of other artists.

Background

Lesley was a guild artisan (calligrapher). For a couple of years, she was a calligrapher in a large settlement. However, she trained with a local Fighters' Guild and left for the wilderness soon afterwards. She is eager to join any group of adventurers.

Equipment

backpack, 3 days of rations, bedroll, calligrapher's tools, tinderbox, torch, crossbow bolt case, 20 +1 *crossbow bolts*, bag of 20 caltrops, 2 *potions of greater healing*, cloak, 29gp.

TANIS THE SWIFT

10th level ranger (Monster Slayer subclass)
Medium humanoid (half-elf), chaotic neutral

Armor Class 16 (+1 leather armor)
Hit Points 88 (10d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	10 (+0)	12 (+1)	14 (+2)	17 (+3)

Saving Throws Str +5, Dex +8
Skills Deception +7, Investigation +5, Stealth +8
Senses darkvision 60 ft., passive Perception 12
Languages Common, Elvish, Thieves' cant
Challenge 6 (2,300 XP)

Favored Enemy. Undead! He has advantage on Wisdom (Survival) checks to track them.

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

Hide in Plain Sight. Can spend 1 minute camouflaging himself. +10 to Dexterity (Stealth) checks as long as remaining there without moving or taking actions.

Hunter's Sense. As an action he can choose one creature he can see within 60'. He immediately learns whether the creature has any damage immunities, resistances, or vulnerabilities and what they are (unless hidden by divination magic). 2 uses/resets with long rest.

Land Stride. Moving through nonmagical difficult terrain costs her no extra movement. He can also pass through nonmagical plants without being slowed down by them and without taking damage from them if they have thorns, spikes, or a similar hazard. In addition, he has advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Slayer's Prey. As a bonus action, he can designate one creature he can see within 60' of him as the target of this feature. The first time each turn that he hits that target with a weapon attack, it takes an extra 1d6 damage. Resets with a short or long rest. Ends if he designates a different creature.

Spellcasting. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks).

1st level. (4 slots): *animal friendship*, *detect magic*, *ensnaring strike*, *hunter's mark*, *protection from evil and good*

2nd level. (3 slots): *cordon of arrows*, *pass without trace*, *silence*, *zone of truth*

3rd level. (2 slots): *lightning arrow*, *magic circle*, *nondetection*, *water breathing*

Supernatural Defense. Whenever the target of his Slayer's Prey forces him to make a saving throw and whenever he makes an ability check to escape that target's grapple, add 1d6 to her roll.

Actions

Multiattack. Tanis makes two melee attacks or two ranged attacks.

+1 Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit (1d10 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. Hit (1d6 + 4) piercing damage.

NPC BIO

Personality Tanis is on a path of redemption.

Appearance Attractive male half-elf with medium-length blonde hair and green eyes. 5' 9" 130 lbs. 28 years old

Characteristics

Ideal. People.

Bond. Someone he loved died because of a mistake he made. That will never happen again.

Flaw. If there's a plan, he'll forget it. If he doesn't forget, he'll ignore it.

Background

Tanis was a criminal (pickpocket). He used to work for the local Thieves' Guild. He has now dedicated himself to hunting down the creatures of the night, wielders of grim magic, and evil rogues.

Equipment

backpack, 2 days of rations, set of playing cards, thieves' tools, quiver, 18 +1 arrows, 2 potions of greater healing, bag of caltrops (20), cloak, 63gp.

LADY CAROLINE BENNETT

11th level ranger (Hunter subclass)

Medium humanoid (human), chaotic neutral

Armor Class 18 (+1 studded leather)

Hit Points 94 (11d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	12 (+1)	16 (+3)	20 (+5)

Saving Throws Str +7, Dex +9

Skills Athletics +7, History +5, Insight +7, Persuasion +9

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 7 (2,900 XP)

Escape the Horde. Opportunity attacks against her are made with disadvantage.

Favored Enemy. Undead! She has advantage on Wisdom (Survival) checks to track them.

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

Hide in Plain Sight. Can spend 1 minute camouflaging herself. +10 to Dex (Stealth) checks as long as remaining there without moving or taking actions.

Horde Breaker. She can take another attack with same weapon once per turn against a different creature.

Land Stride. Moving through nonmagical difficult terrain costs her no extra movement. She can also pass through nonmagical plants without being slowed down by them and without taking damage from them if they have thorns, spikes, or a similar hazard. In addition, she has advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Spellcasting. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks).

1st level. (4 slots): *animal friendship*, *cure wounds*, *hunter's mark*, *speak with animals*

2nd level. (3 slots): *beast sense*, *darkvision*, *pass without trace*

3rd level. (3 slots): *lightning arrow*, *water breathing*, *water walk*

Whirlwind Attack. Can make a melee attack against any number of creatures within 5', with separate attack rolls.

Actions

Multiattack. Caroline makes two melee attacks or two ranged attacks.

+2 Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (1d10 + 5) slashing damage.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. Hit (1d8 + 5) piercing damage.

NPC Bio

Personality Caroline is a warm, intelligent young woman.

Appearance Extremely beautiful young woman with long light brown hair and blue eyes. 5' 10" 129 lbs. 20 years old

Characteristics

Ideal. Love.

Bond. She is very close to her family.

Flaw. Caroline gets distracted by all the attention she gets.

Background

Caroline was a noble. She attracts a lot of attention because of her beauty. The young ranger has never really learned how to deal with this. She loves healing people and seeks to learn more about healing magic.

Equipment

backpack, 5 days of rations, dice set, quiver, 20 +1 arrows, two *potions of greater healing*, healer's kit, cloak, 70gp.

Mount

riding horse

HALEY OF THE SOUTHWOODS

12th level ranger (Hunter subclass)
Medium humanoid (half-elf), chaotic good

Armor Class 19 (+2 studded leather)
Hit Points 101 (12d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+5)	10 (+0)	12 (+1)	15 (+2)	18 (+4)

Saving Throws Str +5, Dex +9
Skills Animal Handling +6, Insight +6, Perception +6
Senses darkvision 60 ft., passive Perception 12
Languages Common, Draconic, Elvish, Goblin
Challenge 8 (3,900 XP)

Escape the Horde. Opportunity attacks against her are made with disadvantage.

Favored Enemy. Goblins! She has advantage on Wisdom (Survival) checks to track them.

Fey Ancestry. She has advantage on saving throws against being charmed, and magic can't put her to sleep.

Hide in Plain Sight. Can spend 1 minute camouflaging herself. +10 to Dex (Stealth) checks as long as remaining there without moving or taking actions.

Land Stride. Moving through nonmagical difficult terrain costs her no extra movement. She can also pass through nonmagical plants without being slowed down by them and without taking damage from them if they have thorns, spikes, or a similar hazard. In addition, she has advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Spellcasting. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks).

1st level. (4 slots): *animal friendship*, *cure wounds*, *fog cloud*, *speak with animals*

2nd level. (3 slots): *beast sense*, *darkvision*, *spike growth*

3rd level. (3 slots): *conjure animals*, *lightning arrow*, *speak with plants*

Whirlwind Attack. Can make a melee attack against any number of creatures within 5', with separate attack rolls.

Actions

Multiattack. Haley makes two melee attacks or two ranged attacks.

+2 Shortsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit (1d10 + 7) piercing damage.

+2 Light Crossbow. *Ranged Weapon Attack:* +11 to hit, range 80/320 ft., one target. Hit (1d8 + 7) piercing damage.

NPC Bio

Personality Haley is a passionate, intense individual.

Appearance Gorgeous half-elf female with long blonde hair and green eyes. 5' 5" 89 lbs. 23 years old

Characteristics

Ideal. Beauty.

Bond. She is very close to her father.

Flaw. Haley has a sharp tongue and curses like a sailor.

Background

Haley was a moneylender. However, she longed for adventure and headed into the wilderness whenever possible. When she was eighteen years old, she met a master ranger who taught her for two years. Haley is obsessed with dragons and befriended the first good one she met.

Equipment

backpack, 5 days of rations, crossbow bolt case, 20 crossbow bolts, bag of 20 caltrops, cloak, *potion of superior healing*, *potion of speed*, 66gp, 44pp.

Mount

young silver dragon

KIARA WINDRUNNER

7th level rogue (Scout subclass)
Medium humanoid (air gensai), neutral

Armor Class 16 (studded leather)
Hit Points 41 (7d8)
Speed 30 ft.

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

Saving Throws Dex +7, Int +6
Skills Acrobatics +7, Athletics +3, Animal Handling +4, Nature +4, Sleight of Hand +7, Stealth +7, Survival +4
Senses passive Perception 11
Languages Common, Thieves' cant, Primordial
Challenge 4 (1,100 XP)

Cunning Action. Bonus action/Dash, Disengage, or Hide

Evasion. When she is subjected to an effect that allows her to make a Dexterity save to take only half damage, she instead takes no damage if she succeeds and only half damage if she fails.

Mingle with the Wind. Kiara can cast the *levitate* spell once with this trait, requiring no material components, and she regains the ability to cast it this way when she finishes a long rest. Constitution is her spellcasting ability for this spell.

Skirmisher. She can move up to half her speed as a reaction when an enemy ends its turn with 5 ft. of her. This movement doesn't provoke opportunity attacks.

Sneak Attack. Once per turn, she can deal an extra 4d6 damage to one creature she hits with an attack if she has advantage or if another enemy is within 5 ft. of it.

Survivalist. She has proficiency in the Nature and Survival skills. Her proficiency bonus is also doubled for an ability check she makes with either of these proficiencies.

Unending Breath. Kiara can hold her breath indefinitely while she is not incapacitated.

Actions

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d6 + 4) piercing damage.

Reactions

Uncanny Dodge. When an attacker that she can see hits her with an attack, she can use her reaction to halve the attack's damage against her.

NPC BIO

Personality Kiara is a calm, patient individual.

Appearance Air gensai female with light blue skin, hair, and eyes. 6' 154 lbs. 26 years old

Characteristics

Ideal. Freedom.
Bond. She would do anything for her family.
Flaw. Kiara can take a long time to make a decision.

Background

Kiara was a folk hero. She was inspired by her father's heroic life as an adventurer. First, she fought off an evil wizard and now she travels the land looking for quests.

Equipment

backpack, 2 days of rations, thieves' tools, bedroll, tinderbox, small mirror, *potion of healing*, cloak, 49gp.

NAIMA SEAM

8th level rogue (Inquisitive subclass)
Medium humanoid (human), lawful good

Armor Class 16 (leather armor)
Hit Points 50 (8d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	10 (+0)	10 (+0)	16 (+3)	17 (+3)

Saving Throws Dex +7, Int +3
Skills Athletics +4, Insight +6, Investigation +3, Perception +6
Senses passive Perception 16
Languages Common, Thieves' cant, Halfling
Challenge 5 (1,800 XP)

Cunning Action. Bonus action/Dash, Disengage, or Hide

Ear for Deceit. Whenever Naima makes a Wisdom (Insight) check to determine a lie, she treats a roll of 7 or lower as an 8.

Eye for Detail. Able to use a bonus action to make a Wisdom (Perception) check to spot a hidden creature or object or to make an Intelligence (Investigation) check to uncover or decipher clues.

Evasion. When she is subjected to an effect that allows her to make a Dexterity save to take only half damage, she instead takes no damage if she succeeds and only half damage if she fails.

Insightful Fighting. Able to use a bonus action to make a Wisdom (Insight) check against a creature she can see that isn't incapacitated, contested by the target's Charisma (Deception) check. If she succeeds, she can use her Sneak Attack against that target even if she doesn't have advantage on the attack roll, but not if she has disadvantage on it. Lasts for 1 minute or until she successfully uses this feature against a different target.

Sneak Attack. Once per turn, she can deal an extra 4d6 damage to one creature she hits with an attack if she has advantage or if another enemy is within 5 ft. of it.

Steady Eye. She has advantage on any Wisdom (Perception) or Intelligence (Investigation) check if she moves no more than half her speed on the same turn.

Actions

+1 Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit (1d4 + 5) piercing damage.

+1 Light Crossbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. Hit (1d8 + 5) piercing damage.

Reactions

Uncanny Dodge. When an attacker that she can see hits her with an attack, she can use her reaction to halve the attack's damage against her.

NPC BIO

Personality Naima is a resourceful, strong-willed person.

Appearance Beautiful young woman with dark skin, curly black hair, and brown eyes. 5' 6" 110 lbs. 32 years old

Characteristics

Ideal. Respect.

Bond. She would sacrifice her life for her companions.

Flaw. Naima is extremely stubborn.

Background

Naima was a sailor. She had to escape her home and found refuge on a ship. Naima travelled to many ports over the last twenty years. She has numerous contacts around the kingdom.

Equipment

backpack, 3 days of rations, thieves' tools, navigator's tools, crossbow bolt case, 20 crossbow bolts, bag of 20 caltrops, bedroll, tinderbox, cloak, 60' rope, 61gp.

GOTHUR BRAZZIK

9th level rogue (Swashbuckler subclass)
Medium humanoid (mountain dwarf), lawful neutral

Armor Class 17 (+1 studded leather)
Hit Points 56 (9d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	14 (+2)	16 (+3)	10 (+0)	17 (+3)

Saving Throws Dex +8, Int +7
Skills Acrobatics +8, Animal Handling +4, Athletics +3, Persuasion +7, Stealth +8, Survival +4
Senses darkvision 60 ft., passive Perception 10
Languages Common, Thieves' cant, Dwarvish
Challenge 6 (2,300 XP)

Cunning Action. Bonus action/Dash, Disengage, or Hide

Dwarven Resilience. He has advantage on saves against poison, and resistance against poison damage.

Evasion. When he is subjected to an effect that allows him to make a Dexterity save to take only half damage, he instead takes no damage if he succeeds and only half damage if he fails.

Fancy Footwork. During his turn, if he makes a melee attack against a creature, that creature can't make opportunity attacks against him for the rest of his turn.

Panache. As an action, he can make a Charisma (Persuasion) check contested by a creature's Wisdom (Insight) check. If he succeeds on the check and the creature is hostile to him, it has disadvantage on attack rolls against targets other than him and can't make opportunity attacks against targets other than him. This effect lasts for 1 min, until one of his companions attacks the target or affects it with a spell, or until he and the target are more than 60 ft. apart. Charmed if a friendly target.

Rakish Audacity. Gain +3 to initiative rolls. He can also use his Sneak Attack without needing advantage on the attack roll if he is within 5 ft. of him, no other creatures are within 5 ft. of him, and he doesn't have disadvantage on the attack roll.

Sneak Attack. Once per turn, he can deal an extra 5d6 damage to one creature he hits with an attack if he has advantage or if another enemy is within 5 ft. of it.

Actions

+2 Dagger. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit (1d4 + 6) piercing damage.

+1 Light Crossbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. Hit (1d8 + 5) piercing damage.

Reactions

Uncanny Dodge. When an attacker that he can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

NPC BIO

Personality Gothur is always ready to help someone in need.

Appearance Dwarf male with brown hair, a long brown beard, and dark blue eyes. 4' 2" 138 lbs. 271 years old

Characteristics

Ideal. Fairness.

Bond. He protects those who cannot protect themselves.

Flaw. Gothur is convinced of the significance of his destiny, and is blind to his shortcomings and the risk of failure.

Background

Gothur was a folk hero. He saved his small village from a goblin attack. There is a statue of him that still stands in the settlement today. He is a loyal adventurer searching for a quest to undertake.

Equipment

backpack, 2 days of rations, brewer's supplies, Thieves' tools, crossbow bolt case, 14 +1 crossbow bolts, bag of 18 caltrops, tinderbox, cloak, 53gp.

FIVIN AMASSUS

10th level rogue (Thief subclass)
Medium humanoid (wood elf), lawful neutral

Armor Class 15 (+1 leather armor)

Hit Points 58 (10d8)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	10 (+0)	16 (+3)	10 (+0)	17 (+3)

Saving Throws Dex +7, Int +7

Skills Acrobatics +7, Deception +7, Investigation +7, Sleight of Hand +7, Stealth +7

Senses darkvision 60 ft., passive Perception 10

Languages Common, Thieves' cant, Elvish

Challenge 6 (2,300 XP)

Cunning Action. Bonus action/Dash, Disengage, or Hide

Evasion. When he is subjected to an effect that allows him to make a Dexterity save to take only half damage, he instead takes no damage if he succeeds and only half damage if he fails.

Fast Hands. Fivin can use a bonus action granted by Cunning Action to make a Dexterity (Sleight of Hand) check, use thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

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

Mask of the Wild. Can attempt to hide even when he is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Second-Story Work. Climbing is normal movement and when making a running jump he jumps an extra 4 ft.

Sneak Attack. Once per turn, he can deal an extra 5d6 damage to one creature he hits with an attack if he has advantage or if another enemy is within 5 ft. of it.

Supreme Sneak. He has advantage on Dexterity (Stealth) checks if he moves no more than half his speed on the same turn.

Actions

+1 Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit (1d6 + 4) piercing damage.

+1 Shortbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. Hit (1d6 + 4) piercing damage.

Reactions

Uncanny Dodge. When an attacker that he can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

NPC BIO

Personality Fivin always has a plan for what to do when things go wrong.

Appearance Attractive wood elf male with tanned skin, brown hair and green eyes. 5' 6" 100 lbs. 228 years old

Characteristics

Ideal. Independence.

Bond. He seeks to atone for his previous life a burglar.

Flaw. Fivin is always in debt.

Background

Fivin was a criminal (burglar). He is on a path of redemption as he has turned away from a life of crime. Fivin wants to be of service to the common folk and make the world a better place.

Equipment

backpack, 3 days of rations, set of playing cards, thieves' tools, bag of caltrops (20), quiver, 19 +1 arrows, cloak, 66gp, 45pp.

ASHA TANNER

11th level rogue (Scout subclass)
Medium humanoid (human), lawful neutral

Armor Class 17 (+2 leather armor)

Hit Points 75 (11d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	10 (+0)	10 (+0)	13 (+1)	9 (-1)

Saving Throws Dex +8, Int +4

Skills Acrobatics +7, Athletics +5, Intimidation +3, Perception +5, Stealth +7

Senses passive Perception 15

Languages Common, Thieves' cant

Challenge 7 (2,900 XP)

Cunning Action. Bonus action/Dash, Disengage, or Hide

Evasion. When she is subjected to an effect that allows her to make a Dexterity save to take only half damage, she instead takes no damage if she succeeds and only half damage if she fails.

Reliable Talent. Whenever she makes an ability check that lets her add her proficiency bonus, she can treat a d20 roll of 9 or lower as a 10.

Skirmisher. She can move up to half her speed as a reaction when an enemy ends its turn with 5 ft. of her. This movement doesn't provoke opportunity attacks.

Sneak Attack. Once per turn, she can deal an extra 6d6 damage to one creature she hits with an attack if she has advantage or if another enemy is within 5 ft. of it.

Superior Mobility. Her walking speed increases by 10 ft.

Survivalist. She has proficiency in the Nature and Survival skills. Her proficiency bonus is also doubled for an ability check she makes with either of these proficiencies.

Actions

+2 Dagger. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit (1d4 + 6) piercing damage.

+1 Light Crossbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. Hit (1d8 + 5) piercing damage.

Reactions

Uncanny Dodge. When an attacker that she can see hits her with an attack, she can use her reaction to halve the attack's damage against her.

NPC BIO

Personality Asha is full of inspiring and cautionary tales from her military experience.

Appearance Strongly built young woman with short black hair and blue eyes. 5' 10" 155 lbs. 26 years old

Characteristics

Ideal. Responsibility.

Bond. Her honor is her life.

Flaw. Asha would rather eat her armor than admit when she's wrong.

Background

Asha was a soldier (scout). War ravaged her homeland while she was growing up. Fighting one battle after another is the only life she's ever known.

Equipment

backpack, 3 days of rations, dice set, thieves' tools, crossbow bolt case, 20 crossbow bolts, *potion of invisibility*, *potion of greater healing*, cloak, 101gp, 75pp.

ECKHART NICKELPENNY

12th level rogue (Mastermind subclass)
Medium humanoid (lightfoot halfling), chaotic good

Armor Class 19 (+2 studded leather)
Hit Points 86 (12d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	10 (+0)	16 (+3)	17 (+3)	12 (+1)

Saving Throws Dex +9, Int +7
Skills Acrobatics +9, Performance +5, Persuasion +5, Stealth +9
Senses passive Perception 10
Languages Common, Thieves' cant, Dwarvish, Elvish, Halfling
Challenge 8 (3,900 XP)

Brave. Advantage on saves against being frightened.

Cunning Action. Bonus action/Dash, Disengage, or Hide

Evasion. When he is subjected to an effect that allows him to make a Dexterity save to take only half damage, he instead takes no damage if he succeeds and only half damage if he fails.

Halfling Nimbleness. Can move through the space of any creature that is larger.

Insightful Manipulator. If he spends at least 1 minute observing or interacting with another creature outside combat, he can learn certain information about its capabilities compared to his. He knows if the creature is his equal, superior, or inferior in regard to 2 of these: Int, Wis, Cha, or class level. He might also realize he knows a piece of the creature's history or one of its personality traits.

Lucky. Can reroll any 1s.

Master of Intrigue. He has proficiency with the disguise kit, the forgery kit, and the chess set. He can also unerringly mimic the speech patterns and accent of a creature that he hears speak for at least 1 minute, enabling him to pass himself off as a native speaker of a particular land, provided he knows the language.

Master of Tactics. He can use the Help action as a bonus action. Additionally, when he uses the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 ft. of him, rather than within 5 ft. of him, if the target can see or hear him.

Naturally Stealthy. Can attempt to hide even when only obscured by a creature that is at least one size larger.

Reliable Talent. Whenever he makes an ability check that lets him add his proficiency bonus, he can treat a d20 roll of 9 or lower as a 10.

Sneak Attack. Once per turn, he can deal an extra 6d6 damage to one creature he hits with an attack if he has advantage or if another enemy is within 5 ft. of it.

Actions

+2 Shortsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit (1d6 + 7) piercing damage.

+2 Shortbow. *Ranged Weapon Attack:* +11 to hit, range 80/320 ft., one target. Hit (1d8 + 7) piercing damage.

Reactions

Uncanny Dodge. When an attacker that he can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

NPC Bio

Personality Eckhart changes his mood or his mind as quickly as he changes key in a song.

Appearance A halfling male with tan skin, blonde hair, and light-blue eyes. 2' 9" 39 lbs. 32 years old

Characteristics

Ideal. Beauty.

Bond. He wants his instrument back. It was stolen a few months ago.

Flaw. Eckhart is a sucker for a pretty face.

Background

Eckhart was an entertainer (actor). A travelling entertainer took him in and taught him the trade. This rogue is always looking for a new quest. Whether he actually completes it, is another story entirely.

Equipment

backpack, 4 days of rations, thieves' tools, drum, quill, bottle of ink 5 pieces of parchment, bedroll, tinderbox, quiver, 20 +1 arrows, cloak, 51pp.

GLIM BIMBLESNAP

7th level sorcerer (Wild Magic subclass)
Medium humanoid (rock gnome), chaotic neutral

Armor Class 11 (14 with *mage armor*)
Hit Points 37 (7d6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	14 (+2)	16 (+3)	7 (-2)	17 (+3)

Saving Throws Con +5, Cha +6
Skills Animal Handling +2, Arcana +5, Persuasion +6, Survival +2
Senses darkvision 60 ft., passive Perception 8
Languages Common, Gnomish
Challenge 4 (1,100 XP)

Font of Magic. Can create extra spell slots or sorcery points.

Gnome Cunning. Advantage against all Intelligence, Wisdom, and Charisma saving throws against magic.

Metamagic. Extended Spell. Can spend 1 sorcery point to double a spell's duration (w/duration of at least 1 minute), to a maximum of 24 hours. Quickened Spell. When casting a spell with casting time of 1 action, he can spend 2 sorcery points to change the casting time to 1 bonus action.

Spellcasting. Glim is a 7th level sorcerer. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Glim has the following sorcerer spells:

Cantrips. (at will): *control flames, fire bolt, prestidigitation, thunderclap*

1st level. (4 slots): *charm person, disguise self, mage armor, thunderwave*

2nd level. (3 slots): *detect thoughts, dragon's breath, hold person*

3rd level. (3 slots): *counterspell, fireball, slow*

4th level. (1 slot): *banishment*

Tides of Chaos 1/day. Advantage on attack, check, or save.

Wild Magic Surge. Roll a d20 after casting spells, if the roll is a 1, roll on the Wild Magic Surge table.

Actions

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. Hit (1d8 - 2) bludgeoning damage.

Reactions

Bend Luck 1/day. Add 1d4 to another creature's attack roll, ability check, or saving throw (that he can see). 2 sorcery points.

NPC BIO

Personality Glim gets bored easily and wants to get on with things.

Appearance Handsome gnome male with light brown hair and green eyes. 2' 8" 31 lbs. 225 years old

Characteristics

Ideal. Sincerity.

Bond. He worked the land, he loves the land, and he will protect the land.

Flaw. Glim has a weakness for hard drink.

Background

Glim was a folk hero. When he was young a mad old hermit spoke a prophecy, saying the gnome was destined for greatness. Glim believed the hermit and has been on a mission ever since.

Equipment

backpack, 3 days of rations, tinker's tools, tinderbox, bedroll, small mirror, tankard, cloak, 42gp.

Sorcery Points

7

ANDROMEDA

8th level sorcerer (Wild Magic subclass)
Medium humanoid (human), lawful good

Armor Class 12 (15 with *mage armor*)
Hit Points 38 (8d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	16 (+3)	12 (+1)	17 (+3)

Saving Throws Con +3, Cha +6
Skills Arcana +5, Insight +4, Persuasion +6
Senses passive Perception 11
Languages Common, Elvish, Halfling
Challenge 5 (1,800 XP)

Font of Magic. Can create extra spell slots or sorcery points.

Metamagic. Extended Spell. Can spend 1 sorcery point to double a spell's duration (w/duration of at least 1 minute), to a maximum of 24 hours. Quicken Spell. When casting a spell with casting time of 1 action, she can spend 2 sorcery points to change the casting time to 1 bonus action.

Spellcasting. Andromeda is an 8th level sorcerer. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Andromeda has the following sorcerer spells:

Cantrips. (at will): *create bonfire, dancing lights, mage hand, minor illusion*

1st level. (4 slots): *color spray, feather fall, mage armor, witch bolt*

2nd level. (3 slots): *blur, levitate, scorching ray*

3rd level. (3 slots): *blink, clairvoyance, dispel magic*

4th level. (2 slots): *stoneskin*

Tides of Chaos 1/day. Advantage on attack, check, or save.

Wild Magic Surge. Roll a d20 after casting spells, if the roll is a 1, roll on the Wild Magic Surge table.

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit (1d8 + 2) bludgeoning damage.

Reactions

Bend Luck 1/day. Add 1d4 to another creature's attack roll, ability check, or saving throw (that she can see). 2 sorcery points.

NPC BIO

Personality Andromeda is a very focused individual.

Appearance Beautiful young woman with fair skin, reddish-brown hair, and blue eyes. 5' 4" 100 lbs. 21 years old.

Characteristics

Ideal. Generosity.

Bond. She owes a debt to her guild forging her into the person she is today.

Flaw. Andromeda sometimes helps others more than herself.

Background

Andromeda was a guild artisan (weaver). Wild magic came to her when she was weaving. She was only a teenager and didn't know what was happening. She is an orphan and had to learn to deal with the magical transformation all by herself. Now she is a confident, powerful sorceress.

Equipment

backpack, 2 days of rations, weaver's tools, tinderbox, bedroll, *potion of healing*, cloak, 33gp.

Sorcery Points

8

BLAZE

9th level sorcerer (Draconic subclass)
Medium humanoid (fire gensai), chaotic neutral

Armor Class 12 (15 with *mage armor*)
Hit Points 47 (9d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	16 (+3)	12 (+1)	19 (+4)

Saving Throws Con +6, Cha +8
Skills Arcana +7, Medicine +5, Religion +7
Senses passive Perception 11
Languages Common, Primordial, Draconic
Challenge 6 (2,300 XP)

Draconic Ancestor. Blue dragon ancestry. Proficiency bonus is doubled for Charisma checks with dragons if it applies.

Draconic Resilience. Skin is covered with a thin blue sheen of dragon-like scales, AC is 13 plus Dexterity modifier.

Elemental Affinity. When she casts a spell that deals lightning damage, she adds +4 to the damage roll. At the same time, she can spend 1 sorcery point to gain resistance to lightning damage for 1 hour.

Fire Resistance. Blaze has resistance to fire damage.

Font of Magic. Can create extra spell slots or sorcery points.

Reach to the Blaze. She knows the *produce flame* cantrip and burning hands spell.

Metamagic. Distant Spell. Can spend 1 sorcery point to double the range of a spell with a range of 5' or greater or make the range of a touch spell 30'. Extended Spell. Can spend 1 sorcery point to double a spell's duration (w/duration of at least 1 minute), to a maximum of 24 hours. Quickened Spell. When casting a spell with casting time of 1 action, she can spend 2 sorcery points to change the casting time to 1 bonus action.

Spellcasting. Blaze is a 9th level sorcerer. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Blaze has the following sorcerer spells:

Cantrips. (at will): *fire bolt*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st level. (4 slots): *burning hands*, *charm person*, *mage armor*, *silent image*

2nd level. (3 slots): *Aganazzar's scorcher*, *misty step*, *scorching ray*

3rd level. (3 slots): *counterspell*, *lightning bolt*, *water breathing*

4th level. (3 slots): *dimension door*, *greater invisibility*, *wall of fire*

5th level. (1 slot): *creation*

Actions

+1 Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit (1d8 + 1) bludgeoning damage.

NPC Bio

Personality Blaze is a fiery, intense individual.

Appearance Fire gensai female with golden skin, long orange hair, and red eyes. 5' 10" 131 lbs. 28 years old

Characteristics

Ideal. Change.

Bond. She idolizes a gensai hero from long ago.

Flaw. Blaze says what she thinks in every situation.

Background

Blaze was a hermit. Draconic magic found her and altered the course of her life. She is always looking for a new quest and throws herself fully into her mission.

Equipment

backpack, 6 days of rations, cloak, herbalism kit, leather pouch, 123gp, 81pp.

Sorcery Points

9

MORANA GLANHIG

10th level sorcerer (Storm Sorcery subclass)
Medium humanoid (hill dwarf), chaotic neutral

Armor Class 10 (13 with *mage armor*)
Hit Points 49 (10d6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	17 (+3)	10 (+0)	16 (+3)	18 (+4)

Saving Throws Con +7, Cha +8
Skills Athletics +6, Deception +8, Persuasion +8, Survival +7
Senses darkvision 60 ft., passive Perception 13
Languages Common, Dwarvish, Primordial
Challenge 6 (2,300 XP)

Dwarven Resilience. She has advantage on saves against poison, and resistance against poison damage.

Font of Magic. Can create extra spell slots or sorcery points.

Heart of the Storm. She has resistance to lightning and thunder damage. In addition, whenever she starts casting a spell of 1st level or higher that deals lightning or thunder damage, stormy magic erupts from her. This eruption causes creatures of her choice that she can see within 10 ft. of her to take lightning or thunder damage equal to 5 hit points.

Metamagic. Distant Spell. Can spend 1 sorcery point to double the range of a spell with a range of 5' or greater or make the range of a touch spell 30'. Extended Spell. Can spend 1 sorcery point to double a spell's duration (w/duration of at least 1 minute), to a maximum of 24 hours. Quickened Spell. When casting a spell with casting time of 1 action, she can spend 2 sorcery points to change the casting time to 1 bonus action.

Spellcasting. Morana is a 10th level sorcerer. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Morana has the following sorcerer spells:

Cantrips. (at will): *fire bolt*, *lightning lure*, *minor illusion*, *ray of frost*, *thunderclap*

1st level. (4 slots): *burning hands*, *fog cloud*, *mage armor*, *thunderwave*

2nd level. (3 slots): *misty step*, *scorching ray*, *warding wind*

3rd level. (3 slots): *lightning bolt*, *sleet storm*, *tidal wave*

4th level. (3 slots): *ice storm*, *storm sphere*, *watery sphere*

5th level. (2 slots): *cone of cold*, *control winds*

Storm Guide. Has the ability to control the weather around her. If it's raining, she can use an action to cause the rain to stop falling in a 20-foot-radius sphere centered on her. End w/bonus action. If it is windy, she can use a bonus action each round to choose the direction that the wind blows in a 100-foot-radius sphere centered on her. The wind blows in that direction until the end of her next turn. This feature doesn't alter the speed of the wind.

Tempestuous Magic. She can use a bonus action to cause whirling gusts of elemental air to briefly surround her,

immediately before and after she casts a spell of 1st level or higher. Doing so allows her to fly up to 10 ft. without provoking opportunity attacks.

Wind Speaker. Knows Primordial and can be understood by those who speak it dialects: Aquan, Auran, Ignan, and Terran.

Actions

Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit (1d8 + 2) bludgeoning damage.

NPC Bio

Personality Morana enjoys the highs and lows of life.

Appearance Muscular female dwarf with brown hair and hazel eyes. 4' 1" 34 lbs. 107 years old

Characteristics

Ideal. Chaos.

Bond. She suffers awful vision of a coming disaster and will do anything to prevent it.

Flaw. Morana is a risk-taker.

Background

Morana was an outlander (guide). She guided many people across the dark hills for many years. These days the dwarf sorcerer seeks adventure and a group of loyal companions.

Equipment

backpack, 5 days of rations, *potion of gaseous form*, bedroll, hunting trap, drum, tinderbox, cloak, *60gp*.

Sorcery Points

10

ZAETHARIAN

11th level sorcerer (Wild Magic subclass)
Medium humanoid (human), lawful good

Armor Class 11 (14 with *mage armor*)
Hit Points 52 (11d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	16 (+3)	10 (+0)	16 (+3)	19 (+4)

Saving Throws Con +7, Cha +8
Skills Arcana +4, History+4, Insight +7, Persuasion +8
Senses passive Perception 13
Languages Common, Elvish, Fey
Challenge 7 (2,900 XP)

Font of Magic. Can create extra spell slots or sorcery points.

Metamagic. Distant Spell. Can spend 1 sorcery point to double the range of a spell with a range of 5' or greater or make the range of a touch spell 30'. Extended Spell. Can spend 1 sorcery point to double a spell's duration (w/duration of at least 1 minute), to a maximum of 24 hours. Quickened Spell. When casting a spell with casting time of 1 action, he can spend 2 sorcery points to change the casting time to 1 bonus action.

Spellcasting. Zaetharian is an 11th level sorcerer. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Zaetharian has the following sorcerer spells:

Cantrips. (at will): *blade ward, light, minor illusion, prestidigitation, ray of frost*

1st level. (4 slots): *charm person, disguise self, feather fall, mage armor*

2nd level. (3 slots): *Aganazzar's scorcher, misty step, see invisibility*

3rd level. (3 slots): *counterspell, dispel magic, lightning bolt*

4th level. (3 slots): *banishment, greater invisibility, polymorph*

5th level. (2 slots): *animate objects, cone of cold*

6th level. (1 slot): *disintegrate*

Tides of Chaos 1/day. Advantage on attack, check, or save.

Wild Magic Surge. Roll a d20 after casting spells, if the roll is a 1, roll on the Wild Magic Surge table.

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit (1d8 + 1) bludgeoning damage.

Reactions

Bend Luck 1/day. Add 1d4 to another creature's attack roll, ability check, or saving throw (that he can see). 2 sorcery points.

NPC BIO

Personality Zaetharian is loved by the common folk for his kindness and generosity.

Appearance Rather attractive older man with long brown hair and green eyes. 5' 3" 100 lbs. 66 years old.

Characteristics

Ideal. Responsibility.

Bond. He feels it is his duty to protect his hometown.

Flaw. Zaetharian doesn't usually consider his own needs.

Background

Zaetharian was a noble. He gave up his life of luxury after Wild Magic found him. This sorcerer decided to use his powers to help the common folk.

Equipment

backpack, 4 days of rations, dragonchess set, *potion of flying, potion of superior healing, cloak, 51pp.*

Sorcery Points

11

JEBEDDO THE OWL

12th level sorcerer (Wild Magic subclass)
Medium humanoid (forest gnome), chaotic good

Armor Class 10 (13 with *mage armor*)
Hit Points 71 (12d6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	18 (+4)	16 (+3)	6 (-3)	20 (+5)

Saving Throws Con +8, Cha +9
Skills Arcana +7, History +7, Religion +7
Senses darkvision 60 ft., passive Perception 7
Languages Common, Gnomish, Giant, Infernal
Challenge 8 (3,900 XP)

Font of Magic. Can create extra spell slots or sorcery points.

Gnome Cunning. Advantage against all Intelligence, Wisdom, and Charisma saving throws against magic.

Metamagic. Distant Spell. Can spend 1 sorcery point to double the range of a spell with a range of 5' or greater or make the range of a touch spell 30'. Extended Spell. Can spend 1 sorcery point to double a spell's duration (w/duration of at least 1 minute), to a maximum of 24 hours. Quickened Spell. When casting a spell with casting time of 1 action, he can spend 2 sorcery points to change the casting time to 1 bonus action.

Speak with Small Beasts. Is able to communicate simple ideas with Small or smaller beasts through sounds and gestures.

Spellcasting. Jebeddo is a 12th level sorcerer. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Jebeddo has the following sorcerer spells:

Cantrips. (at will): *blade ward, light, message, minor illusion, prestidigitation, shocking grasp*

1st level. (4 slots): *charm person, disguise self, expeditious retreat, mage armor*

2nd level. (3 slots): *knock, misty step, scorching ray*

3rd level. (3 slots): *blink, lightning bolt, Melf's minute meteors*

4th level. (3 slots): *banishment, greater invisibility, wall of fire*

5th level. (2 slots): *cone of cold, teleportation circle*

6th level. (1 slot): *globe of invulnerability*

Tides of Chaos 1/day. Advantage on attack, check, or save.

Wild Magic Surge. Roll a d20 after casting spells, if the roll is a 1, roll on the Wild Magic Surge table.

Actions

+1 Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit (1d8 + 1) bludgeoning damage.

Reactions

Bend Luck 1/day. Add 1d4 to another creature's attack roll, ability check, or saving throw (that he can see). 2 sorcery points.

NPC Bio

Personality Jebeddo is convinced that people are always trying to steal his secrets.

Appearance Gnome male with long blonde hair and gray eyes. 2' 7" 30 lbs. 148 years old

Characteristics

Ideal. Beauty.

Bond. He has been searching his whole life for the secret to Wild Magic.

Flaw. Jebeddo speaks without thinking.

Background

Jebeddo was a sage (astronomer). He worked in a large castle for the local royal family for many, many years. Jebeddo continued to do research about Wild Magic. Eventually he left to live alone in a tall tower in the middle of a dark wood. He is quite charismatic and draws individuals to him.

Equipment

backpack, 7 days of rations, *potion of superior healing*, quill, bottle of ink, 3 pieces of parchment, tinderbox, cloak, 95pp.

Sorcery Points

12

VASSAGO

7th level warlock (The Celestial subclass)
Medium humanoid (tiefling), chaotic good

Armor Class 12 (padded)
Hit Points 44 (7d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	16 (+3)	17 (+3)	17 (+3)

Saving Throws Wis +6, Cha +6
Skills Acrobatics +4, Deception +6, Intimidation +6, Performance +6
Senses darkvision 60 ft., passive Perception 13
Languages Common, Infernal, Elvish
Challenge 4 (1,100 XP)

Healing Light. Healing pool of 8d6 hit points to cure wounds. As a bonus action he can heal a creature he can see within 60 ft. Can spend a maximum of 3d6. Feature resets with a long rest.

Hellish Resistance. Resistance to fire damage.

Infernal Legacy. Knows *darkness*, *hellish rebuke*, and *thaumaturgy*. Charisma is the spellcasting ability.

Pact of the Chain. Has a pseudodragon familiar. Can use an attack to let the familiar attack with its reaction.

Radiant Soul. He has resistance to radiant damage, and when he casts a spell that deals radiant or fire damage, he can add +3 to one radiant or fire damager roll against one of its targets.

Spellcasting. Vassago is a 7th level warlock. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks).

Cantrips. (at will): *eldritch blast*, *friends*, *minor illusion*

1st – 4th level. (2 slots): *charm person*, *comprehend languages*, *counterspell*, *cure wounds*, *daylight*, *dimension door*, *fly*, *guardian of faith*, *invisibility*, *flaming sphere*, *guiding bolt*, *lesser restoration*, *misty step*, *revivify*, *spider climb*, *wall of fire*

Invocations. (4): *agonizing blast*, *eldritch sight*, *mask of many faces*, *misty visions*

Actions

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

NPC BIO

Personality Vassago loves a good insult, even one directed at him.

Appearance Handsome tiefling male with red skin, blue hair, and silver eyes. 5' 6" 115 lbs. 27 years old

Characteristics

Ideal. Creativity.

Bond. He would do anything for the other members of his old troupe, the Five Tails.

Flaw. Vassago is unreliable.

Background

Vassago was an entertainer (dancer). He was part of a dance troupe, made up of tieflings, called Five Tails. They travelled the kingdom when Vassago was in his early 20s. He eventually found his calling after an encounter with an angel.

Equipment

backpack, 3 days of rations, *potion of healing*, disguise kit, cloak, 138gp, 24pp.

LUCAN LIADOS

8th level warlock (The Archfey subclass)
Medium humanoid (high elf), chaotic good

Armor Class 13 (studded leather)

Hit Points 49 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	10 (+0)	17 (+3)	17 (+3)

Saving Throws Wis +6, Cha +6

Skills Deception +6, Insight +6, Nature +6, Perception +6, Persuasion +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elvish, Fey, Sylvan

Challenge 5 (1,800 XP)

Elf Cantrip. *mending* cantrip. Intelligence is the spellcasting ability.

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

Fey Presence 2/day. Can use an action to charm or frighten in a 10ft. cube from him/DC 15 Wisdom save. Resets with rest.

Pact of the Chain. Has a **sprite** familiar. Can use an attack to let the familiar attack with its reaction.

Spellcasting. Lucan is an 8th level warlock. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks).

Cantrips. (at will): *eldritch blast, friends, mage hand, prestidigitation*

1st – 4th level. (2 slots): *blink, calm emotions, charm person, cloud of daggers, dispel magic, dominate beast, enthrall, expeditious retreat, faerie fire, gaseous form, greater invisibility, hallucinatory terrain, mirror image, misty step, phantasmal force, plant growth, sleep*

Invocations. (4): *beguiling influence, eldritch sight, misty visions, one with the shadows*

Actions

Javelin. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit (1d6) piercing damage.

Reactions

Misty Escape 2/day. Can vanish in a puff of mist in response to harm. Use reaction to turn invisible and move 60 ft. Invisible until start of next turn or action.

NPC BIO

Personality Lucan always wants to know how things work and what makes people tick.

Appearance High elf male with pale skin, silver-white hair, and greenish-gold eyes. 5' 9" 103 lbs. 133 years old

Characteristics

Ideal. Community.

Bond. The workshop where he learned his trade is the most important place in the world to him.

Flaw. Lucan is quick to trust others.

Background

Lucan was a guild artisan (wagon-maker). He worked in a small village making wagons with his father. One day an adventuring party arrived and took him on an adventure. Lucan has now become a very experienced adventurer.

Equipment

backpack, 4 days of rations, carpenter's tools, woodcarver's tools, bedroll, tinderbox, bag of 20 caltrops, cloak, 88sp, 39gp.

Mount

riding horse

CHASSATH DAARDIRN

9th level warlock (The Celestial subclass)
Medium humanoid (green dragonborn), lawful good

Armor Class 12 (+2 leather armor)
Hit Points 53 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	10 (+0)	10 (+0)	16 (+3)	18 (+4)

Saving Throws Wis +7, Cha +8
Skills Arcana +4, History +4, Persuasion +8
Senses passive Perception 13
Languages Common, Draconic, Celestial
Challenge 6 (2,300 XP)

Breath Weapon 1/day. Poison breath. 2d6 DC 10 CON save.

Healing Light. Healing pool of 9d6 hit points to cure wounds. As a bonus action she can heal a creature she can see within 60 ft. Can spend a maximum of 4d6. Feature resets with a long rest.

Pact of the Chain. Has a **pseudodragon** familiar. Can use an attack to let the familiar attack with its reaction.

Poison Resistance. Resistance to poison damage.

Radiant Soul. She has resistance to radiant damage, and when she casts a spell that deals radiant or fire damage, she can add +3 to one radiant or fire damager roll against one of its targets.

Spellcasting. Chassath is a 9th level warlock. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks).

Cantrips. (at will): *blade ward, eldritch blast, mage hand, minor illusion*

1st – 5th level. (2 slots): *charm person, comprehend languages, contact other plane, counterspell, cure wounds, daylight, dimension door, enthrall, flaming sphere, fly, guiding bolt, greater restoration, guardian of faith, hypnotic pattern, illusory script, lesser restoration, revivify, suggestion, unseen servant, wall of fire*

Invocations. (5): *ascendant step, eldritch sight, eldritch spear, eyes of the rune keeper, misty visions*

Actions

Quarterstaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d8 + 3) bludgeoning damage.

NPC BIO

Personality Chassath doesn't like to get her hands dirty.

Appearance Beautiful, muscular green dragonborn female. 7' 1" 277 lbs. 19 years old

Characteristics

Ideal. Freedom.

Bond. She will face any challenge to win the approval of her family.

Flaw. Chassath believes the world revolves around her.

Background

Chassath was a noble. She grew up in a wealthy dragonborn family in a large city. Chassath was the youngest of six sisters. Her family raised her to expect everything to be handed to her on a silver platter.

Equipment

2 days of rations, golden necklace, dragonchess set, leather pouch, signet ring, cloak, 88gp, 34pp.

AUKAN DAWNCALLER

10th level warlock (The Archfey subclass)
Medium humanoid (goliath), neutral good

Armor Class 14 (+1 studded leather)
Hit Points 58 (10d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	10 (+0)	10 (+0)	16 (+3)	17 (+3)

Saving Throws Wis +7, Cha +7
Skills Athletics +7, Intimidation +7, Nature +7
Senses passive Perception 13
Languages Common, Giant, Fey
Challenge 6 (2,300 XP)

Fey Presence 2/day. Can use an action to charm or frighten in a 10ft. cube from him/DC 15 Wisdom save. Resets with a rest.

Mountain Born. Mountain Born. Aukan is acclimated to high altitude, including elevations above 20,000 feet. He's also naturally adapted to cold climates.

Natural Athlete. He has proficiency in the Athletics skill.

Pact of the Chain. Has a **pseudodragon** familiar. Can use an attack to let the familiar attack with its reaction.

Powerful Build. He counts as one size larger when determining his carrying capacity and the weight he can push, drag, or lift.

Spellcasting. Aukan is a 10th level warlock. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks).

Cantrips. (at will): *chill touch, eldritch blast, minor illusion, poison spray*

1st – 5th level. (2 slots): *armor of Agathys, blight, blink, calm emotions, counterspell, darkness, dimension door, dominate beast, dominate person, faerie fire, fly, greater invisibility, hypnotic pattern, misty step, phantasmal force, plant growth, seeming, shatter, sleep, spider climb*

Invocations. (5): *agonizing blast, beguiling influence, devil's sight, eldritch sight, misty visions*

Stone's Endurance. Aukan can focus himself to occasionally shrug off injury. When he takes damage, he can use his reaction to roll a d12. He then reduces the damage by that amount. After he uses this trait, he can't use it again until he finishes a short or long rest.

Actions

+1 Mace. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit (1d6 + 4) slashing damage.

+2 Light Crossbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit (1d8 + 3) piercing damage.

Reactions

Beguiling Defenses. He is immune to being charmed, and when another creature attempts to charm him, he can use his reaction to attempt to turn the charm back on that creature. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by him for 1 minute or until the creature takes any damage.

Misty Escape 2/day. Can vanish in a puff of mist in response to harm. Use reaction to turn invisible and move 60 ft. Invisible until start of next turn or action.

NPC Bio

Personality Aukan is haunted by memories of war.

Appearance Hulking bald goliath with many tattoos on his muscular arms. 7' 6" 274 lbs.

Characteristics

Ideal. Greater good.

Bond. He fights for those who cannot fight for themselves.

Flaw. Aukan made a terrible mistake in battle that cost many lives.

Background

Aukan was a soldier (scout). He was part of a scouting company that ignored the warning of local farmers. Hundreds of people died in a surprise attack by the enemy.

Equipment

backpack, 4 days of rations, dice set, crossbow bolt case, 20 crossbow bolts, cloak, 72gp.

OPHELIA THE OBSCURE

11th level warlock (The Great Old One subclass)
Medium humanoid (human), chaotic good

Armor Class 15 (+2 leather armor)
Hit Points 66 (11d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	16 (+3)	7 (-2)	18 (+4)	18 (+4)

Saving Throws Wis +7, Cha +8
Skills History +2, Insight +7, Religion +2
Senses passive Perception 14
Languages Common, Deep Speech, Elvish, Primordial
Challenge 7 (2,900 XP)

Awakened Mind. She can telepathically speak to any creature she can see within 30'. She doesn't need to share a language with the creature for it to understand her telepathic utterances, but the creature must be able to understand at least one language.

Pact of the Chain. Has a **pseudodragon** familiar. Can use an attack to let the familiar attack with its reaction.

Spellcasting. Ophelia is an 11th level warlock. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks).

Cantrips. (at will): *chill touch, eldritch blast, mage hand, prestidigitation*

1st – 5th level. (3 slots): *banishment, clairvoyance, contact other plane, comprehend languages, counterspell, crown of madness, darkness, detect thoughts, dimension door, dissonant whispers, dominate beast, dominate person, expeditious retreat, Evard's black tentacles, hypnotic pattern, invisibility, phantasmal force, sending, Tasha's hideous laughter, telekinesis, tongues, witch bolt*

Invocations. (5): *eldritch sight, eyes of the runekeeper, mask of many faces, mire the mind, misty visions*

Thought Shield. Her thoughts cannot be read by telepathy or other means unless she allows it. She also has resistance to psychic damage, and whenever a creature deals psychic damage to her, that creature takes the same amount of damage.

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit (1d8 + 2) bludgeoning damage.

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

Reaction

Entropic Ward. When a creature makes an attack roll against her, she can use her reaction to impose disadvantage on that roll. If the attack misses her, her next attack roll against the creature has advantage if she makes it before the end of her next turn. Feature resets with a rest.

NPC BIO

Personality Ophelia spent so long in the temple that she has little practical experience dealing with people in the outside world.

Appearance Beautiful middle-aged woman with brown hair and brown eyes. 5' 7" 131 lbs. 34 years old

Characteristics

Ideal. Freedom.

Bond. She is devoted to her patron.

Flaw. Ophelia feels uncomfortable around others.

Background

Ophelia was an acolyte. She was part of a traumatic ritual that left her rather confused. The young acolyte wandered aimlessly until she met a Great Old One. With its direction, she found her purpose.

Equipment

backpack, 3 days of rations, holy symbol, prayer book, crossbow bolt case, 16 +1 *crossbow bolts*, 2 leather pouches, cloak, 211gp, 58pp.

STUBBINS

12th level warlock (The Archfey subclass)
Medium humanoid (human), chaotic neutral

Armor Class 16 (+2 studded leather)
Hit Points 69 (12d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	18 (+4)	19 (+4)

Saving Throws Wis +8, Cha +8
Skills Investigation +5, Medicine +8, Nature +8, Religion +5
Senses passive Perception 14
Languages Common, Fey
Challenge 8 (3,900 XP)

Fey Presence 2/day. Can use an action to charm or frighten in a 10ft. cube from him/DC 15 Wisdom save.

Pact of the Chain. Has a **sprite** familiar. Can use an attack to let the familiar attack with its reaction.

Spellcasting. Stubbins is a 12th level warlock. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks).

Cantrips. (at will): *blade ward, eldritch blast, friends, minor illusion*

1st – 5th level. (3 slots): *armor of Agathys, banishment, blink, calm emotions, darkness, dominate beast, dominate person, faerie fire, fly, greater invisibility, hold monster, hypnotic pattern, magic circle, misty step, phantasmal force, plant growth, remove curse, seeming, shatter, sleep, spider climb*

Invocations. (6): *agonizing blast, ascendant step, bewitching whispers, eldritch sight, eldritch spear, misty visions*

Actions

+3 Dagger. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (1d4 + 5) piercing damage.

Reactions

Beguiling Defenses. He is immune to being charmed, and when another creature attempts to charm him, he can use his reaction to attempt to turn the charm back on that creature. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by him for 1 minute or until the creature takes any damage.

Misty Escape 2/day. Can vanish in a puff of mist in response to harm. Use reaction to turn invisible and move 60 ft. Invisible until start of next turn or action.

NPC BIO

Personality Stubbins is oblivious to etiquette and social expectations.

Appearance Short middle-aged man with short black hair and blue eyes. 5' 9" 155 lbs. 41 years old

Characteristics

Ideal. Free Thinking.

Bond. He is still seeking enlightenment.

Flaw. Stubbins enjoys the delights of the world a little too much.

Background

Stubbins was a hermit. He lived deep in a mysterious forest for many years. After he returned to the world, he never quite got his feet on the ground. Stubbins is a lost soul and enjoys his mead far too much. This warlock is an extremely unpredictable individual.

Equipment

backpack, 4 days of rations, herbalism kit, bag of 18 caltrops, tankard, bedroll, tinderbox, cloak, 78gp.

QUINN MULLINS

7th level wizard (School of Divination subclass)
Medium humanoid (human), lawful good

Armor Class 11 (14 with *mage armor*)

Hit Points 33 (7d6)

Speed 30 ft.

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

Saving Throws Int +6, Wis +5

Skills Animal Handling +5, Arcana +6, Insight +5, Survival +5

Senses passive Perception 12

Languages Common, Gnomish, Elvish

Challenge 4 (1,100 XP)

Expert Divination. When he casts a divination spell of 2nd level or higher using a spell slot, he regains one expended spell slot. The slot he regains must be of a level lower than the spell he cast and can't be higher than 5th level.

Portent. Quinn can have glimpses of the future. Twice he can replace any attack roll, saving throw, or ability check by him or a creature that he can see with a foretelling roll on a d20. A long rest resets the feature.

Spellcasting. Quinn is a 7th level wizard. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Quinn has the following wizard spells prepared:

Cantrips. (at will): *fire bolt, light, true strike*

1st level. (4 slots): *comprehend languages, detect magic, identify, mage armor*

2nd level. (3 slots): *detect thoughts, locate object, see invisibility*

3rd level. (3 slots): *clairvoyance, lightning bolt, tongues*

4th level. (1 slot): *arcane eye*

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit (1d8) bludgeoning damage.

NPC BIO

Personality Quinn has a strong sense of fair play and always tries to find the most equitable solution to arguments.

Appearance Stocky young man with curly black hair and brown eyes. 5' 6" 174 lbs. 22 years old

Characteristics

Ideal. Fairness.

Bond. One day he hopes to see his family again.

Flaw. Quinn can be naïve at times.

Background

Quinn was a folk hero. His family disappeared many years ago and he had to learn how to survive by himself. After learning from a master mage, he began to be a protector for many of the local villages. People say this wizard can read minds and tell the future.

Equipment

backpack, 5 days of rations, spellbook, cook's utensils, component pouch, small mirror, six candles, wand, tinderbox, bedroll, cloak, 42cp, 14gp.

FELOREN AHLORNATH

8th level wizard (School of Conjuration subclass)
Medium humanoid (triton), chaotic good

Armor Class 12 (15 with *mage armor*)
Hit Points 37 (8d6)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	17 (+3)	16 (+3)	15 (+2)

Saving Throws Int +6, Wis +6
Skills Athletics +3, Insight +6, Medicine +6, Survival +6
Senses passive Perception 13
Languages Common, Primordial
Challenge 5 (1,800 XP)

Amphibious. He can breathe air and water.

Benign Transposition. Feloren can use his action to teleport up to 30' to an unoccupied space that he can see. Alternatively, he can choose a space within range that is occupied by a Small or Medium creature. If that creature is willing, you both teleport, swapping places. One he uses this feature, he can't use it again until he finishes a long rest or he casts a conjuration spell of 1st level or higher.

Control Air and Water. He can cast *fog cloud*, *gust of wind*, or *wall of water* with this trait. Charisma is the spellcasting ability. Resets with a long rest.

Emissary of the Sea. He can communicate with simple beasts that can breathe water. They can understand the meaning of his words, though he has no special ability to understand them.

Guardians of the Depths. Adapted to even the most extreme ocean depths, he has resistance to cold damage, and he ignores any of the drawbacks caused by a deep underwater environment.

Minor Conjuration. He can use his action to conjure up an inanimate object in his hand or on the ground in an unoccupied space that he can see within 10' of him. This object can be no larger than 3 feet on a side and weigh no more than 10 pounds, and its form must be that of a nonmagical object that he has seen. The object is visibly magical, radiating dim light out to 5'. The object disappears after 1 hour, when he uses this feature again, or if it takes any damage.

Spellcasting. Feloren is an 8th level wizard. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Feloren has the following wizard spells prepared:

Cantrips. (at will): *acid splash*, *create bonfire*, *mage hand*, *poison spray*

1st level. (4 slots): *fog cloud*, *mage armor*, *Tenser's floating disc*, *unseen servant*

2nd level. (3 slots): *cloud of daggers*, *misty step*, *scorching ray*

3rd level. (3 slots): *sleet storm*, *stinking cloud*, *tidal wave*

4th level. (2 slots): *conjure minor elementals*, *watery sphere*

Actions

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

NPC Bio

Personality Feloren is a cunning, wise individual.

Appearance Blue-skinned humanoid with silver hair and green eyes. 6' 1" 170 lbs. 16 years old

Characteristics

Ideal. Nature.

Bond. He will bring terrible wrath down on the evildoers who destroyed his homeland.

Flaw. Feloren is slow to trust members of other races, tribes, and societies.

Background

Feloren was an outlander (exile). He was exiled from an underwater kingdom after an army of sahuagin invaded. This triton stands out from other humanoids and has dealt with much racism and ridicule.

Equipment

backpack, 2 days of rations, horn, spellbook, orb, component pouch, 3 seashells, bedroll, cloak, 61gp.

OSBORN LITTLEFOOT

9th level wizard (School of Abjuration subclass)
Small humanoid (stout halfling), lawful good

Armor Class 11 (14 with *mage armor*)
Hit Points 41 (9d6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	16 (+3)	16 (+3)	17 (+3)

Saving Throws Int +7, Wis +7
Skills Arcana +7, Insight +7, Medicine +7, Persuasion +7
Senses passive Perception 13
Languages Common, Halfling, Gnomish
Challenge 6 (2,300 XP)

Arcane Ward. Osborn can cast an abjuration spell of 1st level or higher, and simultaneously use a strand of the spell's magic to create a magical ward on himself that lasts until he finishes a long rest. The ward has 20 hit points. Whenever he takes damage, the ward takes the damage instead. If the damage reduces the ward to 0 hit points, he takes any remaining damage. While the ward has 0 hit points, it can't absorb damage, but its magic remains. Whenever he casts an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell. Once he creates the ward, he can't create it again until he finishes a long rest.

Brave. Advantage on saves against being frightened.

Halfling Nimbleness. Can move through the space of any creature that is larger.

Lucky. Can reroll any 1s.

Projected Ward. When a creature that he can see within 30' of him takes damage, he can use his reaction to cause his Arcane Ward to absorb that damage. If this damage reduces the ward to 0 hit points, the warded creature takes any remaining damage.

Spellcasting. Osborn is a 9th level wizard. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Osborn has the following wizard spells prepared:

Cantrips. (at will): *blade ward, fire bolt, light, message*

1st level. (4 slots): *alarm, mage armor, magic missile, shield*

2nd level. (3 slots): *arcane lock, darkvision, scorching ray*

3rd level. (3 slots): *counterspell, dispel magic, glyph of warding*

4th level. (3 slots): *banishment, Mordenkainen's private sanctum, stoneskin*

5th level. (1 slot): *planar binding*

Stout Resilience. Has advantage on saving throws against poison, and has resistance against poison damage.

Actions

+2 Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d8 + 3) piercing damage.

NPC Bio

Personality Osborn doesn't part with his money easily and will haggle tirelessly to get the best deal possible.

Appearance Slim male halfling with tan skin and blonde hair. 3' 1" 27 lbs. 53 years old

Characteristics

Ideal. Community.

Bond. He owes a great debt to the master wizard who taught him.

Flaw. Osborn can be overly critical of himself and others.

Background

Osborn was a guild artisan (baker). For many years this halfling worked in a bakery in a small village. At night he studied with a powerful mage and became a wizard.

Equipment

backpack, 5 days of rations, cook's utensils, component pouch, leather pouch, 60 ft. rope, tinderbox, bedroll, spellbook, cloak, 18sp, 56gp.

KELVYN WANE

10th level wizard (School of Enchantment subclass)
Medium humanoid (human), lawful neutral

Armor Class 12 (15 with *mage armor*)
Hit Points 48 (10d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	16 (+3)	12 (+1)	17 (+3)

Saving Throws Int +7, Wis +5
Skills Athletics +3, Insight +5, Investigation +7, Perception +5
Senses passive Perception 15
Languages Common, Goblin, Elvish
Challenge 6 (2,300 XP)

Hypnotic Gaze. Kelvyn can choose one creature that he can see within 5' of him. If the target can see or hear him, it must succeed on a Wisdom saving throw (DC 15), or be charmed by him until the end of his next turn. The charmed creature's speed drops to 0, and the creature is incapacitated and visibly dazed. On subsequent turns, he can use his action to maintain this effect, extending the duration until the end of his next turn. However, the effect ends if he moves more than 5' away from the creature, or if the creature takes damage. Once the effect ends, or if the creature succeeds on its initial saving throw, he can't use this feature on that creature again until he finishes a long rest.

Instinctive Charm. When a creature he can see within 30' of him makes an attack roll against him, he can use his reaction to divert the attack, provided that another creature is within the attack's range. The attacker must make a Wisdom saving throw (DC 15). On a failed save, the attacker must target the creature that is closest to it, not including him or itself. If multiple creatures are closest, the attacker chooses which one to target. On a successful save, he can't use this feature on the attacker again until he finishes a long rest.

Spellcasting. Kelvyn is a 10th level wizard. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Kelvyn has the following wizard spells prepared:

Cantrips. (at will): *fire bolt, friends, light, message, ray of frost*

1st level. (4 slots): *charm person, mage armor, magic missile, sleep, Tasha's hideous laughter*

2nd level. (3 slots): *crown of madness, darkvision, hold person, suggestion*

3rd level. (3 slots): *catnap, enemies abound, lightning bolt*

4th level. (3 slots): *blight, charm monster, confusion*

5th level. (2 slots): *dominate person, modify memory*

Split Enchantment. When he casts an enchantment spell of 1st level or higher that targets only one creature, he can have it target a second creature.

Actions

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

NPC Bio

Personality Kelvyn enjoys sailing into new ports and making new friends over a flagon of ale.

Appearance Slender young man with long black hair and green eyes. 6' 2" 178 lbs. 24 years old

Characteristics

Ideal. People.

Bond. He'll always remember his first ship (*the Jamieson*).

Flaw. Kelvyn follows orders, even if he feels they're wrong.

Background

Kelvyn was a sailor. He sailed to many ports and has friends throughout the land. Kelvyn is eager to join an adventuring party and continue his travels.

Equipment

3 days of rations, component pouch, navigator's tools, spellbook, bedroll, tinderbox, brown cloak, 67gp, 15pp.

SARRIC ALORO

11th level wizard (School of Transmutation subclass)
Medium humanoid (high elf), chaotic good

Armor Class 12 (15 with *mage armor*)
Hit Points 49 (11d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	20 (+5)	12 (+1)	7 (-2)

Saving Throws Int +9, Wis +5
Skills Arcana +9, History +9, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Common, Elvish, Celestial, Undercommon
Challenge 7 (2,900 XP)

Elf Cantrip. *acid splash* cantrip. INT is the spellcasting ability.

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

Minor Alchemy. He can temporarily alter the physical properties of one nonmagical object, changing it from one substance to another. He performs a special alchemical procedure on one object composed entirely of wood, stone (but not a gemstone), iron, copper, or silver, transforming it into a different one of those materials. For each 10 minutes he spends performing the procedure, he can transform up to 1 cubic foot of material. After 1 hour, or until he loses his concentration, the material reverts to its original substance.

Shapechanger. Sarric can cast the *polymorph* spell without expending a spell slot. When he does so, he can target himself and transform into a beast who has a CR of 1 or lower. Resets with a rest, though he can still cast it normally with a spell slot.

Spellcasting. Sarric is an 11th level wizard. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Sarric has the following wizard spells prepared:

Cantrips. (at will): control flames, gust, mage hand, mold earth, prestidigitation

1st level. (4 slots): *expeditious retreat*, *feather fall*, *longstrider*, *mage armor*, *magic missile*

2nd level. (3 slots): *knock*, *Maxmilian's earthen grip*, *rope trick*

3rd level. (3 slots): *erupting earth*, *gaseous form*, *lightning bolt*

4th level. (3 slots): *control water*, *elemental bane*, *stone shape*

5th level. (2 slots): *passwall*, *transmute rock*

6th level. (1 slot): *move earth*

Transmuter's Stone. Can spend eight hours to create a magical stone that can give him or another creature darkvision 60 ft., increase speed 10 ft., proficiency in Constitution saves, or resistance to acid, cold, fire, lightning, or thunder damage.

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit (1d8 + 2) bludgeoning damage.

NPC BIO

Personality Sarric is horribly awkward in social situations.

Appearance High elf male with fair skin, deep scars on his face, blonde hair, and blue eyes. 5' 8" 87lbs. 245 years old

Characteristics

Ideal. No limits.

Bond. He works to preserve a library full of alchemical knowledge.

Flaw. Sarric speaks without thinking, invariably insulting others.

Background

Sarric was a sage (alchemist) for many years. He lives in a massive library filled with books about alchemy. Sarric believes he is always the smartest person in the room, and he usually is.

Equipment

backpack, 5 days of rations, spellbook, alchemist's supplies, component pouch, wand, quill, bottle of ink, four pieces of parchment, a scroll case, three empty vials, two *potions of speed*, two *potions of supreme healing*, cloak, 45pp.

MORDORAI

12th level wizard (School of Transmutation subclass)
Medium humanoid (human), lawful good

Armor Class 12 (16 with *mage armor* and *cloak of protection*)
Hit Points 61 (12d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	20 (+5)	18 (+4)	16 (+3)

Saving Throws Int +9, Wis +8
Skills Arcana +9, Insight +8, Persuasion +7, Survival +8
Senses passive Perception 14
Languages Common, Dwarvish, Elvish, Goblin, Halfling
Challenge 8 (3,900 XP)

Minor Alchemy. He can temporarily alter the physical properties of one nonmagical object, changing it from one substance to another. He performs a special alchemical procedure on one object composed entirely of wood, stone (but not a gemstone), iron, copper, or silver, transforming it into a different one of those materials. For each 10 minutes he spends performing the procedure, he can transform up to 1 cubic foot of material. After 1 hour, or until he loses his concentration, the material reverts to its original substance.

Shapechanger. Mordorai can cast the *polymorph* spell without expending a spell slot. When he does so, he can target himself and transform into a beast who has a CR of 1 or lower. Resets with a rest, though he can still cast it normally with a spell slot.

Spellcasting. Mordorai is a 12th level wizard. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Mordorai has the following wizard spells prepared:

Cantrips. (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shape water*

1st level. (4 slots): *catapult*, *detect magic*, *feather fall*, *find familiar*, *mage armor*, *magic missile*

2nd level. (3 slots): *enlarge/reduce*, *invisibility*, *scorching ray*

3rd level. (3 slots): *counterspell*, *fireball*, *magic circle*

4th level. (3 slots): *fabricate*, *polymorph*, *stone shape*

5th level. (2 slots): *animate objects*, *creation*

6th level. (1 slot): *disintegrate*

Transmuter's Stone. Can spend eight hours to create a magical stone that can give him or another creature darkvision 60 ft., increase speed 10 ft., proficiency in Constitution saves, or resistance to acid, cold, fire, lightning, or thunder damage.

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d8 + 3) bludgeoning damage.

NPC BIO

Personality Mordorai is a generous, thoughtful man with a wicked sense of humor.

Appearance Middle-aged man with black hair, a long gray beard, and blue eyes. 5' 9" 175 lbs. 46 years old

Characteristics

Ideal. Community.

Bond. His familiar Molly and he are lifelong companions.

Flaw. Mordorai must paint unpainted miniatures. He can't leave them in their pure pewter form.

Background

Mordorai was an outlander (exile). He has a dog (**mastiff**) familiar named Molly. They live out in the country where Mordorai can paint in peace. This wizard paints metal miniatures and sells them far and wide. He enjoys fishing and going for walks with Molly. The many challenges in his life have made him into a stronger person. He is currently training a new apprentice.

Equipment

backpack, 3 days of rations, spellbook, component pouch, 4 darts, 2 *potions of superior healing*, bag of 17 caltrops, painter's supplies, small box of a dozen pewter miniatures, toasted honey sandwich, fishing rod, cloak, 129gp, 21pp.





TORGAK

7th level barbarian (Path of the Berserker subclass)
Medium humanoid (human), chaotic evil

Armor Class 14

Hit Points 71 (7d12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	5 (-3)	9 (-1)	10 (+0)

Saving Throws Str +7, Con +6

Skills Athletics +7, Intimidation +3, Survival +2

Senses passive Perception 9

Languages Common

Challenge 4 (1,100 XP)

Danger Sense. Torgak has advantage on Dexterity saving throws against effects he can see, such as traps and spells.

Feral Instinct. Advantage on initiative rolls.

Frenzy. Goes into a frenzy when raging. Can make a single melee weapon attack as a bonus action on each of his turns after this one. Suffers one level of exhaustion when the rage ends.

Mindless Rage. He can't be charmed or frightened when he enters his rage, any previous effects are suspended for the rage.

Rage. 4/day. Torgak has advantage on Strength checks and Strength saves, +3 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage.

Reckless Attack. He can make a melee attack with advantage on the first turn of an attack but attack rolls against him have advantage until his next turn.

Actions

Multiattack. Torgak makes two melee attacks or two ranged attacks.

+1 Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit (2d6 + 5) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit (1d6 + 1) piercing damage.

NPC BIO

Personality Torgak enjoys being strong and breaking things.

Appearance Very tall bald man with blue eyes. 6' 5" 236 lbs. 28 years old

Characteristics

Ideal. Might.

Bond. Those who fight beside him are worth dying for.

Flaw. Torgak is not the sharpest spear in the armory.

Background

Torgak was a soldier (infantry). This warrior loves combat and fighting. He'll take every opportunity to show his strength and melee skills. He will also work for anyone who lets him bully people and destroy property.

Equipment

backpack, 3 days of rations, dice set, leather pouch, bedroll, tinderbox, quiver, 19 arrows, wolf pelt, bag of 20 caltrops, cloak, 40gp.

BOLI BLOODAXE

8th level barbarian (Path of the Berserker subclass)
Medium humanoid (mountain dwarf), neutral evil

Armor Class 13

Hit Points 79 (8d12)

Speed 35 ft.

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

Saving Throws Str +7, Con +6

Skills Athletics +7, Deception +3, Intimidation +3, Stealth +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Dwarvish

Challenge 5 (1,800 XP)

Danger Sense. Boli has advantage on Dexterity saving throws against effects he can see, such as traps and spells.

Dwarven Resilience. He has advantage on saves against poison, and resistance against poison damage.

Frenzy. Goes into a frenzy when raging. Can make a single melee weapon attack as a bonus action on each of his turns after this one. Suffers one level of exhaustion when the rage ends.

Feral Instinct. Advantage on initiative rolls.

Mindless Rage. He can't be charmed or frightened when he enters his rage, any previous effects are suspended for the rage.

Rage. 4/day. Boli has advantage on Strength checks and Strength saves, +3 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage.

Reckless Attack. He can make a melee attack with advantage on the first turn of an attack but attack rolls against him have advantage until his next turn.

Actions

Multiattack. Boli makes two melee attacks or two ranged attacks.

+1 Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit (2d6 + 5) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. Hit (1d10) piercing damage.

NPC BIO

Personality Boli is always calm, no matter what the situation.

Appearance Male mountain dwarf with long black hair, a neat black beard, and hazel eyes. 4' 1" 132 lbs. 126 years old.

Characteristics

Ideal. Greed.

Bond. He is close to the members of his smuggling gang.

Flaw. Boli is only interested in getting more gold.

Background

Boli was a criminal (smuggler). He has been part of his current smuggling gang for more than ten years. They use wagon caravans and ships to smuggle their goods. Boli refuses to work on the ships as he's afraid of water.

Equipment

backpack, 5 days of rations, thieves' tools, dragonchess set, crossbow bolt case, 20 crossbow bolts, quill, bottle of ink, 10 pieces of parchment, 2 scroll cases, cloak, 89gp.

GOHAR THE GUARDIAN

9th level barbarian (Path of the Ancestral Guardian subclass)
Medium humanoid (black dragonborn), lawful evil

Armor Class 13

Hit Points 84 (9d12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	16 (+3)	10 (+0)	13 (+1)

Saving Throws Str +8, Con +7

Skills Animal Handling +3, Medicine +4, Religion +7, Survival +3

Senses passive Perception 10

Languages Common, Draconic

Challenge 6 (2,300 XP)

Acid Resistance. Resistance to acid damage.

Ancestral Protectors. Gohar has advantage on Dexterity saving throws against effects he can see, such as traps and spells.

Breath Weapon 1/day. Acid breath. 2d6 DC 10 CON save.

Brutal Critical. Can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Danger Sense. Gohar has advantage on Dexterity saving throws against effects he can see, such as traps and spells.

Feral Instinct. Advantage on initiative rolls.

Rage. 4/day. Gohar has advantage on Strength checks and Strength saves, +4 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage.

Reckless Attack. He can make a melee attack with advantage on the first turn of an attack but attack rolls against him have advantage until his next turn.

Spirit Shield. Gohar has advantage on Dexterity saving throws against effects he can see, such as traps and spells.

Actions

Multiattack. Gohar makes two melee attacks or two ranged attacks.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit (2d6 + 4) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. Hit (1d10) piercing damage.

NPC BIO

Personality Gohar often gets lost in his thoughts.

Appearance Muscular black dragonborn male. 6' 8" 265 lbs. 18 years old

Characteristics

Ideal. Free-Thinking

Bond. Dragons

Flaw. He often sees the more complicated solution and misses the obvious one.

Background

Gohar was a hermit. He is a very intelligent dragonborn and a fearsome opponent. However, he can overestimate the power of his finely sharpened intellect.

Equipment

backpack, 4 days of rations, herbalism kit, crossbow bolt case, 17 crossbow bolts, cloak, 66gp.

ARGUSTUS

10th level barbarian (Path of the Berserker subclass)
Medium humanoid (human), neutral evil

Armor Class 16

Hit Points 95 (10d12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Str +8, Con +7

Skills Athletics +8, Animal Handling +5, Intimidation +6, Survival +5

Senses passive Perception 11

Languages Common, Dwarvish

Challenge 6 (2,300 XP)

Brutal Critical. Can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Danger Sense. Argustus has advantage on Dexterity saving throws against effects he can see, such as traps and spells.

Feral Instinct. Advantage on initiative rolls.

Frenzy. Goes into a frenzy when raging. Can make a single melee weapon attack as a bonus action on each of his turns after this one. Suffers one level of exhaustion when the rage ends.

Intimidating Presence. He can choose one creature that he can see within 30 ft. to frighten. If the creature can see or hear him, it must succeed on a DC14 Wisdom saving throw, or be frightened of him until the end of his next turn. On subsequent turns, he can use an action to extend the duration until the end of his next turn. This effect ends if the creature ends its turn out of line sight or more than 60 ft. away from him. If the creature succeeds on the saving throw, he can't use this feature on them for 24 hrs.

Mindless Rage. He can't be charmed or frightened when he enters his rage, any previous effects are suspended for the rage.

Rage. 4/day. Argustus has advantage on Strength checks and Strength saves, +4 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage.

Reckless Attack. He can make a melee attack with advantage on the first turn of an attack but attack rolls against him have advantage until his next turn.

Actions

Multiattack. Argustus makes two melee attacks or two ranged attacks.

Warhammer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit (1d10 + 4) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. Hit (1d10 + 3) piercing damage.

NPC Bio

Personality Argustus is very slow to trust.

Appearance Heavily built man with short black hair and blue eyes. 5' 8" 220 lbs. 31 years old

Characteristics

Ideal. Combat.

Bond. He enjoys belonging to a group. Any group.

Flaw. An innocent person is in jail for a crime Argustus committed.

Background

Argustus was a soldier (scout). He was part of a scouting company and knows the lay of the land. Argustus is a dangerous combination of physical force and stealth.

Equipment

backpack, 3 days of rations, set of playing cards, crossbow bolt case, 20 crossbow bolts, tinderbox, bedroll, hooded cloak, 57gp.

RAKKOR

11th level barbarian (Path of the Storm Herald subclass)
Small humanoid (red dragonborn), chaotic evil

Armor Class 15

Hit Points 111 (11d12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	11 (+0)	14 (+2)	6 (-2)

Saving Throws Str +8, Con +8

Skills Athletics +8, Intimidation +2, Survival +6

Senses passive Perception 12

Languages Common, Draconic

Challenge 7 (2,900 XP)

Breath Weapon 1/day. Fire breath. 2d6 DC 10 CON save.

Brutal Critical. Can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Danger Sense. Rakkor has advantage on Dexterity saving throws against effects he can see, such as traps and spells.

Feral Instinct. Advantage on initiative rolls.

Fire Resistance. Resistance to fire damage.

Rage. 4/day. Rakkor has advantage on Strength checks and Strength saves, +4 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage.

Reckless Attack. He can make a melee attack with advantage on the first turn of an attack but attack rolls against him have advantage until his next turn.

Shielding Storm. Each creature of his choice has the damage resistance he gained from the Storm Soul feature while the creature is in his Storm Aura.

Storm Aura. He can emanate a stormy, magical aura while he rages. The aura extends 10 ft. from him in every direction, but not through total cover. When entering a rage, he can activate the effect again on each of his turns as a bonus action. When this effect is activated, each creature of his choice in his aura gains 3 temporary hit points, as icy spirits inure it to suffering.

Storm Soul. He has resistance to cold damage, and he doesn't suffer the effects of extreme cold. Moreover, as an action, he can touch water and turn a 5 ft. cube of it into ice, which melts after 1 min. This action fails if a creature is in the cube.

Actions

Multiattack. Rakkor makes two melee attacks or two ranged attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit (1d10 + 4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. Hit (1d6 + 1) piercing damage.

NPC Bio

Personality Rakkor is only interested in fame and fortune.

Appearance Enormous male red dragonborn. 7' 3" 295 lbs. 24 years old

Characteristics

Ideal. Fame.

Bond. He will die for those who fight alongside him.

Flaw. Rakkor always needs to be the center of attention.

Background

Rakkor was a soldier (infantry). Rakkor is a fierce fighter and commands his own force of soldiers (**guards**). He is based out of a small keep in the wilderness.

Equipment

backpack, 2 days of rations, dice set, 2 torches, quiver, 18 +1 arrows, cloak, 59pp.

Mount

warhorse

VAUGOTH HORNSMASHER

12th level barbarian (Path of the Berserker subclass)
Medium humanoid (goliath), chaotic evil

Armor Class 15

Hit Points 119 (12d12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	14 (+2)	14 (+2)	10 (+0)

Saving Throws Str +9, Con +8

Skills Athletics +9, Nature +6, Survival +6

Senses passive Perception 12

Languages Common, Giant

Challenge 8 (3,900 XP)

Brutal Critical. Can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Danger Sense. Vaugoth has advantage on Dexterity saving throws against effects he can see, such as traps and spells.

Feral Instinct. Advantage on initiative rolls.

Frenzy. Goes into a frenzy when raging. Can make a single melee weapon attack as a bonus action on each of her turns after this one. Suffers one level of exhaustion when the rage ends.

Intimidating Presence. He can choose one creature that he can see within 30 ft. to frighten. If the creature can see or hear him, it must succeed on a DC14 Wisdom saving throw, or be frightened of him until the end of his next turn. On subsequent turns, he can use an action to extend the duration until the end of his next turn. This effect ends if the creature ends its turn out of line sight or more than 60 ft. away from him. If the creature succeeds on the saving throw, he can't use this feature on them for 24 hrs.

Mindless Rage. Vaugoth can't be charmed or frightened when he enters his rage, any previous effects are suspended for the rage.

Mountain Born. Vaugoth is acclimated to high altitude, including elevations above 20,000 feet. He's also naturally adapted to cold climates.

Natural Athlete. He has proficiency in the Athletics skill.

Powerful Build. He counts as one size larger when determining his carrying capacity and the weight he can push, drag, or lift.

Rage. 5/day. Vaugoth has advantage on Strength checks and Strength saves, +4 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage.

Reckless Attack. Vaugoth can make a melee attack with advantage on the first turn of an attack but attack rolls against him have advantage until his next turn.

Stone's Endurance. He can focus himself to occasionally shrug off injury. When he takes damage, he can use his reaction to roll a d12. He then reduces the damage by that amount. After he uses this trait, he can't use it again until he finishes a short or long rest.

Actions

Multiattack. Vaugoth makes two melee attacks or two ranged attacks.

+2 Greatsword. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit (2d6 + 7) slashing damage.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit (1d6 + 1) piercing damage.

NPC Bio

Personality Vaugoth is a loud, abrasive individual.

Appearance Massive, powerfully-built bald goliath male with large black tattoos all over his face. 8' 340 lbs. 29 years old

Characteristics

Ideal. Might.

Bond. He feels close to the land.

Flaw. Vaugoth can't control his temper or his tongue.

Background

Vaugoth was an outlander (exile). This evil goliath was banished from his homeland for a horrifying murder. His people sent him away and hoped he would change his ways. He has not!

Equipment

backpack, 5 days of rations, hunting trap, manacles, drum, quiver, 18 +2 arrows, cloak, 129gp.

THARIEL DARKSONG

7th level bard (College of Glamour subclass)
Medium humanoid (half-elf), neutral evil

Armor Class 14 (leather armor)
Hit Points 44 (7d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	12 (+1)	14 (+2)	17 (+3)

Saving Throws Dex +6, Cha +6
Skills Acrobatics +12, Insight +5, Perception +5, Performance +12
Senses darkvision 60 ft., passive Perception 15
Languages Common, Elvish, Goblin
Challenge 4 (1,100 XP)

Bardic Inspiration. 4/day. Bonus action to give another creature within 60 ft. a d8 to add to ability check, attack roll, or save in the next 10 minutes.

Enthralling Performance (1/day). Perform for at least 1 minute and attempt to inspire wonder in the audience by singing, reciting a poem, or dancing. At the end of the performance, choose a number of humanoids within 60 feet who watched and listened to all of it, up to 4. Each target must succeed on a Wisdom saving throw against DC 18 or be charmed. The target idolizes her, it speaks glowingly of her to anyone who talks to it, and it hinders anyone who opposes her, although it avoids violence unless it was already inclined to fight on her behalf. The effect ends on a target after 1 hour, if it takes any damage, if she attacks it, or if it witnesses her attacking or damaging any of its allies.

Jack of All Trades. Add half proficiency bonus, to any ability check that doesn't already include proficiency bonus.

Mantle of Inspiration. As a bonus action, he can use a Bardic Inspiration to grant himself a wondrous appearance. 4 creatures within 60' gain 8 temporary hit points and can use reaction to move up to its speed without provoking opportunity attacks.

Mantle of Majesty. As a bonus action, he can cast *command*, without expending a spell slot, and he takes on an appearance of unearthly beauty for 1 minute. Can then use a bonus action, to cast *command* on each of his turns, without expending a spell slot.

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

Song of Rest. Use soothing music or oration to give an extra 1d6 hit points to any friendly creatures who can hear him during a short rest.

Spellcasting. Thariel is a 7th level bard. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Thariel has the following bard spells:

Cantrips. (at will): *minor illusion*, *prestidigitation*, *vicious mockery*

1st level. (4 slots): *charm person*, *illusory script*, *Tasha's hideous laughter*

2nd level. (3 slots): *detect thoughts*, *silence*, *suggestion*

3rd level. (3 slots): *clairvoyance*, *hypnotic pattern*, *major image*

4th level. (1 slot): *polymorph*

Actions

Longsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit (1d10 + 1) slashing damage.

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

NPC Bio

Personality Thariel knows a story relevant to almost every situation.

Appearance Lean half-elf male with light brown hair and light blue eyes. 5' 9" 130 lbs. 28 years old

Characteristics

Ideal. Creativity.

Bond. His instrument.

Flaw. Thariel is very unreliable.

Background

Thariel was an entertainer (storyteller). He is rather charming and has made many connections throughout the city he calls home. This evil bard will do whatever is necessary to satisfy his needs.

Equipment

backpack, 3 days of rations, quiver, 16 +1 arrows, lute, tinderbox, bedroll, *potion of healing*, *philter of love*, bag of 20 caltrops, cloak, 41gp.

MEGS RABBITHILL

8th level bard (College of Lore subclass)
Small humanoid (lightfoot halfling), lawful evil

Armor Class 16 (+1 studded leather)
Hit Points 55 (8d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	14 (+2)	12 (+1)	17 (+3)

Saving Throws Dex +6, Cha +6
Skills Deception +6, Insight +8, Performance +6, Persuasion +12
Senses darkvision 60 ft., passive Perception 11
Languages Common, Halfling, Gnomish
Challenge 5 (1,800 XP)

Brave. Advantage on saves against being frightened.

Bardic Inspiration. 3/day. Bonus action to give another creature within 60 ft. a d8 to add to ability check, attack roll, or save in the next 10 minutes.

Countercharm. Can start a performance that lasts until the end of her next turn. During that time, she and any friendly creatures within 30' have advantage on saving throws against being frightened or charmed.

Halfling Nimbleness. Can move through the space of any creature that is larger.

Jack of All Trades. Add half proficiency bonus, to any ability check that doesn't already include proficiency bonus.

Lucky. Can reroll any 1s.

Naturally Stealthy. Can attempt to hide even when only obscured by a creature that is at least one size larger.

Song of Rest. Use soothing music or oration to give an extra 1d6 hit points to any friendly creatures who can hear her during a short rest.

Spellcasting. Megs is an 8th level bard. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Megs has the following bard spells:

Cantrips. (at will): *light, mending, prestidigitation*

1st level. (4 slots): *identify, illusory script, speak with animals*

2nd level. (3 slots): *cloud of daggers, detect thoughts, heat metal*

3rd level. (3 slots): *dispel magic, glyph of warding, Leomund's tiny hut*

4th level. (2 slots): *dimension door, greater invisibility*

Actions

+1 Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d6 + 4) piercing damage.

+1 Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. Hit (1d8 + 4) piercing damage.

Reactions

Cutting Words. When a creature she can see within 60' makes an attack roll, ability check, or a damage roll, she can use her reaction to expend one of his uses of Bardic Inspiration and subtract it.

NPC BIO

Personality Megs is a perfectionist and can't stand anyone who isn't.

Appearance Average-size halfling female with blonde hair and gray eyes. 3' 2" 32 lbs. 24 years old

Characteristics

Ideal. Perfection.

Bond. She wants revenge against a former lover.

Flaw. Megs is never satisfied with what she has, she always wants more.

Background

Megs was a guild artisan (tinker). This halfling is part of the local Thieves' Guild. She is an associate of a number of dangerous rogues. Megs knows the alleys and dark corners of the capital city better than anyone.

Equipment

backpack, 3 days of rations, quiver, 19 arrows, cloak, tinkers' tools, tinderbox, 87gp.

HANSEL

9th level bard (College of Glamour subclass)
Medium humanoid (human), chaotic evil

Armor Class 18 (+2 leather armor)
Hit Points 60 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	5 (-3)	7 (-2)	18 (+4)

Saving Throws Dex +8, Cha +8
Skills Acrobatics +16, Performance +16, Persuasion +8
Senses passive Perception 8
Languages Common
Challenge 6 (2,300 XP)

Bardic Inspiration. 4/day. Bonus action to give another creature within 60 ft. a d8 to add to ability check, attack roll, or save in the next 10 minutes.

Countercharm. Can start a performance that lasts until the end of his next turn. During that time, he and any friendly creatures within 30' have advantage on saving throws against being frightened or charmed.

Enthralling Performance (1/day). Perform for at least 1 minute and attempt to inspire wonder in the audience by singing, reciting a poem, or dancing. At the end of the performance, choose a number of humanoids within 60 feet who watched and listened to all of it, up to 4. Each target must succeed on a Wisdom saving throw against DC 18 or be charmed. The target idolizes her, it speaks glowingly of her to anyone who talks to it, and it hinders anyone who opposes her, although it avoids violence unless it was already inclined to fight on her behalf. The effect ends on a target after 1 hour, if it takes any damage, if she attacks it, or if it witnesses her attacking or damaging any of its allies.

Jack of All Trades. Add half proficiency bonus, to any ability check that doesn't already include proficiency bonus.

Mantle of Inspiration. As a bonus action, he can use a Bardic Inspiration to grant himself a wondrous appearance. 4 creatures within 60' gain 8 temporary hit points and can use reaction to move up to its speed without provoking opportunity attacks.

Mantle of Majesty. As a bonus action, he can cast *command*, without expending a spell slot, and he takes on an appearance of unearthly beauty for 1 minute. Can then use a bonus action, to cast *command* on each of his turns, without expending a spell slot.

Song of Rest. Use soothing music or oration to give an extra 1d6 hit points to any friendly creatures who can hear him during a short rest.

Spellcasting. Hansel is a 9th level bard. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Hansel has the following bard spells:

Cantrips. (at will): *blade ward*, *prestidigitation*, *vicious mockery*

1st level. (4 slots): *charm person*, *feather fall*, *speak with animals*, *Tasha's hideous laughter*

2nd level. (3 slots): *hold person*, *magic mouth*, *suggestion*

3rd level. (3 slots): *plant growth*, *speak with plants*, *stinking cloud*

4th level. (3 slots): *confusion*, *freedom of movement*, *hallucinatory terrain*

5th level. (1 slots): *animate objects*

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit (1d10) slashing damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. Hit (1d8 + 4) piercing damage.

NPC Bio

Personality Hansel changes his mind from moment to moment.

Appearance Very slim young man with fair skin, long blonde hair, and light blue eyes. 6' 151 lbs. 25 years old

Characteristics

Ideal. Creativity.

Bond. He wants to be famous, whatever it takes.

Flaw. Hansel is ignorant and naïve.

Background

Hansel was an entertainer (actor). He is one of the least intelligent humans ever! Hansel is lucky if he can find the door to his home in the mornings. However, he is still dangerous...because he will do anything! He is a well-known actor and quite popular.

Equipment

backpack, 3 days of rations, flute, disguise kit, quiver, 19 +1 arrows, tinderbox, *potion of healing*, cloak, 98gp, 29pp.

Mount

riding horse

QUARAE VIALOS

10th level bard (College of Lore subclass)
Medium humanoid (wood elf), neutral evil

Armor Class 16 (+1 leather armor)
Hit Points 65 (10d8)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	10 (+0)	16 (+3)	14 (+2)	17 (+3)

Saving Throws Dex +8, Cha +7
Skills Deception +14, Perception +7, Performance +14, Persuasion +14, Sleight of Hand +16
Senses darkvision 60 ft., passive Perception 17
Languages Common, Elvish, Halfling, Sylvan
Challenge 6 (2,300 XP)

Bardic Inspiration. 4/day. Bonus action to give another creature within 60 ft. a d8 to add to ability check, attack roll, or save in the next 10 minutes.

Countercharm. Can start a performance that lasts until the end of his next turn. During that time, he and any friendly creatures within 30' have advantage on saving throws against being frightened or charmed.

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

Jack of All Trades. Add half proficiency bonus, to any ability check that doesn't already include proficiency bonus.

Mask of the Wild. Can attempt to hide even when he is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Song of Rest. Use soothing music or oration to give an extra 1d6 hit points to any friendly creatures who can hear him during a short rest.

Spellcasting. Quarae is a 10th level bard. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Quarae has the following bard spells:

Cantrips. (at will): *light, minor illusion, prestidigitation, vicious mockery*

1st level. (4 slots): *charm person, disguise self, illusory script, speak with animals*

2nd level. (3 slots): *detect thoughts, magic mouth, suggestion*

3rd level. (3 slots): *clairvoyance, hypnotic pattern, major image*

4th level. (3 slots): *compulsion, confusion, greater invisibility*

5th level. (2 slots): *dominate person*

Actions

+2 Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d10 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. Hit (1d8 + 4) piercing damage.

Reactions

Cutting Words. When a creature he can see within 60' makes an attack roll, ability check, or a damage roll, he can use his reaction to expend one of his uses of Bardic Inspiration and subtract it.

NPC Bio

Personality Quarae uses flattery to get what he wants.

Appearance Good-looking wood elf male with brown hair and green eyes. 5' 10" 102 lbs. 231 years old

Characteristics

Ideal. Greed.

Bond. Wants revenge against a village that exiled him.

Flaw. Quarae can't resist swindling people who are more powerful than him.

Background

Quarae was a charlatan. He runs complicated cons to rob people of their gold. He is extremely charming and is willing to do anything to get more gold.

Equipment

backpack, 3 days of rations, disguise kit, forgery kit, set of fine clothes, quiver, 17 +2 arrows, cloak, 101gp, 44pp.

BELINDA BOONE

11th level bard (College of Glamour subclass)
Medium humanoid (human), chaotic evil

Armor Class 16 (+1 studded leather)
Hit Points 72 (11d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	10 (+0)	12 (+1)	19 (+4)

Saving Throws Dex +7, Cha +8
Skills Acrobatics +14, Perception +16, Performance +16, Persuasion +16
Senses darkvision 60 ft., passive Perception 11
Languages Common, Elvish
Challenge 7 (2,900 XP)

Bardic Inspiration. 4/day. Bonus action to give another creature within 60 ft. a d8 to add to ability check, attack roll, or save in the next 10 minutes.

Countercharm. Can start a performance that lasts until the end of his next turn. During that time, she & friendly creatures within 30' have advantage on saves against being frightened or charmed.

Enthralling Performance (1/day). Perform for at least 1 minute and attempt to inspire wonder in the audience by singing, reciting a poem, or dancing. At the end of the performance, choose a number of humanoids within 60 feet who watched and listened to all of it, up to 4. Each target must succeed on a Wisdom saving throw against DC 18 or be charmed. The target idolizes her, it speaks glowingly of her to anyone who talks to it, and it hinders anyone who opposes her, although it avoids violence unless it was already inclined to fight on her behalf. The effect ends on a target after 1 hour, if it takes any damage, if she attacks it, or if it witnesses her attacking or damaging any of its allies.

Jack of All Trades. Add half proficiency bonus, to any ability check that doesn't already include proficiency bonus.

Mantle of Inspiration. As a bonus action, she can use a Bardic Inspiration to grant herself a wondrous appearance. 4 creatures within 60' gain 8 temporary hit points and can use reaction to move up to its speed without provoking opportunity attacks.

Mantle of Majesty. As a bonus action, she can cast *command*, without expending a spell slot, and she takes on an appearance of unearthly beauty for 1 minute. Can then use a bonus action, to cast *command* on each of her turns, without expending a spell slot.

Song of Rest. Use soothing music or oration to give an extra 1d6 hit points to any friendly creatures who can hear her during a short rest.

Spellcasting. Belinda is an 11th level bard. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Belinda has the following bard spells:

Cantrips. (at will): *friends, light, prestidigitation, vicious mockery*

1st level. (4 slots): *charm person, disguise self, sleep, Tasha's hideous laughter*

2nd level. (3 slots): *detect thoughts, enthrall, suggestion*

3rd level. (3 slots): *hypnotic pattern, major image, tongues*

4th level. (3 slots): *compulsion, confusion, greater invisibility*

5th level. (2 slots): *dominate person, mislead*

6th level. (1 slot): *Otto's irresistible dance*

Actions

+2 Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (1d6 + 5) piercing damage.

+1 Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. Hit (1d8 + 4) piercing damage.

NPC Bio

Personality Belinda is a wild, passionate person.

Appearance Beautiful young woman with tanned skin, medium length brown hair, and blue eyes. 5' 6" 132 lbs. 23 years old

Characteristics

Ideal. Fame.

Bond. She wants to be famous, whatever it takes.

Flaw. Belinda is a sucker for a handsome face.

Background

Belinda is an entertainer (singer). She is part of an all-women group of bards that travel the land. They are known for outrageous behavior and wicked tunes.

Equipment

backpack, 4 days of rations, disguise kit, quiver, 20 +1 arrows, 5 vials of poison, bag of 17 caltrops, 2 *philters of love*, lyre, cloak, 134gp, 46pp.

NATASHA NAZZAR

12th level bard (College of Whispers subclass)
Medium humanoid (human), neutral evil

Armor Class 19 (+2 studded leather)

Hit Points 73 (12d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	10 (+0)	10 (+0)	16 (+3)	18 (+4)

Saving Throws Dex +9, Cha +8

Skills Perception +7, Insight +14, Medicine +14, Religion +8, Stealth +18

Senses passive Perception 17

Languages Common, Elvish

Challenge 8 (3,900 XP)

Bardic Inspiration. 4/day. Bonus action to give another creature within 60 ft. a d8 to add to ability check, attack roll, or save in the next 10 minutes.

Jack of All Trades. Add half proficiency bonus, to any ability check that doesn't already include proficiency bonus.

Mantle of Whispers. When a humanoid dies within 30' of her, she can magically capture its shadow using her reaction. She retains this shadow until she uses it or she finishes a long rest. She can use this shadow as an action. When she does so, it vanishes, magically transforming into a disguise that appears on her. She now looks like the dead person, but healthy and alive. This disguise lasts for 1 hr or until she ends it as a bonus action. While she is in disguise, she gains access to all information that the humanoid would freely share with a casual acquaintance. Such information includes general details on its background and personal life, but doesn't include secrets. The information is enough that she can pass herself off as the person by drawing on its memories. Another creature can see through this disguise by succeeding on a Wisdom (Insight) check contested by her Charisma (Deception) check. She gains a +5 bonus to her check. This feature resets with a short or long rest.

Psychic Blades. When she hits a creature with a weapon attack, she can expend one of her uses of Bardic Inspiration to deal an extra 5d6 psychic damage 1/round on her turn.

Song of Rest. Use soothing music or oration to give an extra 1d6 hit points to any friendly creatures who can hear him during a short rest.

Spellcasting. Natasha is a 12th level bard. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Natasha has the following bard spells:

Cantrips. (at will): *friends, message, prestidigitation, vicious mockery*

1st level. (4 slots): *charm person, dissonant whispers, illusory script, silent image*

2nd level. (3 slots): *detect thoughts, magic mouth, suggestion*

3rd level. (3 slots): *clairvoyance, hypnotic pattern, major image*

4th level. (3 slots): *compulsion, dimension door, greater invisibility*

5th level. (2 slots): *dominate person, modify memory*

6th level. (1 slot): *mass suggestion*

Word of Terror. If she speaks to a humanoid alone for at least 1 minute, she can attempt to seed paranoia in its mind. At the end of the conversation, the target must succeed on a Wisdom saving throw against her saving throw DC 16 or be frightened of her or another creature of her choice. The target is frightened in this way for 1 hr, until it is attacked or damaged, or until it witnesses its allies being attacked or damaged. If the target succeeds on its saving throw, the target has no hint that she tried to frighten it. This feature resets with a short or long rest.

Actions

+2 Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit (1d10 + 4) slashing damage.

+1 Longbow. *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. Hit (1d8 + 6) piercing damage.

NPC Bio

Personality Natasha connects everything to a grand cosmic plan.

Appearance Attractive dark-skinned young women with long black hair and brown eyes. 5' 10" 175 lbs. 26 years old

Characteristics

Ideal. Self-knowledge.

Bond. She entered seclusion because she loved someone she could not have.

Flaw. Natasha can be overly critical of others.

Background

Natasha was a hermit. She fell in love with the son of a rival noble family and was heartbroken when her family moved away. Natasha ran away from home and lived alone in the woods for five years.

Equipment

backpack, 5 days of rations, herbalism kit, quiver, 18 +2 arrows, cloak, 120gp, 55pp.

VAUVEA STORMRAKER

7th level cleric (War Domain subclass)
Medium humanoid (goliath), lawful evil

Armor Class 16 (chain mail)
Hit Points 43 (7d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	10 (+0)	16 (+3)	16 (+3)	17 (+3)

Saving Throws Wis +6, Cha +6
Skills History +6, Insight +6, Religion +6
Senses passive Perception 13
Languages Common, Giant, Dwarvish
Challenge 4 (1,100 XP)

Channel Divinity: Guided Strike 3/day. When she makes an attack roll, she can use her Channel Divinity to gain a +10 bonus to the roll. Resets with a long rest.

Divine Strike. Extra 1d8 damage with weapon attack.

Mountain Born. Vauvea is acclimated to high altitude, including elevations above 20,000 feet. She's also naturally adapted to cold climates.

Natural Athlete. She has proficiency in the Athletics skill.

Powerful Build. She counts as one size larger when determining her carrying capacity and the weight she can push, drag, or lift.

Spellcasting. Vauvea is an 7th level cleric. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks).

Cantrips. (at will): *guidance, light, spare the dying, thaumaturgy*
1st level. (4 slots): *bane, cure wounds, guiding bolt, inflict wounds*
2nd level. (3 slots): *continual flame, hold person, silence*
3rd level. (3 slots): *dispel magic, mass healing word, water walk*
4th level. (1 slot): *banishment*

Domain spells: *crusader's mantle, divine favor, freedom of movement, magic weapon, shield of faith, spirit guardians, spiritual weapon, stoneskin*

Stone's Endurance. Each undead creature within 30 ft. must make a Wisdom save or be turned for 1 minute.

War Priest. Can make one weapon attack as a bonus action. Can use this feature 3 times, resets with a long rest.

Actions

Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit (1d10 + 3) bludgeoning damage.

Reactions

Channel Divinity: War God's Blessing 2/day. Use reaction to give another within 30 ft. +10 attack.

NPC BIO

Personality Vauvea is intolerant of other faiths and condemns the worship of other gods.

Appearance Tall, bald goliath female with red tattoos around her eyes. 6' 8" 275 lbs. 22 years old

Characteristics

Ideal. Power.

Bond. She would sacrifice her life for her deity.

Flaw. Vauvea is inflexible in her thinking.

Background

Vauvea was an acolyte. She worships a war deity and belongs to a large temple. This cleric will murder those of other faiths if ordered to by her priest.

Equipment

backpack, 5 days of rations, 2 torches, unholy symbol, cloak, 28gp.

Mount

large warhorse

BARNABY ROYCE

8th level cleric (*Trickery Domain subclass*)
Medium humanoid (human), lawful evil

Armor Class 12 (chain shirt)
Hit Points 48 (8d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	9 (-1)	10 (+0)	9 (-1)	16 (+3)	17 (+3)

Saving Throws Wis +6, Cha +6
Skills History +2, Persuasion +6, Religion +2
Senses passive Perception 13
Languages Common
Challenge 5 (1,800 XP)

Blessing of the Trickster. He can use his action to touch a willing creature other than himself to give it advantage on Dexterity (Stealth) checks. Lasts 1 hour or until he uses this feature again.

Channel Divinity: Cloak of Shadows 2/day. As an action, he becomes invisible until the end of his next turn. He becomes visible if he attacks or casts a spell.

Channel Divinity: Invoke Duplicity 2/day. As an action, he creates a perfect illusion of himself that lasts for 1 minute, or until he loses his concentration. The illusion appears in an unoccupied space that he can see within 30'. As a bonus action on his turn, he can move the illusion up to 30' to a space he can see, but it must remain within 120'. For the duration, he can cast spells as though he were in the illusion's space, but he must use his own senses. Additionally, when both he and his illusion are within 5' of a creature that can see the illusion, he has advantage on attack rolls against that creature.

Divine Strike. Once on each of his turns when he hits a creature with a weapon attack, he can cause the attack to deal an extra 1d8 poison damage to the target.

Spellcasting. Barnaby is an 8th level cleric. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks).

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

1st level. (4 slots): *bane, cure wounds, guiding bolt, inflict wounds*

2nd level. (3 slots): *find traps, hold person, silence*

3rd level. (3 slots): *bestow curse, feign death, speak with dead*

4th level. (2 slots): *banishment, death ward*

Domain spells: *crusader's mantle, divine favor, freedom of movement, magic weapon, shield of faith, spirit guardians, spiritual weapon, stonewall*

Actions

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit (1d6 - 1) bludgeoning damage.

NPC BIO

Personality Barnaby is a foul-mouthed, ignorant man.

Appearance Overweight, middle-aged man who is balding with blue eyes. 5' 8" 179 lbs. 49 years old

Characteristics

Ideal. Power.

Bond. He is guided by rules, cruel rules...but rules.

Flaw. Barnaby is a glutton.

Background

Barnaby was a noble. This hateful, jealous man is part of the local government. He especially hates mastiffs and wants them banned from the area.

Equipment

backpack, 6 days of rations, unholy symbol, signet ring, set of playing cards, 3 vials of poison, bag of 17 caltrops, cloak, 62gp.

TERESA THE EVIL

9th level cleric (War Domain subclass)
Medium humanoid (human), chaotic evil

Armor Class 18 (chain mail, shield)
Hit Points 53 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	10 (+0)	18 (+4)	17 (+3)

Saving Throws Wis +8, Cha +7
Skills Insight +8, Persuasion +7, Sleight of Hand +5, Stealth +5
Senses passive Perception 14
Languages Common
Challenge 6 (2,300 XP)

Channel Divinity: Guided Strike 3/day. When she makes an attack roll, she can use her Channel Divinity to gain a +10 bonus to the roll. Resets with a long rest.

Divine Strike. Extra 1d8 damage with weapon attack.

Spellcasting. Teresa is a 9th level cleric. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks).

Cantrips. (at will): *guidance, light, spare the dying, toll the dead*

1st level. (4 slots): *bane, cure wounds, guiding bolt, inflict wounds*

2nd level. (3 slots): *blindness/deafness, prayer of healing, silence*

3rd level. (3 slots): *animate dead, bestow curse, mass healing word*

4th level. (3 slots): *banishment, death ward, locate creature*

5th level. (1 slot): *contagion*

Domain spells: *crusader's mantle, divine favor, flame strike, freedom of movement, hold monster, magic weapon, shield of faith, spirit guardians, spiritual weapon, stonewood*

War Priest. Can make one weapon attack as a bonus action. Can use this feature 4 times, resets with a long rest.

Actions

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

Reactions

Channel Divinity: War God's Blessing 2/day. Use reaction to give another within 30 ft. +10 attack.

NPC BIO

Personality Teresa the Evil is brash and abrasive.

Appearance Pretty young woman with short blonde hair and green eyes. 5' 7" 134 lbs. 23 years old

Characteristics

Ideal. Might.

Bond. She would sacrifice her life for her deity.

Flaw. Teresa is a risk-taker.

Background

Teresa the Evil was an urchin. She barely survived her years on the street. This cleric is a warrior who thrives on using violence to get her way.

Equipment

backpack, 3 days of rations, unholy symbol, crossbow bolt case, 20 crossbow bolts, disguise kit, thieves' tools, 5 vials of poison, cloak, 87gp.

ODIN DEEPELVER

10th level cleric (Forge Domain subclass)
Small humanoid (mountain dwarf), lawful evil

Armor Class 19 (+1 plate)
Hit Points 59 (10d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	12 (+1)	10 (+0)	19 (+4)	14 (+2)

Saving Throws Wis +8, Cha +6
Skills History +4, Insight +8, Religion +4
Senses passive Perception 14
Languages Common, Dwarvish
Challenge 6 (2,300 XP)

Blessing of the Forge (1/day). At the end of a long rest, he can touch one nonmagical object that is a suit of armor or a simple or martial weapon. Until the end of his next long rest or until he dies, the object becomes a magic item, granting a +1 bonus to the AC if it's armor or a +1 bonus to attack and damage rolls if it's a weapon.

Channel Divinity: Artisan's Blessing 2/day. Hour long ritual that includes some metal: simple or martial weapon, 10 pieces of ammunition, a set of tools, or another metal object. The ritual creates a duplicate of a nonmagical item that you possess.

Divine Strike. Can cause a weapon attack to deal an extra 1d8 fire damage to the target.

Dwarven Resilience. He has advantage on saves against poison, and resistance against poison damage.

Potent Spellcasting. Protect others within 30 ft.

Spellcasting. Odin is a 10th level cleric. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks).

Cantrips. (at will): *mending, resistance, sacred flame, thaumaturgy*

1st level. (4 slots): *bane, detect evil and good, guiding bolt, inflict wounds*

2nd level. (3 slots): *continual flame, locate object, spiritual weapon*

3rd level. (3 slots): *bestow curse, glyph of warding, meld into stone*

4th level. (3 slots): *banishment, guardian of faith, stone shape*

5th level. (2 slots): *flame strike, scrying*

Domain spells: *animate objects, creation, elemental weapon, fabricate, heat metal, identity, magic weapon, protection from energy, searing smite, wall of fire*

Actions

+1 Warhammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d10 + 3) bludgeoning damage.

NPC Bio

Personality Odin enjoyed fine food, drink, and high society among his temple's elite. Rough living grates on him.

Appearance Stocky older dwarf with gray hair, a gray beard, and dark blue eyes. 4' 3" 134 lbs. 211 years old

Characteristics

Ideal. Tradition.

Bond. He owes his life to the priest who took him in when his village was destroyed.

Flaw. Odin puts too much trust in those who wield power within his temple's hierarchy.

Background

Odin was an acolyte. He has been part of the same temple since he was 170 years old. Odin is a close ally of the priest and would do anything for him.

Equipment

backpack, 5 days of rations, unholy symbol, hammer, tinderbox, bedroll, cloak, 35gp.

BROTHER ZACHARY

11th level cleric (Trickery Domain subclass)
Medium humanoid (human), neutral evil

Armor Class 13 (chain shirt)
Hit Points 77 (11d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	10 (+0)	10 (+0)	16 (+3)	19 (+4)	16 (+3)

Saving Throws Wis +8, Cha +7
Skills Insight +8, Perception +8, Sleight of Hand +4, Stealth +4
Senses passive Perception 18
Languages Common
Challenge 7 (2,900 XP)

Blessing of the Trickster. He can use his action to touch a willing creature other than himself to give it advantage on Dexterity (Stealth) checks. Lasts 1 hour or until he uses this feature again.

Channel Divinity: Cloak of Shadows 2/day. As an action, he becomes invisible until the end of his next turn. He becomes visible if he attacks or casts a spell.

Channel Divinity: Invoke Duplicity 2/day. As an action, he creates a perfect illusion of himself that lasts for 1 minute, or until he loses his concentration. The illusion appears in an unoccupied space that he can see within 30'. As a bonus action on his turn, he can move the illusion up to 30' to a space he can see, but it must remain within 120'. For the duration, he can cast spells as though he were in the illusion's space, but he must use his own senses. Additionally, when both he and his illusion are within 5' of a creature that can see the illusion, he has advantage on attack rolls against that creature.

Divine Strike. Once on each of his turns when he hits a creature with a weapon attack, he can cause the attack to deal an extra 1d8 poison damage to the target.

Spellcasting. Brother Zachary is an 11th level cleric. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks).

Cantrips. (at will): *light, spare the dying, thaumaturgy, toll the dead*

1st level. (4 slots): *bane, command, detect magic, guiding bolt*

2nd level. (3 slots): *hold person, spiritual weapon, zone of truth*

3rd level. (3 slots): *bestow curse, feign death, mass healing word*

4th level. (3 slots): *banishment, death ward, stone shape*

5th level. (2 slots): *flame strike, geas*

6th level. (1 slot): *harm*

Domain spells: *blink, charm person, dimension door, disguise self, dispel magic, dominate person, mirror image, modify memory, pass without trace, polymorph*

Actions

+2 Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit (1d6) bludgeoning damage.

NPC Bio

Personality Brother Zachary bluntly says what other people are hinting at or hiding.

Appearance Bald young man with piercing hazel eyes. 5' 5" 160 lbs. 36 years old

Characteristics

Ideal. Retribution.

Bond. He escaped his life of poverty by robbing an important person, and he's still wanted for it.

Flaw. Brother Zachary will run away from a fight if he's outnumbered.

Background

Brother Zachary was an urchin. He robbed a wealthy paladin and used the fortune to build his temple. This evil monk has a number of hirelings guarding the temple.

Equipment

backpack, 4 days of rations, disguise kit, thieves' tools, unholy symbol, crossbow bolt case, 16 +1 *crossbow bolts*, 5 vials of poison, bag of 20 caltrops, cloak, 72gp.

THUNDERSTONE

12th level cleric (Tempest Domain subclass)
Medium humanoid (earth gensai), chaotic evil

Armor Class 15 (+2 studded leather)
Hit Points 86 (12d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	10 (+0)	20 (+5)	15 (+2)

Saving Throws Wis +9, Cha +6
Skills History +4, Insight +9, Religion +4
Senses passive Perception 15
Languages Common, Primordial, Dwarvish, Gnomish
Challenge 8 (3,900 XP)

Channel Divinity: Destructive Wrath 2/day. When she rolls lightning or thunder damage, she can use her Channel Divinity to deal maximum damage instead of rolling.

Divine Strike. Can cause a weapon attack to deal an extra 1d8 thunder damage to the target.

Earth Walk. Thunderstone can move across difficult terrain made of earth or stone without expending extra movement.

Spellcasting. Thunderstone is a 12th level cleric. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks).

Cantrips. (at will): *light, resistance, spare the dying, thaumaturgy*

1st level. (4 slots): *cure wounds, detect good and evil, guiding bolt, shield of faith*

2nd level. (3 slots): *calm emotions, hold person, prayer of healing*

3rd level. (3 slots): *bestow curse, dispel magic, mass healing word*

4th level. (3 slots): *banishment, divination, freedom of movement*

5th level. (2 slots): *raise dead, scrying*

6th level. (1 slot): *harm*

Domain spells: *call lightning, control water, destructive wave, fog cloud, gust of wind, ice storm, insect plague, shatter, sleet storm, thunderwave*

Thunderous Strike. When she deals lightning damage to a Large or smaller creature, she can also push it up to 10' feet away.

Actions

+1 Mace. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit (1d6 + 4) bludgeoning damage.

Reaction

Wrath of the Storm 5/day. When a creature within 5' of her that she can see hits her with an attack, she can use her reaction to cause the creature to make a Dexterity save. The creature takes 2d8 thunder damage on a failed saving throw, and half as much damage on a successful one. Resets with a long rest.

NPC BIO

Personality Thunderstone has spent so long in the temple that she has no practical experience dealing with people in the outside world.

Appearance Brown-skinned earth gensai female with stunning purple eyes. 5' 10" 181 lbs. 29 years old

Characteristics

Ideal. Change.

Bond. She would do anything to protect the temple.

Flaw. Thunderstone blindly trusts her god.

Background

Thunderstone was an acolyte. She has belonged to the temple since she was a teenager. This cleric enjoys chaos and seeks it out every day.

Equipment

backpack, 5 days of rations, unholy symbol, 2 vials of poison, cloak, 91gp.

AELAR ARIESOR

7th level druid (Circle of the Moon subclass)
Medium humanoid (wood elf), neutral evil

Armor Class 12 (16 with *barkskin*)
Hit Points 40 (7d8)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	15 (+2)	17 (+3)	12 (+1)

Saving Throws Int +5, Wis +6
Skills Athletics +3, Nature +5, Survival +6
Senses passive Perception 13
Languages Common, Elvish, Fey
Challenge 4 (1,100 XP)

Combat Wild Shape. Aelar can use a bonus action to use Wild Shape and use a bonus action to regain 1d8 hit points per level of the spell slot expended.

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

Mask of the Wild. Can attempt to hide even when he is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Primal Strike. Attacks in beast form count as magical attacks.

Speech of the Woods. Beasts can understand his speech, and he can decipher their noises and motions.

Spellcasting. Aelar is a 7th level druid. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks).

Cantrips. (at will): *create bonfire, shillelagh, thorn whip*

1st level. (4 slots): *animal messenger, beast bond, entangle, speak with animals*

2nd level. (3 slots): *barkskin, pass without trace, spike growth*

3rd level. (3 slots): *call lightning, conjure animals, plant growth*

4th level. (1 slot): *ice storm*

Wild Shape. Aelar can use a bonus action to assume the shape of a CR 2 or less beast for 3 hours. Can use twice, resets w/rest.

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit (1d8) bludgeoning damage.

NPC BIO

Personality Aelar was raised by beasts in the woods.

Appearance Short male wood elf with tanned skin, light brown hair, and green eyes. 5' 3" 89 lbs. 166 years old

Characteristics

Ideal. Nature.

Bond. An injury to the unspoiled wilderness of his home is an injury to him.

Flaw. Aelar is slow to trust members of other races, tribes, and societies.

Background

Aelar was an outlander (bounty hunter). He still hunts down people for a price. This druid travels the land looking for new missions.

Equipment

backpack, 3 days of rations, cloak, hunting trap, manacles, 34gp.

Mount

giant elk

MABBA NOBBS

8th level druid (Circle of the Land/Forest subclass)
Small humanoid (forest gnome), chaotic evil

Armor Class 11 (16 with *barkskin*)

Hit Points 51 (8d8)

Speed 25 ft.

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

Saving Throws Int +6, Wis +7

Skills Acrobatics +4, Insight +7, Perception +7, Performance +3

Senses passive Perception 17

Languages Common, Gnomish, Sylvan

Challenge 5 (1,800 XP)

Land's Stride. Moving through nonmagical difficult terrain cost her no extra movement. She can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. She also has advantage on saving throws against plants that have been created or manipulated to impede movement.

Natural Recovery. During a short rest, he can regain expended spell slots equal to a combined level of 3. None can be 6th level or higher. Needs to finish a long rest to reset this feature.

Gnome Cunning. Advantage against all Intelligence, Wisdom, and Charisma saving throws against magic.

Natural Illusionist. Knows *minor illusion*, INT is the ability.

Speak with Small Beasts. Is able to communicate simple ideas with Small or smaller beasts through sounds and gestures.

Spellcasting. Mabba is an 8th level druid. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks).

Cantrips. (at will): *guidance, shillelagh, thorn whip, thunderwave*

1st level. (4 slots): *beast bond, cure wounds, earth tremor*

2nd level. (3 slots): *barkskin, flame blade, gust of wind, pass without trace, spider climb*

3rd level. (3 slots): *call lightning, dispel magic, erupting earth, plant growth, sleet storm*

4th level. (2 slots): *conjure minor elementals, divination, freedom of movement, giant insect*

Wild Shape. Mabba can use a bonus action to assume the shape of a CR 1 or less beast for 3 hours. Can use twice, resets w/rest.

Actions

+1 Quarterstaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d8 + 4) bludgeoning damage.

NPC BIO

Personality Mabba is an awkward, clumsy gnome.

Appearance Gnome female with tanned skin, blonde hair, and light-blue eyes. 2' 8" 35 lbs. 145 years old

Characteristics

Ideal. Tradition.

Bond. She is close to her father.

Flaw. Mabba has a terrible short-term memory.

Background

Mabba was an entertainer (drummer). She has followed in her father's footsteps and become a druid. However, he has no idea his daughter is an evil spellcaster.

Equipment

backpack, 2 days of rations, drum, disguise kit, *robe of useful items*, 54gp.

IMMERIAN MISTCALLER

9th level druid (Circle of the Shepherd subclass)
Medium humanoid (half-elf), neutral evil

Armor Class 13 (16 with barkskin)
Hit Points 56 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	7 (-2)	16 (+3)	18 (+4)	16 (+3)

Saving Throws Int +7, Wis +8
Skills Athletics +5, Nature +7, Survival +8
Senses passive Perception 14
Languages Common, Elvish, Fey
Challenge 6 (2,300 XP)

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

Mighty Summoner. Any beasts or fey summoned or created by a spell that he casts gains the following benefits: The creature appears with 2 extra hit points per Hit Die. The damage from its natural weapons is considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks.

Speech of the Woods. Beasts can understand his speech, and he gains the ability to decipher their noises and motions. Most beasts lack the intelligence to convey or understand sophisticated concepts, but a friendly beast could relay what it has seen or heard in the recent past. This ability doesn't grant him friendship with beasts, though he can combine this ability with gifts to curry favor with them as he would with any NPC.

Spellcasting. Immerian is a 9th level druid. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks).

Cantrips. (at will): *poison spray, produce flame, shillelagh, thorn whip*

1st level. (4 slots): *animal friendship, fog cloud, speak with animals, thunderwave*

2nd level. (3 slots): *animal messenger, barkskin, hold person*

3rd level. (3 slots): *dispel magic, sleet storm, wind wall*

4th level. (3 slots): *blight, conjure woodland beings, grasping vine*

5th level. (1 slot): *insect plague*

Spirit Totem/Hawk. As a bonus action, he can magically summon an incorporeal spirit to a point he can see within 60'. The spirit creates an aura in a 30' radius around that point. It counts as neither a creature nor an object, though it has the spectral appearance of a hawk. As a bonus action, he can move the spirit up to 60' to a point he can see. The spirit persists for 1 minute or until he is incapacitated. This feature resets with a rest. The hawk spirit is a consummate hunter, aiding Immerian and his allies with its keen sight. When a creature makes an attack roll against a target in the spirit's aura, Immerian can use his reaction to grant advantage to that attack roll. In addition, he and his allies have advantage on Wisdom (Perception) checks while in the aura.

Wild Shape. Can use a bonus action to assume the shape of a CR 1 or less beast for 3 hours. Can use twice, resets w/rest.

Actions

+1 Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit (1d8 + 2) bludgeoning damage.

NPC Bio

Personality Immerian has a lesson for every situation, drawn from observing nature.

Appearance Handsome half-elf male with light brown hair and gray eyes. 5' 10" 126 lbs. 234 years old

Characteristics

Ideal. Nature.

Bond. An injury to the unspoiled wilderness of his home is an injury to him.

Flaw. Immerian remembers every insult he has received and nurses a silent resentment toward anyone who's ever wronged him.

Background

Immerian was an outlander (guide). He enjoys guiding strangers through the wilderness and robbing them. Immerian can't be trusted and is cold and heartless.

Equipment

backpack, 4 days of rations, hunting trap, lute, cloak, 61gp.

RED FOXFEET

10th level druid (Circle of the Land/Grassland subclass)
Small humanoid (lightfoot halfling), lawful evil

Armor Class 11 (16 with *barkskin*)
Hit Points 69 (10d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	17 (+3)	17 (+3)	5 (-3)

Saving Throws Int +7, Wis +7
Skills Insight +7, Sleight of Hand +5, Stealth +5, Survival +7
Senses passive Perception 13
Languages Common, Halfling, Fey
Challenge 6 (2,300 XP)

Halfling Nimbleness. Can move through the space of any creature that is larger.

Land's Stride. Moving through nonmagical difficult terrain cost him no extra movement. He can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. He also has advantage on saving throws against plants that have been created or manipulated to impede movement.

Natural Recovery. During a short rest, he can regain expended spell slots equal to a combined level of 6. None can be 6th level or higher. Needs to finish a long rest to reset this feature.

Naturally Stealthy. Can attempt to hide even when only obscured by a creature that is at least one size larger.

Nature's Ward. Can't be charmed or frightened by elementals or fey, and he is immune to poison and disease.

Lucky. Can reroll any 1s.

Spellcasting. Red is a 10th level druid. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks).

Cantrips. (at will): *infestation, poison spray, shillelagh, thorn whip*

1st level. (4 slots): *beast bond, entangle, fog cloud, thunderwave*

2nd level. (3 slots): *barkskin, beast sense, heat metal, invisibility, pass without trace*

3rd level. (3 slots): *call lightning, daylight, flame arrows, haste, water breathing*

4th level. (3 slots): *divination, hallucinatory terrain, ice storm, freedom of movement, wall of fire*

5th level. (2 slots): *conjure elemental, dream, insect plague, wrath of nature*

Wild Shape. Red can use a bonus action to assume the shape of a CR 1 or less beast for 3 hours. Can use twice, resets w/rest.

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit (1d8 + 2) bludgeoning damage.

NPC BIO

Personality Red eats like a pig and refuses to bathe.

Appearance Average-size halfling male with brown skin, brown hair, and blue eyes. 3' 2" 38 lbs. 52 years old

Characteristics

Ideal. Change.

Bond. He escaped his life of poverty by robbing an important person, and he's wanted for it.

Flaw. Red is a crude and rude individual.

Background

Red was an urchin. He left the city after robbing a famous knight. This druid stole a large amount of money and lives an expensive lifestyle in a small woodland village.

Equipment

backpack, 3 days of rations, disguise kit, thieves' tools, cloak, 72gp.

ELLE EVERSON

11th level druid (Circle of the Land/Coast subclass)
Medium humanoid (human), chaotic evil

Armor Class 12 (16 with *barkskin*)
Hit Points 75 (11d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	10 (+0)	16 (+3)	19 (+4)	15 (+2)

Saving Throws Int +7, Wis +8
Skills Arcana +7, History +7, Insight +8, Persuasion +4
Senses passive Perception 14
Languages Common, Draconic
Challenge 7 (2,900 XP)

Combat Wild Shape. Elle can use a bonus action to use Wild Shape and use a bonus action to regain 1d8 hit points per level of the spell slot expended.

Elemental Strike. Resistance to poison damage.

Land's Stride. Moving through nonmagical difficult terrain cost her no extra movement. She can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. She also has advantage on saving throws against plants that have been created or manipulated to impede movement.

Primal Strike. Attacks in beast form count as magical attacks.

Spellcasting. Elle is an 11th level druid. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks).

Cantrips. (at will): *druidcraft, poison spray, shillelagh, thorn whip*

1st level. (4 slots): *animal friendship, faerie fire, fog cloud, thunderwave*

2nd level. (3 slots): *barkskin, flame blade, hold person, mirror image, misty step*

3rd level. (3 slots): *call lightning, conjure animals, sleet storm, water breathing, water walk*

4th level. (3 slots): *blight, confusion, control water, hallucinatory terrain, freedom of movement*

5th level. (2 slots): *conjure elemental, contagion, scrying, wall of stone*

6th level. (1 slot): *wall of thorns*

Wild Shape. Elle can use a bonus action to assume the shape of a CR 1 or less beast for 3 hours. Can use twice, resets w/rest.

Actions

+3 Quarterstaff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit (1d8 + 4) bludgeoning damage.

NPC BIO

Personality If you do Elle an injury, she will crush you, ruin your name, and salt your fields.

Appearance A pretty, young woman with long brown hair and light blue eyes. 5' 8" 131 lbs. 21 years old

Characteristics

Ideal. Independence.

Bond. She is in love with the heir of a family that her family despises.

Flaw. Elle believes everyone is beneath her.

Background

Elle was a noble. This druid is filled with hate and twists nature for her own gain. She is a dangerous opponent, especially in her homeland near the coast.

Equipment

backpack, 2 days of rations, signet ring, dice set, leather pouch, cloak, two seashells, 39gp, 75pp.

TAL WARDING

12th level druid (Circle of the Moon subclass)
Medium humanoid (half-elf), chaotic evil

Armor Class 12 (16 with *barkskin*)
Hit Points 83 (12d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	18 (+4)	20 (+5)	6 (-2)

Saving Throws Int +8, Wis +9
Skills Deception +2, Insight +9, Perception +9, Stealth +6
Senses passive Perception 19
Languages Common, Elvish, Fey
Challenge 8 (3,900 XP)

Combat Wild Shape. Tal can use a bonus action to use Wild Shape and use a bonus action to regain 1d8 hit points per level of the spell slot expended.

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

Primal Strike. Attacks in beast form count as magical attacks.

Spellcasting. Tal is a 12th level druid. His spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks).

Cantrips. (at will): *shillelagh, poison spray, resistance, thorn whip*

1st level. (4 slots): *charm person, entangle, fog cloud, thunderwave*

2nd level. (3 slots): *barkskin, moonbeam, pass without trace*

3rd level. (3 slots): *call lightning, dispel magic, feign death*

4th level. (3 slots): *blight, conjure woodland beings, polymorph*

5th level. (2 slots): *contagion, scrying*

6th level. (1 slot): *conjure fey*

Wild Shape. Tal can use a bonus action to assume the shape of a CR 4 or less beast for 3 hours. Can use twice, resets w/rest.

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit (1d8 + 2) bludgeoning damage.

NPC BIO

Personality Tal doesn't pay attention to the risks in a situation.

Appearance Bald, middle-aged half-elf with many scars on his face. 5' 8" 173 lbs. 33 years old

Characteristics

Ideal. Greed.

Bond. Tal is close to members of the Thieves' Guild.

Flaw. He will turn tail and run when things look bad.

Background

Tal was a criminal (blackmailer). He knows a number of assassins and thugs with the local Thieves' Guild. This druid still continues to blackmail people.

Equipment

backpack, 3 days of rations, thieves' tools, dice set, bedroll, quill, bottle of ink, 6 pieces of parchment, cloak, 87gp.

ADREX ARGENTIUS

7th level fighter (Champion subclass)
Medium humanoid (white dragonborn), chaotic evil

Armor Class 17 (chain mail)
Hit Points 57 (7d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)

Saving Throws Str +6, Con +4
Skills Acrobatics +5, Athletics +6, Perception +1
Senses passive Perception 11
Languages Common, Draconic
Challenge 4 (1,100 XP)

Action Surge. He can take an additional action. He must rest to regain this feature.

Breath Weapon 1/day. Cold breath. 2d6 DC 10 CON save.

Cold Resistance. Resistance to cold damage.

Improved Critical. A 19 on a weapon attack is also a critical hit.

Remarkable Athlete. He can add +2 to any Strength, Dexterity, or Constitution check he makes that doesn't already use his proficiency bonus. In addition, when he makes a running jump, can jump an extra 4 feet.

Second Wind. He can use a bonus action to regain 1d10 + 7 hit points. He must rest to regain this feature.

Actions

Multiattack. Adrex makes two melee attacks or two ranged attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit (1d12 + 3) slashing damage.

+1 Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. Hit (1d8 + 3) piercing damage.

NPC BIO

Personality Adrex's language is as foul as an otyugh nest.

Appearance Massive, muscled white dragonborn male. 5' 8" 100 lbs.

Characteristics

Ideal. Freedom.

Bond. He was cheated out of his share by a band of pirates. He wants revenge.

Flaw. Once Adrex starts drinking, it's hard for him to stop.

Background

Adrex was a sailor. He was also a pirate for many years. The band of pirates sailed up and down the coast raiding ships. However, after acquiring their largest treasure ever, the pirates took all of Adrex's share.

Equipment

backpack, 5 days of rations, navigator's tools, torch, bedroll, tinderbox, crossbow bolt case, 18 crossbow bolts, cloak, 51gp.

KILI THE KILLER

8th level fighter (Arcane Archer subclass)
Medium humanoid (mountain dwarf), chaotic evil

Armor Class 18 (half plate)
Hit Points 69 (8d10)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	7 (-2)	10 (+0)	9 (-1)

Saving Throws Str +7, Con +6
Skills Acrobatics +6, Athletics +7, Deception +3, Stealth +6, Survival +3
Senses passive Perception 10
Languages Common, Dwarvish
Challenge 5 (1,800 XP)

Arcane Archer Lore. Has proficiency in the Nature skill and knows the *prestidigitation* cantrip.

Arcane Shot. 1/ turn when he fires arrow he can apply one of the following options. Two uses and resets with a rest. DC 14.

Bursting Arrow. Target and all creatures within 10' take 2d6 force damage each.

Enfeebling Arrow. Extra 2d6 necrotic damage. Con save or damage dealt by its weapon attacks is halved until the start of his next turn.

Shadow Arrow. Extra 2d6 psychic damage, and must succeed on a WIS save or be unable to see anything farther than 5' away until the start of his next turn.

Action Surge. He can take an additional action. He must rest to regain this feature.

Curving Shot. When he makes an attack roll with a magic arrow and misses, he can use a bonus action to reroll the attack roll against a different target within 60' of the original target.

Dwarven Resilience. He has advantage on saves against poison, and resistance against poison damage.

Magic Arrow. Whenever he fires a nonmagical arrow, he can make it magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Second Wind. He can use a bonus action to regain 1d10 + 8 hit points. He must rest to regain this feature.

Actions

Multiattack. Kili makes two melee attacks or two ranged attacks.

+2 Flail. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (1d6 + 6) slashing damage.

+1 Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/400 ft., one target. Hit (1d8 + 4) piercing damage.

NPC BIO

Personality Kili blows up at the slightest insult.

Appearance Average-size dwarf male with long black hair and bluish-green eyes. 4' 1" 144 lbs. 184 years old

Characteristics

Ideal. Change.

Bond. He is close to his old gang.

Flaw. Kili has a "tell" that reveals when he's lying.

Background

Kili was a criminal (hired killer). He is always on the move from town to town. Kili does return to his hometown every few years to meet up with his old gang.

Equipment

backpack, 3 days of rations, thieves' tools, set of playing cards, quiver, 19 arrows, cloak, 35gp.

MINDARN PHELAN

9th level fighter (Champion subclass)
Medium humanoid (half-elf), lawful evil

Armor Class 16 (chain mail)

Hit Points 73 (9d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	15 (+2)	14 (+2)	9 (-1)	14 (+2)

Saving Throws Str +7, Con +8

Skills Athletics +7, Intimidation +6, Survival +3

Senses passive Perception 9

Languages Common, Elvish, Orc

Challenge 6 (2,300 XP)

Action Surge. He can take an additional action. He must rest to regain this feature.

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

Improved Critical. A 19 on a weapon attack is also a critical hit.

Indomitable. He can reroll a saving throw he fails.

Remarkable Athlete. He can add +2 to any Strength, Dexterity, or Constitution check he makes that doesn't already use his proficiency bonus. In addition, when he makes a running jump, can jump an extra 4 feet.

Second Wind. He can use a bonus action to regain 1d10 + 9 hit points. He must rest to regain this feature.

Actions

Multiattack. Mindarn makes two melee attacks or two ranged attacks.

+2 Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (1d10 + 5) slashing damage.

+1 Light Crossbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. Hit (1d8 + 5) piercing damage.

NPC BIO

Personality Mindarn can stare down a hell hound without flinching.

Appearance Half-elf male with long blonde hair and gray eyes. 5' 10" 135 lbs. 38 years old

Characteristics

Ideal. Might.

Bond. He would still lay down his life for the people he served with.

Flaw. Mindarn has little respect for anyone who is not a proven warrior.

Background

Mindarn was a soldier (officer). He was in a long and brutal war. His army invaded a peaceful neighbouring territory. However, their forces were crushed in a humiliating defeat.

Equipment

backpack, 5 days of rations, *potion of healing*, crossbow bolt case, 17 crossbow bolts, dice set, cloak, *64gp*.

AULOK NIGHTGUARD

10th level fighter (Champion subclass)
Medium humanoid (goliath), neutral evil

Armor Class 21 (plate, shield)
Hit Points 101 (10d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Str +8, Con +6
Skills Athletics +7, Deception +4, Insight +6, Perception +6, Sleight of Hand +5
Senses passive Perception 16
Languages Common, Goblin
Challenge 6 (2,300 XP)

Action Surge. He can take an additional action. He must rest to regain this feature.

Improved Critical. A 19 on a weapon attack is also a critical hit.

Indomitable. He can reroll a saving throw he fails.

Mountain Born. Aulok is acclimated to high altitude, including elevations above 20,000 feet. He's also naturally adapted to cold climates.

Natural Athlete. He has proficiency in the Athletics skill.

Powerful Build. He counts as one size larger when determining his carrying capacity and the weight he can push, drag, or lift.

Stone's Endurance. Aulok can focus himself to occasionally shrug off injury. When he takes damage, he can use his reaction to roll a d12. He then reduces the damage by that amount. After he uses this trait, he can't use it again until he finishes a short or long rest.

Actions

Multiattack. Aulok makes two melee attacks or two ranged attacks.

+2 Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit (1d10 + 6) slashing damage.

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

NPC BIO

Personality Trouble always seems to find Aulok.

Appearance Male goliath with dark skin, short black hair, and blue eyes. 8' 1" 345 lbs. 26 years old

Characteristics

Ideal. Chaos.

Bond. He is close to his mother.

Flaw. Aulok sabotages eventually sabotages his relationships.

Background

Aulok was a charlatan. He is a dangerous combination of a sharp intellect in the form of a warrior. He tries to act in the shadows but his size and appearance often draw attention.

Equipment

backpack, 3 days of rations, crossbow bolt case, 18 crossbow bolts, disguise kit, forgery kit, set of fine clothes, torch, cloak, 76gp.

FODO JABBINS

11th level fighter (Champion subclass)
Small humanoid (stout halfling), lawful evil

Armor Class 19 (+2 chain mail)
Hit Points 102 (11d10)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	10 (+0)	13 (+1)	15 (+2)

Saving Throws Str +7, Con +8
Skills Acrobatics +6, Insight +5, Perception +5, Persuasion +6
Senses passive Perception 15
Languages Common, Halfling, Gnomish
Challenge 7 (2,900 XP)

Action Surge. He can take an additional action. He must rest to regain this feature.

Brave. Advantage on saves against being frightened.

Halfling Nimbleness. Can move through the space of any creature that is larger.

Indomitable. He can reroll a saving throw he fails.

Improved Critical. A 19 on a weapon attack is also a critical hit.

Lucky. Can reroll any 1s.

Remarkable Athlete. He can add +2 to any Strength, Dexterity, or Constitution check he makes that doesn't already use his proficiency bonus. In addition, when he makes a running jump, can jump an extra 4 feet.

Second Wind. He can use a bonus action to regain 1d10 + 11 hit points. He must rest to regain this feature.

Stout Resilience. Has advantage on saving throws against poison, and has resistance against poison damage.

Actions

Multiattack. Fodo makes three melee attacks or three ranged attacks.

+2 Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (1d10 + 5) slashing damage.

+1 Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. Hit (1d8 + 3) piercing damage.

NPC BIO

Personality Fodo is a dedicated, tough warrior.

Appearance Halfling male with tan skin, blonde hair, and dark brown eyes. 2' 9" 39 lbs. 46 years old

Characteristics

Ideal. Power.

Bond. He is a devoted member of a devil worshipping cult.

Flaw. Fodo blindly follows the powerful warlock who leads the cult.

Background

Fodo was a guild artisan (carpenter). He met a warlock in a tavern one day and it has changed his life. Fodo left his small village and joined a powerful cult in the capital city. The halfling is the chief henchman of the cult's leader.

Equipment

backpack, 4 days of rations, torch, carpenter's tools, crossbow bolt case, 18 +1 crossbow bolts, *potion of speed*, cloak, 75pp.

MAZZOCK

12th level fighter (Champion subclass)
Medium humanoid (human), chaotic evil

Armor Class 20 (+1 plate)
Hit Points 111 (12d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	16 (+3)	10 (+0)	9 (-1)

Saving Throws Str +9, Con +8
Skills Athletics +7, Animal Handling +4, Sleight of Hand +5, Stealth +5, Survival +4
Senses passive Perception 10
Languages Common
Challenge 8 (3,900 XP)

Action Surge. He can take an additional action. He must rest to regain this feature.

Indomitable. He can reroll a saving throw he fails.

Improved Critical. A 19 on a weapon attack is also a critical hit.

Remarkable Athlete. He can add +2 to any Strength, Dexterity, or Constitution check he makes that doesn't already use his proficiency bonus. In addition, when he makes a running jump, can jump an extra 4 feet.

Second Wind. He can use a bonus action to regain 1d10 + 12 hit points. He must rest to regain this feature.

Actions

Multiattack. Mazzock makes three melee attacks or one ranged attack.

+2 Greatsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit (2d6 + 7) slashing damage.

+1 Heavy Crossbow. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. Hit (1d10 + 2) piercing damage.

NPC BIO

Personality Mazzock is an intelligent, cunning warrior.

Appearance Young man with long blonde hair and greenish-blue eyes. 6' 6" 252 lbs. 25 years old

Characteristics

Ideal. Freedom.

Bond. He is obsessed with his sword.

Flaw. Mazzock has terrible instincts.

Background

Mazzock was an urchin. He fought his way out of the slum he grew up in. Violence and his sharp intellect are his only tools. However, they do make him a dangerous opponent.

Equipment

backpack, 3 days of rations, disguise kit, thieves' tools, 3 torches, tinderbox, bedroll, crossbow case, 20 crossbow bolts, cloak, 123gp.

YOP WOZZLES

7th level monk (Way of the Drunken Master subclass)
Small humanoid (rock gnome), neutral evil

Armor Class 13
Hit Points 45 (7d8)
Speed 40 ft.

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

Saving Throws Str +5, Dex +6
Skills Arcana +3, History +3, Insight +3
Senses passive Perception 10
Languages Common, Gnomish, Dwarvish, Undercommon
Challenge 4 (1,100 XP)

Drunken Technique. Whenever he uses Flurry of Blows, he gains the benefit of the Disengage action, and his walking speed increases by 10 feet until the end of the current turn.

Evasion. Able to dodge out of the way of certain area effects. When he is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead take no damage if he succeeds on the saving throw, and only half damage if he fails.

Flurry of Blows. 1 ki pt. 2 unarmed strikes/bonus action

Gnome Cunning. Advantage against all Intelligence, Wisdom, and Charisma saving throws against magic.

Ki-Empowered Strike. Unarmed strikes are magical.

Patient Defense. He can spend 1 ki point to take the Dodge action as a bonus action.

Step of the Wind. He can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Stillness of Mind. Use action to end charmed/frightened effect.

Stunning Strike. He can spend 1 ki point to stun. CON save. DC11

Tipsy Sway. Can move in sudden, swaying ways.

Leap to Your Feet. When he's prone, he can stand up by spending 5 feet of movement.

Redirect Attack. When a creature misses him with an attack roll, he can spend 1 ki point as a reaction to cause that attack to hit one creature of his choice, other than the attacker, that he can see within 5 feet of him.

Actions

Multiattack. Yop makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit (1d6 + 3) bludgeoning damage.

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 10 hit points.

Slow Fall. Use reaction to reduce falling damage by 35 hit points.

NPC Bio

Personality Yop is an extremely curious individual.

Appearance Rock gnome male with dirty blonde hair and light-blue eyes. 3' 3" 45 lbs. 199 years old

Characteristics

Ideal. Curiosity.

Bond. He would do anything for his master.

Flaw. Yop has a hard time keeping secrets.

Background

Yop was a sage (writer). He was curious about the world and left his small village. Years later, this gnome ran into a master monk who trained in the Way of the Drunken Master.

Equipment

backpack, 2 days of rations, tinderbox, bedroll, quill, bottle of ink, 4 pieces of parchment, cloak, 21gp.

Ki Points

7

HANNAH HEMMING

8th level monk (Way of the Open Hand subclass)
Medium humanoid (human), lawful evil

Armor Class 15
Hit Points 57 (8d8)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	10 (+0)	12 (+1)	7 (-2)

Saving Throws Str +4, Dex +7
Skills Acrobatics +7, Sleight of Hand +7, Stealth +7
Senses passive Perception 11
Languages Common, Goblin
Challenge 5 (1,800 XP)

Evasion. Able to dodge out of the way of certain area effects. When she is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead take no damage if she succeeds on the saving throw, and only half damage if she fails.

Flurry of Blows. 1 ki pt. 2 unarmed strikes/bonus action

Ki-Empowered Strike. Unarmed strikes are magical.

Open Hand Technique. If Flurry of Blows hits then can knock prone (DC 14) Dexterity save or push up to 15 ft. away /Strength save or it can't take reactions for a turn.

Patient Defense. She can spend 1 ki point to take the Dodge action as a bonus action.

Step of the Wind. She can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Stillness of Mind. Use action to end charmed/frightened effect.

Stunning Strike. She can spend 1 ki point to stun. CON save. DC12

Wholeness of Body 1/day. Can heal 18 hit points.

Actions

Multiattack. Hannah makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit (1d6 + 5) bludgeoning damage.

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 12 hit points.

Slow Fall. Use reaction to reduce falling damage by 40 hit points.

NPC BIO

Personality Hannah is a stubborn, disciplined individual.

Appearance Slender young woman with light brown hair and green eyes. 5' 9" 125 lbs. 22 years old

Characteristics

Ideal. Greed.

Bond. She is a member of a powerful Thieves' Guild.

Flaw. Hannah can't ever admit she is wrong.

Background

Hannah was an urchin. She ran away from a bad situation at home. This young monk ended up in a large city and soon met some shady characters. These people led her to the Thieves' Guild who were eager to help train her in the Way of the Open Hand.

Equipment

backpack, 3 days of rations, disguise kit, thieves' tools, torch, tinderbox, *potion of greater healing*, cloak, 19gp.

Ki Points

8

SEYLETH RAETHRAN

9th level monk (Way of the Shadow subclass)
Medium humanoid (high elf), neutral evil

Armor Class 17
Hit Points 68 (9d8)
Speed 45 ft.

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

Saving Throws Str +5, Dex +8
Skills Acrobatics +8, Insight +7, Perception +7, Persuasion +5
Senses passive Perception 17
Languages Common, Elvish, Thieves' cant
Challenge 6 (2,300 XP)

Elf Cantrip. *dancing lights* cantrip. Int is the spellcasting ability.

Evasion. Able to dodge out of the way of certain area effects. When she is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead take no damage if she succeeds on the saving throw, and only half damage if she fails.

Fey Ancestry. She has advantage on saving throws against being charmed, and magic can't put her to sleep.

Flurry of Blows. 1 ki pt. 2 unarmed strikes/bonus action

Ki-Empowered Strike. Unarmed strikes are magical.

Patient Defense. She can spend 1 ki point to take the Dodge action as a bonus action.

Shadow Arts. She can use her ki to duplicate the effects of certain spells. As an action, she can spend 2 ki points to cast *darkness*, *darkvision*, *pass without trace*, or *silence*, without providing material components. Additionally, she gains the *minor illusion* cantrip.

Shadow Step. She can step from one shadow into another. When she is in dim light or darkness, as a bonus action she can teleport up to 60' to an unoccupied space you can see that is also in dim light or darkness. She can then have advantage on the first melee attack she makes before the end of the turn.

Step of the Wind. She can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Stillness of Mind. Use action to end charmed/frightened effect.

Stunning Strike. She can spend 1 ki point to stun. CON save. DC15

Actions

Multiattack. Seyleth makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit (1d6 + 4) bludgeoning damage.

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 13 hit points.

Slow Fall. Use reaction to reduce falling damage by 45 hit points.

NPC Bio

Personality Seyleth is a reclusive, secretive individual.

Appearance Average-size female high elf with blonde hair and blue eyes. 5' 6" 90 lbs. 201 years old

Characteristics

Ideal. Greed.

Bond. She pursues wealth to secure someone's love.

Flaw. Seyleth would do anything to get her hands on something rare or priceless.

Background

Seyleth was a guild artisan (jeweler). She is obsessed with two things: winning the love of a dark knight and finding more precious gemstones.

Equipment

backpack, 3 days of rations, jeweler's tools, 10 garnets, 3 pieces of obsidian, topaz, quartz, emerald, cloak, 128gp, 72pp.

Ki Points

9

TRAVOK TRUEBLOOD

10th level monk (Way of the Drunken Master subclass)
Medium humanoid (hill dwarf), lawful evil

Armor Class 16
Hit Points 71 (10d8)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	16 (+3)	6 (-2)	14 (+2)	16 (+3)

Saving Throws Str +7, Dex +8
Skills Insight +6, Religion +4, Stealth +8
Senses passive Perception 12
Languages Common, Dwarvish, Deep Speech, Infernal
Challenge 6 (2,300 XP)

Dwarven Resilience. He has advantage on saves against poison, and resistance against poison damage.

Evasion. Able to dodge out of the way of certain area effects. When he is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead take no damage if he succeeds on the saving throw, and only half damage if he fails.

Flurry of Blows. 1 ki pt. 2 unarmed strikes/bonus action

Ki-Empowered Strike. Unarmed strikes are magical.

Patient Defense. He can spend 1 ki point to take the Dodge action as a bonus action.

Purity of Body. His mastery of the ki flowing through him makes him immune to disease and poison.

Step of the Wind. He can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Stillness of Mind. Use action to end charmed/frightened effect.

Stunning Strike. He can spend 1 ki point to stun. CON save. DC14

Wholeness of Body 1/day. Can heal 30 hit points.

Actions

Multiattack. Travok makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit (1d6 + 5) bludgeoning damage.

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 14 hit points.

Slow Fall. Use reaction to reduce falling damage by 50 hit points.

NPC BIO

Personality Travok is stupid and cruel.

Appearance Handsome hill dwarf male with red hair and blue eyes. 4' 4" 126 lbs. 186 years old

Characteristics

Ideal. Faith.

Bond. He would die to recover an ancient relic of his faith that was lost long ago.

Flaw. Travok is slow-witted.

Background

Travok was an acolyte. He is part of a temple in a large, bustling settlement. The evil deity he worships has attracted a number of unsavory characters. However, they are united in their faith.

Equipment

backpack, 2 days of rations, unholy symbol, tinderbox, bedroll, *potion of speed*, cloak, 54gp.

Ki Points

10

RATHDAN MOHRADYNN

11th level monk (Way of the Open Hand subclass)
Medium humanoid (red dragonborn), chaotic evil

Armor Class 15
Hit Points 77 (11d8)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	14 (+2)	16 (+3)	15 (+2)	8 (-1)

Saving Throws Str +8, Dex +7
Skills Acrobatics +8, Athletics +8, Medicine +6, Religion +7
Senses passive Perception 12
Languages Common, Draconic
Challenge 7 (2,900 XP)

Breath Weapon 1/day. Fire breath. 2d6 DC 10 CON save.

Fire Resistance. Resistance to fire damage.

Flurry of Blows. 1 ki pt. 2 unarmed strikes/bonus action

Ki-Empowered Strike. Unarmed strikes are magical.

Open Hand Technique. If Flurry of Blows hits then can knock prone (DC 14) Dexterity save or push up to 15 ft. away /Strength save or it can't take reactions for a turn.

Patient Defense. He can spend 1 ki point to take the Dodge action as a bonus action.

Purity of Body. His mastery of the ki flowing through him makes him immune to disease and poison.

Step of the Wind. He can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Stillness of Mind. Use action to end charmed/frightened effect.

Stunning Strike. He can spend 1 ki point to stun. CON save. DC14

Tranquility. He can enter a special meditation that surrounds him with an aura of peace. At the end of a long rest, he gains the effect of a *sanctuary* spell that lasts until the start of his next long rest (the spell can end early as normal). DC 14

Wholeness of Body 1/day. Can heal 18 hit points.

Actions

Multiattack. Rathdan makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit (1d8 + 5) bludgeoning damage.

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 14 hit points.

Slow Fall. Use reaction to reduce falling damage by 55 hit points.

NPC BIO

Personality Rathdan is a curious, intelligent individual.

Appearance Slim male red dragonborn. 6' 2" 182 lbs. 28 years old

Characteristics

Ideal. Free Thinking.

Bond. He entered seclusion to hide from a group of knights who were looking to apprehend him.

Flaw. Rathdan likes to keep secrets and won't share them with anyone.

Background

Rathdan was a hermit. He has rejoined the world after avoiding arrest by a nearby kingdom. This evil monk is for hire and has many talents and skills.

Equipment

backpack, 3 days of rations, herbalism kit, 2 torches, tinderbox, cloak, 83gp.

Ki Points

11

QUICKTAIL

12th level monk (Way of the Shadow subclass)
Medium humanoid (tabaxi), lawful evil

Armor Class 17

Hit Points 85 (12d8)

Speed 50 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	10 (+0)	16 (+3)	14 (+2)	11 (+0)

Saving Throws Str +7, Dex +9

Skills Acrobatics +9, Deception +4, Perception +6, Stealth +9

Senses passive Perception 16

Languages Common, Halfling

Challenge 8 (3,900 XP)

Cats Claws. Climb speed of 20'. In addition, Moonclaw's claws are natural weapons, which this monk can use to make unarmed strikes. If Moonclaw hits with them, this monk does slashing damage equal to 1d4 + 3, instead of the bludgeoning damage.

Cat's Talent. Is proficient in the Perception and Stealth skills.

Cloak of Shadows. When he is in an area of dim light or darkness, he can use his action to become invisible. He remains invisible until he makes an attack, cast a spell, or are in an area of bright light.

Evasion. Able to dodge out of the way of certain area effects. When he is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead take no damage if he succeeds on the saving throw, and only half damage if he fails.

Feline Agility. When he moves on his turn in combat, he can double his speed until the end of the turn. Once he uses this trait, he can't use it again until he moves 0 feet on one of his turns.

Flurry of Blows. 1 ki pt. 2 unarmed strikes/bonus action

Ki-Empowered Strike. Unarmed strikes are magical.

Patient Defense. He can spend 1 ki point to take the Dodge action as a bonus action.

Purity of Body. His mastery of the ki flowing through him makes him immune to disease and poison.

Shadow Arts. He can use his ki to duplicate the effects of certain spells. As an action, he can spend 2 ki points to cast *darkness*, *darkvision*, *pass without trace*, or *silence*, without providing material components. Additionally, he gains the *minor illusion* cantrip.

Shadow Stip. He can step from one shadow into another. When he is in dim light or darkness, as a bonus action he can teleport up to 60' to an unoccupied space you can see that is also in dim light or darkness. He can then have advantage on the first melee attack he makes before the end of the turn.

Step of the Wind. He can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Stillness of Mind. Use action to end charmed/frightened effect.

Stunning Strike. He can spend 1 ki point to stun. CON save. DC14

Actions

Multiattack. Quicktail makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit (1d8 + 5) bludgeoning damage.

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 17 hit points.

Slow Fall. Use reaction to reduce falling damage by 60 hit points.

NPC BIO

Personality Quicktail never pays attention to the risks in a situation. Never tell him the odds.

Appearance Average-size tabaxi male with red hair and yellow eyes. 6' 4" 220 lbs. 26 years old

Characteristics

Ideal. Greed.

Bond. He aims to be the greatest thief that ever lived.

Flaw. Quicktail is a risk-taker.

Background

Quicktail has always been a criminal (burglar). He is part of the local Thieves' Guild. He is loyal to his guild but will also do anything to gain more wealth. He leaves a calling card at each of his robberies, leaving a black dart behind. A number of different factions are looking to bring him to justice.

Equipment

backpack, 2 days of rations, 6 black darts, thieves' tools, set of playing cards, tinderbox, bedroll, 50 ft. rope, *potion of diminution*, manacles, cloak, *98gp*.

Ki Points

12

ILANIS YASANOOTH

7th level paladin (Oathbreaker subclass)
Medium humanoid (half-elf), lawful evil

Armor Class 20 (+1 chain mail, shield)
Hit Points 53 (7d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	16 (+3)	12 (+1)	20 (+5)

Saving Throws Wis +4, Cha +8
Skills Athletics +4, Intimidation +8
Senses passive Perception 11
Languages Common, Elvish, Fey
Challenge 4 (1,100 XP)

Aura of Hate. She and any fiends and undead within 10 feet of her have +5 melee weapon damage rolls.

Aura of Protection. Whenever Jacqueline or a friendly creature within 10 feet of her must make a saving throw, the creature gains a +5 bonus to the saving throw.

Channel Divinity. Control Undead. As an action, she targets one undead creature she can see within 30 ft. of her. The target must make a Wisdom saving throw. On failed save, the target must obey her for the next 24 hours, or until she uses this option again. An undead whose CR is equal to or greater than her level is immune to this effect. **Dreadful Aspect.** As an action, she channels the darkest emotions and focuses them into a burst of magical menace. Each creature of her choice within 30 ft. of her must make a Wisdom saving throw if it can see her. On a failed save, the target is frightened of her for 1 minute. If a creature frightened by this effect ends its turn more than 30 ft. away from the paladin, it can attempt another Wisdom save.

Divine Health. She is immune to disease.

Divine Sense 6/day. She can know the location of any celestial, fiend, or undead within 60 ft.

Divine Smite. When she hits a creature, she can expend a spell slot to deal 2d8 radiant damage. 1d8 for 2nd.

Fey Ancestry. She has advantage on saving throws against being charmed, and magic can't put her to sleep.

Lay on Hands. She can draw from a pool of 35 hit points to restore hit points, or cure diseases or poisons.

Spellcasting. Ilanis is a 7th level spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks).

1st level. (4 slots): *compelled duel, cure wounds, searing smite, shield of faith*

2nd level. (3 slots): *find steed, locate object, magic weapon*

Oath spells: *crown of madness, darkness, hellish rebuke, inflict wounds*

Actions

Multiattack. Ilanis makes two attacks.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit (1d10 + 3) slashing damage.

NPC Bio

Personality Ilanis is a disciplined, brutal killer.

Appearance Beautiful young half-elf with long blonde hair and blue eyes. 5' 7" 121 lbs. 25 years old

Characteristics

Ideal. Companionship.

Bond. Those who fight beside her are those worth dying for.

Flaw. Ilanis has little respect for anyone who is not a proven warrior.

Background

Ilanis was a soldier (officer). She serves a powerful dark knight and obeys his every command. In fact, this deluded half-elf longs to be his consort. Ilanis is a dangerous opponent and will work closely with other evil creatures.

Equipment

backpack, 3 days of rations, *potion of gaseous form, ring of feather falling*, cloak, dice set, 39gp.

Mount

riding horse

SAPHARA WYSTONAAR

8th level paladin (Oathbreaker subclass)
Medium humanoid (black dragonborn), lawful evil

Armor Class 15 (chain shirt)
Hit Points 59 (8d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	10 (+0)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Wis +5, Cha +6
Skills Deception +6, Insight +5, Persuasion +6, Sleight of Hand +4
Senses passive Perception 12
Languages Common, Draconic
Challenge 5 (1,800 XP)

Acid Resistance. Resistance to acid damage.

Aura of Hate. She and any fiends and undead within 10 feet of her have +5 melee weapon damage rolls.

Aura of Protection. Whenever Saphara or a friendly creature within 10 feet of her must make a saving throw, the creature gains a +5 bonus to the saving throw.

Breath Weapon 1/day. Acid breath. 2d6 DC 10 CON save.

Channel Divinity. Control Undead. As an action, she targets one undead creature she can see within 30 ft. of her. The target must make a Wisdom saving throw. On failed save, the target must obey her for the next 24 hours, or until she uses this option again. An undead whose CR is equal to or greater than her level is immune to this effect. **Dreadful Aspect.** As an action, she channels the darkest emotions and focuses them into a burst of magical menace. Each creature of her choice within 30 ft. of her must make a Wisdom saving throw if it can see her. On a failed save, the target is frightened of her for 1 minute. If a creature frightened by this effect ends its turn more than 30 ft. away from the paladin, it can attempt another Wisdom save.

Divine Health. She is immune to disease.

Divine Sense 4/day. She can know the location of any celestial, fiend, or undead within 60 ft.

Divine Smite. When she hits a creature, she can expend a spell slot to deal 2d8 radiant damage. 1d8 for 2nd.

Lay on Hands. She can draw from a pool of 40 hit points to restore hit points, or cure diseases or poisons.

Spellcasting. Saphara is an 8th level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks).

1st level. (4 slots): *command, cure wounds, detect evil and good, detect magic*

2nd level. (3 slots): *branding smite, locate object*

Oath spells: *crown of madness, darkness, hellish rebuke, inflict wounds*

Actions

Multiattack. Saphara makes two attacks.

Greatsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit (2d6 + 3) slashing damage.

NPC Bio

Personality Saphara falls in and out of love easily.

Appearance Average-size black dragonborn female. 6' 7" 233 lbs. 23 years old

Characteristics

Ideal. Romance.

Bond. Her current love interest.

Flaw. Saphara doesn't look after her own needs.

Background

Saphara was a charlatan. For many years the evil dragonborn blackmailed people. She gathered a fortune doing so and lives in a large manor.

Equipment

backpack, 2 days of rations, disguise kit, forgery kit, set of fine clothes, *potion of invisibility*, torch, tinderbox, cloak, 78gp.

Mount

young black dragon

SKAMOS

9th level paladin (Oathbreaker subclass)
Medium humanoid (tiefling), lawful evil

Armor Class 15 (chain shirt)
Hit Points 76 (9d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	8 (-1)	16 (+3)	17 (+3)

Saving Throws Wis +7, Cha +7
Skills Athletics +5, Insight +7, Survival +7
Senses passive Perception 13
Languages Common, Infernal
Challenge 6 (2,300 XP)

Aura of Hate. He and any fiends and undead within 10 feet of him have +5 melee weapon damage rolls.

Aura of Protection. Whenever Skamos or a friendly creature within 10 feet of him must make a saving throw, the creature gains a +5 bonus to the saving throw.

Channel Divinity. Control Undead. As an action, he targets one undead creature he can see within 30 ft. of him. The target must make a Wisdom saving throw. On failed save, the target must obey him for the next 24 hours, or until he uses this option again. An undead whose CR is equal to or greater than his level is immune to this effect. **Dreadful Aspect.** As an action, he channels the darkest emotions and focuses them into a burst of magical menace. Each creature of his choice within 30 ft. of him must make a Wisdom saving throw if it can see him. On a failed save, the target is frightened of him for 1 minute. If a creature frightened by this effect ends its turn more than 30 ft. away from the paladin, it can attempt another Wisdom save.

Divine Health. He is immune to disease.

Divine Sense 4/day. He can know the location of any celestial, fiend, or undead within 60 ft.

Hellish Resistance. Resistant to fire damage.

Infernal Legacy. Knows *darkness*, *hellish rebuke*, and *thaumaturgy*. Charisma is the spellcasting ability.

Lay on Hands. He can draw from a pool of 45 hit points to restore hit points, or cure diseases or poisons.

Spellcasting. Skamos is a 9th level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks).

1st level. (4 slots): *detect magic*, *searing smite*, *thunderous smite*, *wrathful smite*

2nd level. (3 slots): *branding smite*, *find steed*, *magic weapon*

3rd level. (2 slots): *dispel magic*, *elemental weapon*

Oath spells: *animate dead*, *bestow curse*, *crown of madness*, *darkness*, *hellish rebuke*, *inflict wounds*

Unholy Smite. When he hits a creature, he can expend a spell slot to deal 2d8 necrotic damage. 1d8 for 2nd.

Actions

Multiattack. Skamos makes two attacks.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit (1d10 + 1) slashing damage.

NPC Bio

Personality Skamos has a lesson for every situation.

Appearance Slim tiefling male with purple skin, blue hair, and white eyes. 5' 11" 140 lbs. 30 years old

Characteristics

Ideal. Family.

Bond. His family is the most important thing in his life.

Flaw. Skamos has a weakness for wine.

Background

Skamos was an outlander (guide). He ran into an evil witch on his travels in the wilds. She turned him to the dark side and convinced him it was his destiny. Skamos is now a dedicated servant of evil.

Equipment

backpack, 2 days of rations, *ring of invisibility*, hunting trap, drum, cloak, 24pp.

ELADRAE MIAROS

10th level paladin (Oathbreaker subclass)
Medium humanoid (high elf), lawful evil

Armor Class 20 (plate, shield)
Hit Points 85 (10d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	14 (+2)	17 (+3)	17 (+3)

Saving Throws Wis +7, Cha +7

Skills History +6, Insight +7, Intimidation +7, Perception +7, Persuasion +7

Senses passive Perception 17

Languages Common, Elvish, Infernal

Challenge 6 (2,300 XP)

Aura of Courage. Eladrae and friendly creatures within 10 feet of her can't be frightened while she is conscious.

Aura of Hate. She and any fiends and undead within 10 feet of her have +5 melee weapon damage rolls.

Aura of Protection. Whenever Eladrae or a friendly creature within 10 feet of her must make a saving throw, the creature gains a +5 bonus to the saving throw.

Channel Divinity. Control Undead. As an action, she targets one undead creature she can see within 30 ft. of her. The target must make a Wisdom saving throw. On failed save, the target must obey her for the next 24 hours, or until she uses this option again. An undead whose CR is equal to or greater than her level is immune to this effect. **Dreadful Aspect.** As an action, she channels the darkest emotions and focuses them into a burst of magical menace. Each creature of her choice within 30 ft. of her must make a Wisdom saving throw if it can see her. On a failed save, the target is frightened of her for 1 minute. If a creature frightened by this effect ends its turn more than 30 ft. away from the paladin, it can attempt another Wisdom save.

Divine Health. She is immune to disease.

Divine Sense 4/day. She can know the location of any celestial, fiend, or undead within 60 ft.

Elf Cantrip. chill touch cantrip. INT is the spellcasting ability.

Fey Ancestry. She has advantage on saving throws against being charmed, and magic can't put her to sleep.

Lay on Hands. She can draw from a pool of 50 hit points to restore hit points, or cure diseases or poisons.

Spellcasting. Eladrae is an 10th level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks).

1st level. (4 slots): *compelled duel, cure wounds, shield of faith, wrathful smite*

2nd level. (3 slots): *branding smite, find steed, locate object*

3rd level. (2 slots): *blinding smite, magic circle*

Oath spells: *animate dead, bestow curse, crown of madness, darkness, hellish rebuke, inflict wounds*

Unholy Smite. When she hits a creature, she can expend a spell slot to deal 2d8 necrotic damage. 1d8 for 2nd.

Actions

Multiattack. Eladrae makes two attacks.

+2 Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit (1d10 + 2) slashing damage.

NPC BIO

Personality Her eloquent flattery makes everyone she talks to feel like the most important person in the world.

Appearance Gorgeous high elf female with copper skin, blonde hair, and bluish-green eyes. 5' 2" 100 lbs. 157 years old

Characteristics

Ideal. Power.

Bond. Her loyalty to her sovereign is unwavering.

Flaw. Eladrae has an insatiable desire for carnal pleasures.

Background

Eladrae was a noble. She has pledged her allegiance to an evil queen. This paladin leads the queen's elite guard (**knights**). Eladrae has many talents and will make use of all of them to get what she desires.

Equipment

backpack, 3 days of rations, *potion of speed*, 2 *philters of love*, dragonchess set, cloak, 111gp, 95pp.

Mount

nightmare

VANCE NOTTINGHAM

11th level paladin (Oathbreaker subclass)
Medium humanoid (human), lawful evil

Armor Class 20 (+3 studded leather)
Hit Points 92 (11d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	13 (+1)	10 (+0)	15 (+2)	20 (+5)

Saving Throws Wis +6, Cha +9
Skills Athletics +6, Deception +9, Intimidation +9, Stealth +8
Senses passive Perception 12
Languages Common, Draconic
Challenge 7 (2,900 XP)

Aura of Courage. Vance and friendly creatures within 10 feet of him can't be frightened while he is conscious.

Aura of Hate. He and any fiends and undead within 10 feet of him have +5 melee weapon damage rolls.

Aura of Protection. Whenever Vance or a friendly creature within 10 feet of him must make a saving throw, the creature gains a +5 bonus to the saving throw.

Channel Divinity. Control Undead. As an action, he targets one undead creature he can see within 30 ft. of him. The target must make a Wisdom saving throw. On failed save, the target must obey him for the next 24 hours, or until he uses this option again. An undead whose CR is equal to or greater than his level is immune to this effect. **Dreadful Aspect.** As an action, he channels the darkest emotions and focuses them into a burst of magical menace. Each creature of his choice within 30 ft. of him must make a Wisdom saving throw if it can see him. On a failed save, the target is frightened of him for 1 minute. If a creature frightened by this effect ends its turn more than 30 ft. away from the paladin, it can attempt another Wisdom save.

Divine Health. He is immune to disease.

Divine Sense 6/day. He can know the location of any celestial, fiend, or undead within 60 ft.

Lay on Hands. He can draw from a pool of 55 hit points to restore hit points, or cure diseases or poisons.

Spellcasting. Vance is an 11th level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks).

1st level. (4 slots): *compelled duel, searing smite, thunderous smite, wrathful smite*

2nd level. (3 slots): *branding smite, find steed, locate object*

3rd level. (3 slots): *blinding smite, dispel magic, elemental weapon*

Oath spells: *animate dead, bestow curse, crown of madness, darkness, hellish rebuke, inflict wounds*

Unholy Smite. When he hits a creature, he can expend a spell slot to deal 2d8 necrotic damage. 1d8 for 2nd.

Actions

Multiattack. Vance makes two attacks.

+2 Greatsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit (2d6 + 4) slashing damage plus (1d8) necrotic damage.

NPC BIO

Personality Vance is always calm, no matter what the situation. He never raises his voice or lets his emotions control him.

Appearance Extremely handsome, powerfully-built man with long black hair and gray eyes. 6' 4" 220 lbs. 27 years old

Characteristics

Ideal. Greed.

Bond. He is guilty of many horrible crimes. He is comfortable with this.

Flaw. Vance uses his ill-gotten gains for his family.

Background

Vance was a criminal (enforcer). He is a very formidable warrior, even more when he is accompanied by Willow, his green dragon. Vance has worked his way up in the criminal world and now operates out of a small keep. He will still serve an even more powerful master at times.

Equipment

backpack, 2 days of rations, thieves' tools, tinderbox, set of playing cards, 2 torches, *cape of the mountebank*, 84pp.

Mount

young green dragon

BELLA DAWN

12^h level paladin (Oathbreaker subclass)
Medium humanoid (human), chaotic evil

Armor Class 19 (+1 plate)
Hit Points 106 (12d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	16 (+3)	12 (+1)	20 (+5)

Saving Throws Wis +5, Cha +9
Skills Acrobatics +5, Intimidation +9, Performance +9, Persuasion +9
Senses passive Perception 11
Languages Common, Elvish, Fey
Challenge 8 (3,900 XP)

Aura of Courage. Any friendly creatures within 10 feet of her can't be frightened while she is conscious.

Aura of Hate. She and any fiends and undead within 10 feet of her have +5 melee weapon damage rolls.

Aura of Protection. Whenever Bella or a friendly creature within 10 feet of her must make a saving throw, the creature gains a +5 bonus to the saving throw.

Channel Divinity. Control Undead. As an action, she targets one undead creature she can see within 30 ft. of her. The target must make a Wisdom saving throw. On failed save, the target must obey her for the next 24 hours, or until she uses this option again. An undead whose CR is equal to or greater than her level is immune to this effect. **Dreadful Aspect.** As an action, she channels the darkest emotions and focuses them into a burst of magical menace. Each creature of her choice within 30 ft. of her must make a Wisdom saving throw if it can see her. On a failed save, the target is frightened of her for 1 minute. If a creature frightened by this effect ends its turn more than 30 ft. away from the paladin, it can attempt another Wisdom save.

Divine Health. She is immune to disease.

Divine Sense 6/day. She can know the location of any celestial, fiend, or undead within 60 ft.

Lay on Hands. She can draw from a pool of 60 hit points to restore hit points, or cure diseases or poisons.

Spellcasting. Bella is an 12th level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks).

1st level. (4 slots): *compelled duel, cure wounds, thunderous smite, wrathful smite*

2nd level. (3 slots): *branding smite, find steed, zone of truth*

3rd level. (3 slots): *blinding smite, magic circle, revivify*

Oath spells: *animate dead, bestow curse, crown of madness, darkness, hellish rebuke, inflict wounds*

Unholy Smite. When she hits a creature, she can expend a spell slot to deal 2d8 necrotic damage. 1d8 for 2nd.

Actions

Multiattack. Bella makes two attacks.

+3 Longsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit (1d10 + 7) slashing damage plus (1d8) necrotic damage.

NPC Bio

Personality Bella is vain and self-centered. She gets bitter if she's not the center of attention.

Appearance Very beautiful, tall young woman with long red hair and blue eyes. 5' 10" 127 lbs. 23 years old

Characteristics

Ideal. Fame.

Bond. She wants to be famous, whatever it takes.

Flaw. Bella will do anything to win fame and renown.

Background

Bella was an entertainer (actress). She has acted in many plays throughout the kingdom. Bella cares about her performance, but she also travels to find new places to loot for treasure. Her **nightmare** mount, Dark Angel, is never far from her side.

Equipment

backpack, 4 days of rations, torch, lyre, disguise kit, small mirror, tinderbox, *cloak of the bat*, 105pp.

Mount

nightmare

ROSE SHADOWQUICK

7th level ranger (Beast Master subclass)
Small humanoid (stout halfling), chaotic evil

Armor Class 16 (+1 leather armor)
Hit Points 59 (7d10)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	11 (+0)	6 (-2)	16 (+3)	7 (-2)

Saving Throws Str +3, Dex +7
Skills Insight +6, Sleight of Hand +7, Stealth +7, Survival +6
Senses darkvision 60 ft., passive Perception 13
Languages Common, Halfling
Challenge 4 (1,100 XP)

Brave. Advantage on saves against being frightened.

Exceptional Training. Able to dodge out of the way of certain area effects. When she is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage.

Favored Enemy. Halflings! She has advantage on Wisdom (Survival) checks to track them.

Halfling Nimbleness. Can move through the space of any creature that is larger.

Lucky. Can reroll any 1s.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Ranger's Companion. Able to dodge out of the way of certain area effects. When she is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead take no damage if she succeeds on the saving throw, and only half damage if she fails. The beast obeys his commands as best as it can.

Spellcasting. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks).

1st level. (4 slots): *animal friendship, cure wounds, detect magic, speak with animals*

2nd level. (3 slots): *animal messenger, beast sense*

Stout Resilience. Has advantage on saving throws against poison, and has resistance against poison damage.

Actions

Multiattack. Rose makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit (1d6 + 2) piercing damage.

Hand Crossbow. *Melee Weapon Attack:* +4 to hit, range 30/120 ft., one target. Hit (1d6 + 2) piercing damage, and the target must

NPC BIO

Personality Rose usually sleeps with her back to a wall or tree.

Appearance Badly scarred halfling female with fair skin, blonde hair, and green eyes. 3' 8" 42 lbs. 38 years old

Characteristics

Ideal. Violence.

Bond. She enjoys physical combat and seeks it out.

Flaw. Rose doesn't trust anyone.

Background

Rose was an urchin. She is a ranger for hire for evil beings. This halfling is extremely violent and will do anything to achieve her goal. She hates other halflings and hunts them down for sport (or gold).

Equipment

backpack, 5 days of rations, thieves' tools, disguise kit, crossbow bolt case, 19 +1 crossbow bolts, 5 vials of poison, torch, bag of 14 caltrops, cloak, 25gp.

GNARSH

8th level ranger (Hunter subclass)
Medium humanoid (half-orc), chaotic evil

Armor Class 14 (chain shirt)
Hit Points 68 (8d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	10 (+0)	6 (-2)	14 (+2)	10 (+0)

Saving Throws Str +6, Dex +4
Skills Insight +3, Intimidation +3, Perception +5, Persuasion +3, Survival +5
Senses darkvision 60 ft., passive Perception 15
Languages Common, Orc, Goblin
Challenge 5 (1,800 XP)

Favored Enemy. Elves! He has advantage on Wisdom (Survival) checks to track them.

Horde Breaker. He can take another attack with same weapon once per turn against a different creature.

Land Stride. Moving through nonmagical difficult terrain costs him no extra movement. He can also pass through nonmagical plants without being slowed down by them and without taking damage from them if they have thorns, spikes, or a similar hazard. In addition, he has advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Relentless Endurance. When he is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead. He can't use this feature again until he finishes a long rest.

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

Spellcasting. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks).

1st level. (4 slots): *ensnaring strike*, *fog cloud*, *hail of thorns*, *hunter's mark*

2nd level. (3 slots): *cordon of arrows*, *pass without trace*

Actions

Multiattack. Gnarsh makes two melee attacks or two ranged attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit (1d10 + 3) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. Hit (1d8 + 3) piercing damage.

NPC Bio

Personality Gnarsh likes to talk at length about carpentry.

Appearance Muscled bald, half-orc male. 6' 210 lbs. 21 years old

Characteristics

Ideal. Might.

Bond. He would sacrifice his life for other half-orcs or orcs.

Flaw. Gnarsh has a terrible temper.

Background

Gnarsh was a guild artisan (carpenter). He worked as a carpenter in a small village. However, the racist treatment he endured over the years pushed him to take revenge. His murderous rampage has not ended.

Equipment

backpack, 4 days of rations, *boots of the winterlands*, carpenter's tools, cloak, 51gp.

MARCUS MOONLIGHT

9th level ranger (Gloom Stalker subclass)
Medium humanoid (human), neutral evil

Armor Class 15 (+1 studded leather)

Hit Points 73 (9d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	12 (+1)	16 (+3)	16 (+3)

Saving Throws Str +6, Dex +6

Skills Deception +7, Investigation +5, Perception +7, Stealth +6

Senses darkvision 90 ft., passive Perception 17

Languages Common, Undercommon

Challenge 6 (2,300 XP)

Dread Ambusher. He adds +3 to his initiative roll. At the start of his first turn of each combat, his walking speed increases by 10', which lasts until the end of that turn. If he takes the Attack action on that turn, he can make one additional weapon attack as part of that action. If that attack hits, the target makes an extra 1d8 damage of the weapon's damage type.

Favored Enemy. Dwarves! He has advantage on Wisdom (Survival) checks to track them.

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

Land Stride. Moving through nonmagical difficult terrain costs him no extra movement. He can also pass through nonmagical plants without being slowed down by them and without taking damage from them if they have thorns, spikes, or a similar hazard. In addition, he has advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

Iron Mind. He has proficiency in Wisdom saving throws.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Spellcasting. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks).

1st level. (4 slots): *animal friendship*, *cure wounds*, *detect magic*, *disguise self*, *speak with animals*

2nd level. (3 slots): *animal messenger*, *beast sense*, *rope trick*

3rd level. (2 slots): *fear*, *water breathing*

Umbral Sight. Darkvision increases by 30'. He is also adept at evading creatures that rely on darkvision. While in darkness, he is invisible to any creature that relies on darkvision to see him.

Actions

Multiattack. Marcus makes two melee attacks or two ranged attacks.

+1 Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d10 + 3) slashing damage.

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

NPC Bio

Personality Marcus always has a plan for what to do when things go wrong.

Appearance Young man with blonde hair and blue eyes. 5' 10"
176 lbs. 26 years old

Characteristics

Ideal. Greed.

Bond. He respects other thieves.

Flaw. Marcus takes big risks.

Background

Marcus was a criminal (pickpocket). He has made a living robbing people for many years. This young man will do whatever it takes to get more gold. He hides his treasure hoard in a hidden chamber under his modest home.

Equipment

backpack, 3 days of rations, torch, thieves' tools, dice set, tinderbox, bedroll, crossbow bolt case, 15 crossbow bolts, *potion of greater healing*, cloak, 289sp, 57gp, 48pp.

OLIMAH OTHRONUS

10th level ranger (Hunter subclass)
Medium humanoid (half-elf), chaotic evil

Armor Class 14 (studded leather)
Hit Points 88 (10d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	16 (+3)	18 (+4)	15 (+2)

Saving Throws Str +4, Dex +7
Skills Animal Handling +6, Athletics +4, Nature +4, Survival +6
Senses darkvision 60 ft., passive Perception 14
Languages Common, Elvish, Draconic, Fey
Challenge 6 (2,300 XP)

Favored Enemy. Dragons! She has advantage on Wisdom (Survival) checks to track them.

Fey Ancestry. She has advantage on saving throws against being charmed, and magic can't put her to sleep.

Horde Breaker. She can take another attack with same weapon once per turn against a different creature.

Land Stride. Moving through nonmagical difficult terrain costs her no extra movement. She can also pass through nonmagical plants without being slowed down by them and without taking damage from them if they have thorns, spikes, or a similar hazard. In addition, she has advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Spellcasting. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks).

1st level. (4 slots): *cure wounds*, *hunter's mark*, *longstrider*, *speak with animals*

2nd level. (3 slots): *cordon of arrows*, *silence*, *spike growth*

3rd level. (2 slots): *lightning arrow*, *water walk*

Actions

Multiattack. Olimah makes two melee attacks or two ranged attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit (1d10) slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. Hit (1d6 + 2) piercing damage.

NPC Bio

Personality Olimah is an angry, lonely individual

Appearance Average-size half-elf female with brown hair and blue eyes. 5' 6" 115 lbs. 41 years old

Characteristics

Ideal. Companionship.

Bond. An injury to the unspoiled wilderness of her home is an injury to her.

Flaw. Olimah is slow to trust members of other races, genders, tribes, and societies.

Background

Olimah was an outlander (outcast). She has travelled extensively, but longs to settle down in a home in the wilderness. Olimah is very lonely and would do almost anything for companionship. This ranger is an expert at hunting dragons.

Equipment

backpack, 5 days of rations, lute, quiver, 17 +2 arrows, bag of 20 caltrops, cloak, 86gp.

Mount

riding horse

ALLEY JAMES

11th level ranger (Gloom Stalker subclass)
Medium humanoid (human), chaotic evil

Armor Class 15 (+1 studded leather)
Hit Points 99 (11d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	16 (+3)	16 (+3)	17 (+3)

Saving Throws Str +4, Dex +6

Skills Animal Handling +7, Perception +7, Sleight of Hand +6, Stealth +6, Survival +7

Senses darkvision 60 ft., passive Perception 17

Languages Common, Abyssal, Celestial

Challenge 7 (2,900 XP)

Dread Ambusher. She adds +3 to his initiative roll. At the start of her first turn of each combat, her walking speed increases by 10', which lasts until the end of that turn. If she takes the Attack action on that turn, she can make one additional weapon attack as part of that action. If that attack hits, the target makes an extra 1d8 damage of the weapon's damage type.

Favored Enemy. Celestials! She has advantage on Wisdom (Survival) checks to track them.

Fey Ancestry. She has advantage on saving throws against being charmed, and magic can't put her to sleep.

Iron Mind. She has proficiency in Wisdom saving throws.

Land Stride. Moving through nonmagical difficult terrain costs her no extra movement. She can also pass through nonmagical plants without being slowed down by them and without taking damage from them if they have thorns, spikes, or a similar hazard. In addition, she has advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Spellcasting. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks).

1st level. (4 slots): *animal friendship*, *cure wounds*, *detect magic*, *disguise self*, *speak with animals*

2nd level. (3 slots): *animal messenger*, *beast sense*, *rope trick*

3rd level. (3 slots): *fear*, *lightning arrow*, *plant growth*, *water breathing*

Stalker's Flurry. Once on each of her turns when she misses with a weapon attack, she can make another weapon attack as part of the same action.

Umbral Sight. Darkvision increases by 30'. She is also adept at evading creatures that rely on darkvision. While in darkness, she is invisible to any creature that relies on darkvision to see her.

Actions

Multiattack. Alley makes two melee attacks or two ranged attacks.

+2 Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit (1d10 + 2) slashing damage.

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

NPC Bio

Personality Alley has dedicated her life to evil.

Appearance Tall young woman with tanned skin, light-brown hair and green eyes. 5' 11" 145 lbs. 22 years old

Characteristics

Ideal. Retribution.

Bond. Her city is her home and she'll fight to defend it.

Flaw. Alley is heartless and cruel.

Background

Alley was an urchin. She grew up on the dangerous streets of a large city. This ranger ended up there after running away from her orphanage. She is eager to put her talents to use and take revenge on the many enemies she made on the street.

Equipment

backpack, 3 days of rations, disguise kit, thieves' tools, crossbow bolt case, 19 +2 *crossbow bolts*, 5 vials of poison, cloak, 75gp.

NUTHRA MOHRADIAN

12th level ranger (Hunter subclass)
Medium humanoid (green dragonborn), neutral evil

Armor Class 13 (studded leather)
Hit Points 103 (12d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	10 (+0)	16 (+3)	14 (+2)	17 (+3)

Saving Throws Str +6, Dex +7
Skills Animal Handling +6, Athletics +6, Intimidation +7, Nature +7, Survival +6
Senses darkvision 60 ft., passive Perception 12
Languages Common, Draconic
Challenge 8 (3,900 XP)

Breath Weapon 1/day. Poison breath. 2d6 DC 10 CON save.

Favored Enemy. Elves! She has advantage on Wisdom (Survival) checks to track them.

Horde Breaker. She can take another attack with same weapon once per turn against a different creature.

Land Stride. Moving through nonmagical difficult terrain costs her no extra movement. She can also pass through nonmagical plants without being slowed down by them and without taking damage from them if they have thorns, spikes, or a similar hazard. In addition, she has advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Poison Resistance. Resistance to poison damage.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Spellcasting. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks).

1st level. (4 slots): *cure wounds*, *hunter's mark*, *jump*, *longstrider*

2nd level. (3 slots): *cordon of arrows*, *darkvision*, *pass without trace*

3rd level. (3 slots): *conjure barrage*, *lightning arrow*, *protection from energy*

Actions

Multiattack. Nuthra makes two melee attacks or two ranged attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit (1d10 + 2) slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. Hit (1d8 + 1) piercing damage.

NPC BIO

Personality Nuthra is feared and respected.

Appearance Enormous, muscled green dragonborn. 7' 2" 280 lbs.

Characteristics

Ideal. Might.

Bond. She will never forget the crushing defeat of her army.

Flaw. Nuthra would rather eat her armor than admit when she is wrong.

Background

Nuthra was a soldier (scout). She was part of a large army that was wiped out by an elf invasion. Nuthra's scouting company was the first to be defeated. The green dragonborn was the only scout to survive.

Equipment

backpack, 2 days of rations, set of playing cards, *berserker axe*, quiver, 18 arrows, bag of 12 caltrops, cloak, *51pp*.

DWOR IRONFIST

7th level rogue (Mastermind subclass)
Medium humanoid (hill dwarf), lawful evil

Armor Class 15 (studded leather)
Hit Points 51 (7d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	16 (+3)	16 (+3)	10 (+0)	9 (-1)

Saving Throws Dex +6, Int +6
Skills Athletics +5, Insight +3, Perception +3, Religion +6, Stealth +7
Senses passive Perception 13
Languages Common, Thieves' cant, Dwarvish, Infernal
Challenge 4 (1,100 XP)

Cunning Action. Bonus action/Dash, Disengage, or Hide

Dwarven Resilience. He has advantage on saves against poison, and resistance against poison damage.

Evasion. When he is subjected to an effect that allows him to make a Dexterity save to take only half damage, he instead takes no damage if he succeeds and only half damage if he fails.

Master of Intrigue. He has proficiency with the disguise kit, the forgery kit, and the chess set. He can also unerringly mimic the speech patterns and accent of a creature that he hears speak for at least 1 minute, enabling him to pass himself off as a native speaker of a particular land, provided he knows the language.

Master of Tactics. He can use the Help action as a bonus action. Additionally, when he uses the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 ft. of him, rather than within 5 ft. of him, if the target can see or hear him.

Sneak Attack. Once per turn, he can deal an extra 4d6 damage to one creature he hits with an attack if he has advantage or if another enemy is within 5 ft. of it.

Actions

+1 Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d4 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. Hit (1d8 + 3) piercing damage.

Reactions

Uncanny Dodge. When an attacker that he can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

NPC BIO

Personality Dwor prefers the company of other dwarves.

Appearance Older dwarf with gray hair, a gray beard, and brown eyes. 4' 4" 126 lbs. 312 years old

Characteristics

Ideal. Tradition.

Bond. He will do anything to protect his temple.

Flaw. Dwor is intolerant of other races.

Background

Dwor was an acolyte. He worships an evil dwarf god and is not used to being around other races. The rogue spent most of his time living in dwarf settlements deep in the mountains.

Equipment

backpack, 2 days of rations, thieves' tools, unholy symbol, bag of caltrops (20), crossbow bolt case, 18 crossbow bolts, cloak, 59gp.

KRISTA GREENE

8th level rogue (Inquisitive subclass)
Medium humanoid (human), neutral evil

Armor Class 16 (studded leather)
Hit Points 57 (8d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	7 (-2)	10 (+0)	16 (+3)	18 (+4)

Saving Throws Dex +7, Int +3
Skills Acrobatics +7, Deception +7, Persuasion +7, Sleight of Hand +7
Senses passive Perception 13
Languages Common, Thieves' cant, Elvish
Challenge 5 (1,800 XP)

Cunning Action. Bonus action/Dash, Disengage, or Hide

Ear for Deceit. Whenever Naima makes a Wisdom (Insight) check to determine a lie, she treats a roll of 7 or lower as an 8.

Eye for Detail. Able to use a bonus action to make a Wisdom (Perception) check to spot a hidden creature or object or to make an Intelligence (Investigation) check to uncover or decipher clues.

Evasion. When she is subjected to an effect that allows her to make a Dexterity save to take only half damage, she instead takes no damage if she succeeds and only half damage if she fails.

Insightful Fighting. Able to use a bonus action to make a Wisdom (Insight) check against a creature she can see that isn't incapacitated, contested by the target's Charisma (Deception) check. If she succeeds, she can use her Sneak Attack against that target even if she doesn't have advantage on the attack roll, but not if she has disadvantage on it. Lasts for 1 minute or until she successfully uses this feature against a different target.

Sneak Attack. Once per turn, she can deal an extra 4d6 damage to one creature she hits with an attack if she has advantage or if another enemy is within 5 ft. of it.

Actions

+1 Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit (1d6 + 5) piercing damage.

+1 Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. Hit (1d8 + 5) piercing damage.

Reactions

Uncanny Dodge. When an attacker that she can see hits her with an attack, she can use her reaction to halve the attack's damage against her.

NPC BIO

Personality Krista is a scheming, calculating young woman. However, she presents herself as an innocent, down-to-earth person.

Appearance Pretty, young woman with long red hair and green eyes. 5'6" 120 lbs. 19 years old

Characteristics

Ideal. Greed.

Bond. She will do anything for more gold.

Flaw. Krista has no morals and will do whatever she wants.

Background

Krista was a merchant and student. She started working for merchants when she was a young student. The young rogue made a lot of gold by seducing older men.

Equipment

backpack, 2 days of rations, thieves' tools, 4 vials of poison, bag of 19 caltrops, quiver, 20 +1 arrows, torch, *philter of love*, *potion of invisibility*, *ring of feather falling*, cloak, 25pp.

Mount

riding horse

DRUUK

9th level rogue (Thief subclass)
Medium humanoid (half-orc), chaotic evil

Armor Class 16 (+2 leather armor)
Hit Points 67 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	6 (-2)	6 (-2)	7 (-2)

Saving Throws Dex +7, Int +2
Skills Acrobatics +7, Athletics +7, Deception +2, Intimidation +2, Sleight of Hand +7, Stealth +7
Senses passive Perception 8
Languages Common, Thieves' cant, Orc
Challenge 6 (2,300 XP)

Cunning Action. Bonus action/Dash, Disengage, or Hide
Evasion. When he is subjected to an effect that allows him to make a Dexterity save to take only half damage, he instead takes no damage if he succeeds and only half damage if he fails.
Fast Hands. Druuk can use a bonus action granted by Cunning Action to make a Dexterity (Sleight of Hand) check, use thieves' tools to disarm a trap or open a lock, or take the Use an Object action.
Relentless Endurance. When he is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead. He can't use this feature again until he finishes a long rest.
Savage Attacks. When he scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.
Second-Story Work. Climbing is normal movement and when making a running jump he jumps an extra 3 ft.
Sneak Attack. Once per turn, he can deal an extra 5d6 damage to one creature he hits with an attack if he has advantage or if another enemy is within 5 ft. of it.
Supreme Sneak. He has advantage on Dexterity (Stealth) checks if he moves no more than half his speed on the same turn.

Actions

+1 Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit (1d10 + 4) piercing damage.
Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. Hit (1d8 + 2) piercing damage.

Reactions

Uncanny Dodge. When an attacker that he can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

NPC Bio

Personality Druuk is an ignorant, greedy individual.

Appearance Small half-orc male with warts all over his face. 5' 5" 131 lbs. 24 years old

Characteristics

Ideal. Greed.
Bond. He is close to his family.
Flaw. Druuk has poor instincts and is not the sharpest dagger in the tavern.

Background

Druuk was a criminal (burglar). He is for hire as a thief and is usually employed. His low intelligence, wisdom, and charisma get him into trouble all the time.

Equipment

backpack, 4 days of rations, thieves' tools, *dagger of venom*, crossbow bolt case, 18 +1 *crossbow bolts*, dragonchess set, cloak, 76pp.

ALTHAEA CAEROTH

10th level rogue (Mastermind subclass)
Medium humanoid (high elf), lawful evil

Armor Class 17 (+1 studded leather)
Hit Points 69 (10d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	17 (+3)	12 (+1)	17 (+3)

Saving Throws Dex +8, Int +7
Skills Arcana +7, Insight +5, History +7, Investigation +7, Perception +5, Stealth +8
Senses passive Perception 15
Languages Common, Thieves' cant, Elvish, Gnomish
Challenge 6 (2,300 XP)

Cunning Action. Bonus action/Dash, Disengage, or Hide

Elf Cantrip. *friends* cantrip. INT is the spellcasting ability.

Evasion. When she is subjected to an effect that allows her to make a Dexterity save to take only half damage, she instead takes no damage if she succeeds and only half damage if she fails.

Fey Ancestry. She has advantage on saving throws against being charmed, and magic can't put her to sleep.

Insightful Manipulator. If she spends at least 1 minute observing or interacting with another creature outside combat, she can learn certain information about its capabilities compared to hers. She knows if the creature is her equal, superior, or inferior in regard to 2 of these: INT, WIS, CHA, or class level. She might also realize she knows a piece of the creature's history or one of its personality traits.

Master of Intrigue. She has proficiency with the disguise kit, the forgery kit, and the chess set. She can also unerringly mimic the speech patterns and accent of a creature that she hears speak for at least 1 minute, enabling her to pass herself off as a native speaker of a particular land, provided she knows the language.

Master of Tactics. She can use the Help action as a bonus action. Additionally, when she uses the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 ft. of her, rather than within 5 ft. of her, if the target can see or hear her.

Sneak Attack. Once per turn, she can deal an extra 5d6 damage to one creature she hits with an attack if she has advantage or if another enemy is within 5 ft. of it.

Actions

+1 Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (1d6 + 5) piercing damage.

Reactions

Uncanny Dodge. When an attacker that she can see hits her with an attack, she can use her reaction to halve the attack's damage against her.

NPC BIO

Personality Althaea is a seductive, intelligent individual.

Appearance Short high elf beauty with fair skin, long blonde hair, and light-blue eyes. 4' 9" 99 lbs. 137 years old

Characteristics

Ideal. Greed.

Bond. She is close to her twin sister, Haera.

Flaw. Althaea always assumes she is smarter than anyone else.

Background

Althaea was a sage (librarian). She used to work in a grand library in a large city. This elf decided to use all she learnt to become rich!

Equipment

backpack, 4 days of rations, thieves' tools, quill, bottle of ink, 4 pieces of parchment, 2 *potions of greater healing*, *dust of disappearance*, rope, scroll case, cloak, 35gp.

GOB UNDERFOOT

11th level rogue (Assassin subclass)
Medium humanoid (lightfoot halfling), lawful evil

Armor Class 17 (+1 studded leather)
Hit Points 70 (11d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	10 (+0)	16 (+3)	16 (+3)	12 (+1)

Saving Throws Dex +8, Int +7
Skills Acrobatics +8, Insight +7, Investigation +7, Perception +7, Persuasion +5, Stealth +8
Senses passive Perception 17
Languages Common, Thieves' cant, Halfling
Challenge 7 (2,900 XP)

Assassinate. He has advantage on attack rolls against any creature who hasn't taken a turn in the combat yet. In addition, any hit he scores against a creature that is surprised is a critical hit.

Brave. Advantage on saves against being frightened.

Cunning Action. Bonus action/Dash, Disengage, or Hide

Evasion. When he is subjected to an effect that allows him to make a Dexterity save to take only half damage, he instead takes no damage if he succeeds and only half damage if he fails.

Halfling Nimbleness. Can move through the space of any creature that is larger.

Infiltration Expertise. He can unflinchingly create false identities for himself. He must spend seven days and 25gp to establish the history, profession, and affiliations for an identity. He can't establish an identity that belongs to someone else. For example, he might acquire the appropriate clothing, letters of introduction and official-looking certification to establish himself as a member of a trading house from a remote city so he can insinuate himself into the company of other wealthy merchants. Thereafter, if he adopts the new identity as a disguise, other creatures believe him to be that person until given an obvious reason not to.

Lucky. Can reroll any 1s.

Naturally Stealthy. Can attempt to hide even when only obscured by a creature that is at least one size larger.

Reliable Talent. Whenever he makes an ability check that lets him add his proficiency bonus, he can treat a d20 roll of 9 or lower as a 10.

Sneak Attack. Once per turn, he can deal an extra 6d6 damage to one creature he hits with an attack if he has advantage or if another enemy is within 5 ft. of it.

Actions

+2 Dagger. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit (1d4 + 6) piercing damage.

Reactions

Uncanny Dodge. When an attacker that he can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

NPC Bio

Personality Gob is a secretive, clever assassin.

Appearance Young halfling male with brown hair and dark blue eyes. 2' 10" 28 lbs. 23 years old

Characteristics

Ideal. Freedom.

Bond. He is loyal to the Thieves' Guild.

Flaw. Gob buries his true feelings.

Background

Gob was a guild artisan (tinker). He is employed by a local Thieves' Guild to assassinate people. Gob is a deadly killer and has assassinated many, many individuals.

Equipment

backpack, 3 days of rations, thieves' tools, tinker's tools, 7 vials of wyvern poison, bag of 13 caltrops, cloak, 199gp, 95pp.

ANDREAS MADMAN

12th level rogue (Thief subclass)
Medium humanoid (human), neutral evil

Armor Class 19 (+2 studded leather)
Hit Points 85 (12d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	14 (+2)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Dex +9, Int +4
Skills Acrobatics +9, Deception +4, Perception +7, Sleight of Hand +9, Stealth +9
Senses passive Perception 17
Languages Common, Thieves' cant, Dwarvish
Challenge 8 (3,900 XP)

Cunning Action. Bonus action/Dash, Disengage, or Hide

Evasion. When he is subjected to an effect that allows him to make a Dexterity save to take only half damage, he instead takes no damage if he succeeds and only half damage if he fails.

Fast Hands. Andreas can use a bonus action granted by Cunning Action to make a Dexterity (Sleight of Hand) check, use thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent. Whenever he makes an ability check that lets him add his proficiency bonus, he can treat a d20 roll of 9 or lower as a 10.

Second-Story Work. Climbing is normal movement and when making a running jump he jumps an extra 5 ft.

Sneak Attack. Once per turn, he can deal an extra 6d6 damage to one creature he hits with an attack if he has advantage or if another enemy is within 5 ft. of it.

Supreme Sneak. He has advantage on Dexterity (Stealth) checks if he moves no more than half his speed on the same turn.

Actions

+2 Shortsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit (1d6 + 7) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. Hit (1d8 + 5) piercing damage.

Reactions

Uncanny Dodge. When an attacker that he can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

NPC BIO

Personality Andreas is a quiet, calculating young man.

Appearance Skinny young man with short blonde hair, a weak attempt at a beard, and blue eyes. 5' 10" 132 lbs. 25 years old

Characteristics

Ideal. Greed.

Bond. He feels a bond with his thieves' tools.

Flaw. Andreas is a sociopath.

Background

Andreas was a criminal (burglar). He had his heart broken as a young child and never got over it. To cover up his inner emotional turmoil he steals from those he is jealous of. Andreas has been stealing books from writers for many years. His **mastiff** Remuz guards his lair. He is being hunted by those he robbed and knows it's just a question of time until he's caught.

Equipment

backpack, 4 days of rations, dice set, thieves' tools, crossbow bolt case, 19 +2 crossbow bolts, wand of magic missiles, cloak, 105pp.

ABALABA OOMOWL

7th level sorcerer (Wild Magic subclass)
Medium humanoid (forest gnome), chaotic evil

Armor Class 11 (14 with *mage armor*)
Hit Points 34 (7d6)
Speed 25 ft.

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

Saving Throws Con +3, Cha +7
Skills Arcana +6, Insight +4, Medicine +4, Religion +6
Senses passive Perception 11
Languages Common, Gnomish, Abyssal, Fey
Challenge 4 (1,100 XP)

Font of Magic. Can create extra spell slots or sorcery points.

Gnome Cunning. Advantage against all Intelligence, Wisdom, and Charisma saving throws against magic.

Metamagic. Extended Spell. Can spend 1 sorcery point to double a spell's duration (w/duration of at least 1 minute), to a maximum of 24 hours. Quickened Spell. When casting a spell with casting time of 1 action, she can spend 2 sorcery points to change the casting time to 1 bonus action.

Natural Illusionist. Knows *minor illusion*, INT is the ability.

Speak with Small Beasts. Is able to communicate simple ideas with Small or smaller beasts through sounds and gestures.

Spellcasting. Abalaba is a 7th level sorcerer. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Abalaba has the following sorcerer spells:

Cantrips. (at will): *create bonfire, frostbite, ray of frost, shocking grasp*

1st level. (4 slots): *catapult, fog cloud, mage armor, sleep*

2nd level. (3 slots): *scorching ray, see invisibility, spider climb*

3rd level. (3 slots): *counterspell, fly, lightning bolt*

4th level. (1 slot): *polymorph*

Tides of Chaos 1/day. Advantage on attack, check, or save.

Wild Magic Surge. Roll a d20 after casting spells, if the roll is a 1, roll on the Wild Magic Surge table.

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit (1d8) bludgeoning damage.

Reactions

Bend Luck 1/day. Add 1d4 to another creature's attack roll, ability check, or saving throw (that she can see).

NPC Bio

Personality Abalaba is an eccentric, intelligent gnome.

Appearance Gnome female with tan skin, short blonde hair, and green eyes. 3' 8" 41 lbs. 162 years old

Characteristics

Ideal. Free-thinking.

Bond. She is close to the owls in the woods.

Flaw. Abalaba is emotionally immature.

Background

Abalaba was a hermit. She lives in an old manor in a dark wood. The local people know to stay away from the dangerous old gnome. She was given her name as she wanders around making owl noises.

Equipment

backpack, 3 days of rations, herbalism kit, cloak, 724sp, 217gp, 15pp.

Sorcery Points

7

CHARLA VAMPS

8th level sorcerer (Wild Magic subclass)
Medium humanoid (human), neutral evil

Armor Class 12 (15 with *mage armor*)
Hit Points 39 (8d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	16 (+3)	12 (+1)	17 (+3)

Saving Throws Con +3, Cha +6
Skills Arcana +6, History +6, Persuasion +6
Senses passive Perception 11
Languages Common, Abyssal, Elvish, Infernal
Challenge 5 (1,800 XP)

Font of Magic. Can create extra spell slots or sorcery points.

Metamagic. Extended Spell. Can spend 1 sorcery point to double a spell's duration (w/duration of at least 1 minute), to a maximum of 24 hours. Quickened Spell. When casting a spell with casting time of 1 action, she can spend 2 sorcery points to change the casting time to 1 bonus action.

Spellcasting. Charla is an 8th level sorcerer. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Charla has the following sorcerer spells:

Cantrips. (at will): *blade ward, chill touch, minor illusion, prestidigitation*

1st level. (4 slots): *charm person, detect thoughts, disguise self, mage armor*

2nd level. (3 slots): *alter self, misty step, suggestion*

3rd level. (3 slots): *blink, hypnotic pattern, lightning bolt, water walk*

4th level. (2 slots): *blight, greater invisibility*

Tides of Chaos 1/day. Advantage on attack, check, or save.

Wild Magic Surge. Roll a d20 after casting spells, if the roll is a 1, roll on the Wild Magic Surge table.

Actions

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

Reactions

Bend Luck 1/day. Add 1d4 to another creature's attack roll, ability check, or saving throw (that she can see).

NPC BIO

Personality Charla is a seductive, manipulative young woman.

Appearance A pretty, young woman with light brown hair and green eyes. 5' 8" 120 lbs. 27 years old

Characteristics

Ideal. Knowledge.

Bond. She is always searching for a lover.

Flaw. Charla is vain and self-centered.

Background

Charla was a sage (researcher). She is obsessed with finding the love of her life. This sorcerer is always involved with a number of suitors. She is a clever, talented individual but spends all her energy on her personal life.

Equipment

backpack, 2 days of rations, *staff of fire*, quill, bottle of ink, 7 pieces of parchment, steel mirror, bedroll, 5 vials of poison, *philter of love*, cloak, 34gp.

Sorcery Points

8

WINDSTORM

9th level sorcerer (Storm Sorcery subclass)
Medium humanoid (air gensai), chaotic evil

Armor Class 10 (13 with *mage armor*)
Hit Points 47 (9d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	16 (+3)	13 (+1)	17 (+3)

Saving Throws Con +5, Cha +7
Skills Deception +7, Persuasion +7, Stealth +4
Senses passive Perception 11
Languages Common, Primordial
Challenge 6 (2,300 XP)

Font of Magic. Can create extra spell slots or sorcery points.

Heart of the Storm. She has resistance to lightning and thunder damage. In addition, whenever she starts casting a spell of 1st level or higher that deals lightning or thunder damage, stormy magic erupts from her. This eruption causes creatures of her choice that she can see within 10 ft. of her to take lightning or thunder damage equal to 5 hit points.

Metamagic. Extended Spell. Can spend 1 sorcery point to double a spell's duration (w/duration of at least 1 minute), to a maximum of 24 hours. Quickened Spell. When casting a spell with casting time of 1 action, she can spend 2 sorcery points to change the casting time to 1 bonus action.

Mingle with the Wind. She can cast the levitate spell once with this trait, requiring no material components, and she regains the ability to cast it this way when she finishes a long rest. Constitution is her spellcasting ability for this spell.

Spellcasting. Windstorm is a 9th level sorcerer. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Windcaller has the following sorcerer spells:

Cantrips. (at will): *blade ward, dancing lights, prestidigitation, ray of frost, shape water*

1st level. (4 slots): *chromatic orb, fog cloud, mage armor, magic missile*

2nd level. (3 slots): *darkness, gust of wind, scorching ray*

3rd level. (3 slots): *dispel magic, lightning bolt, thunder step, sleet storm*

4th level. (3 slots): *banishment, ice storm, watery sphere*

5th level. (1 slot): *cone of cold*

Storm Guide. Has the ability to control the weather around her. If it is raining, she can use an action to cause the rain to stop falling in a 20-foot-radius sphere centered on her. End w/bonus action. If it is windy, she can use a bonus action each round to choose the direction that the wind blows in a 100-foot-radius sphere centered on her. The wind blows in that direction until the end of her next turn. This feature doesn't alter the speed of the wind.

Tempestuous Magic. She can use a bonus action to cause whirling gusts of elemental air to briefly surround her, immediately before and after she casts a spell of 1st level or higher. Doing so allows her to fly up to 10 ft. without provoking opportunity attacks.

Unending Breath. He can hold his breath indefinitely while he is not incapacitated.

Wind Speaker. Know Primordial and can be understood by those who speak it dialects: Aquan, Auran, Ignan, and Terran.

Actions

+1 Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit (1d8 + 1) bludgeoning damage.

NPC Bio

Personality Windstorm doesn't pay attention to the risks in a situation.

Appearance Beautiful air gensai female with gray skin, silver hair, and light-blue eyes. 5' 7" 122 lbs. 24 years old

Characteristics

Ideal. Chaos.

Bond. She feels a powerful connection to storms.

Flaw. Windstorm is extremely violent and unpredictable.

Background

Windstorm was a criminal (blackmailer). She lives in a tower in the wilderness. This sorcerer is often seen wandering the wilds, especially during storms!

Equipment

backpack, 3 days of rations, thieves' tools, set of playing cards, *potion of speed*, purple cloak, 35pp.

Sorcery Points

9

RURIK BLOODSTONE

10th level sorcerer (Draconic subclass)
Medium humanoid (hill dwarf), neutral evil

Armor Class 11 (14 with *mage armor*)
Hit Points 49 (10d6)
Speed 25 ft.

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

Saving Throws Con +6, Cha +7
Skills Athletics +5, Insight +7, Intimidation +7, Survival +7
Senses darkvision 60 ft., passive Perception 13
Languages Common, Dwarvish, Abyssal, Primordial
Challenge 6 (2,300 XP)

Draconic Ancestor. White dragon ancestry. Proficiency bonus is doubled for Charisma checks with dragons if it applies.

Draconic Resilience. Skin is covered with a thin sheen of white dragon-like scales, AC is 13 plus Dexterity modifier.

Dwarven Resilience. He has advantage on saves against poison, and resistance against poison damage.

Elemental Affinity. When he casts a spell that deals cold damage, he adds +3 to the damage roll. At the same time, he can spend 1 sorcery point to gain resistance to cold damage for 1 hour.

Font of Magic. Can create extra spell slots or sorcery points.

Metamagic. Distant Spell. Can spend 1 sorcery point to double the range of a spell with a range of 5' or greater or make the range of a touch spell 30'. Extended Spell. Can spend 1 sorcery point to double a spell's duration (w/duration of at least 1 minute), to a maximum of 24 hours. Quickened Spell. When casting a spell with casting time of 1 action, he can spend 2 sorcery points to change the casting time to 1 bonus action.

Spellcasting. Rurik is a 10th level sorcerer. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Rurik has the following sorcerer spells:

Cantrips. (at will): *acid splash, mold earth, poison spray, prestidigitation, ray of frost*

1st level. (4 slots): *absorb elements, burning hands, charm person, mage armor*

2nd level. (3 slots): *alter self, dragon's breath, enlarge/reduce, misty step*

3rd level. (3 slots): *counterspell, fireball, lightning bolt, melf's minute meteors*

4th level. (3 slots): *blight, greater invisibility, polymorph*

5th level. (2 slots): *cone of cold, teleportation circle*

Actions

Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit (1d8 + 1) bludgeoning damage.

NPC BIO

Personality Rurik is a friendly, outgoing individual.

Appearance Handsome dwarf male with gray hair, a neat gray beard, and dark blue eyes. 3' 8" 33 lbs. 175 years old

Characteristics

Ideal. Freedom.

Bond. He is close to his family.

Flaw. Rurik has no moral compass.

Background

Rurik was an outlander (hunter). He doesn't feel he ever does anything wrong. This dwarf believes he will be able to get away if he's ever confronted with the crimes he's committed.

Equipment

backpack, 3 days of rations, tinderbox, bedroll, hunting trap, drum, *potion of superior healing*, cloak, 48pp.

Sorcery Points

10

NEKANI

11th level sorcerer (Storm Sorcery subclass)
Medium humanoid (human), chaotic evil

Armor Class 10 (13 with *mage armor*)
Hit Points 58 (11d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	14 (+2)	12 (+1)	18 (+4)

Saving Throws Con +7, Cha +8
Skills Arcana +6, Deception +8, Sleight of Hand +4, Stealth +4
Senses passive Perception 11
Languages Common, Abyssal, Sylvan, Primordial
Challenge 7 (2,900 XP)

Font of Magic. Can create extra spell slots or sorcery points.

Heart of the Storm. She has resistance to lightning and thunder damage. In addition, whenever she starts casting a spell of 1st level or higher that deals lightning or thunder damage, stormy magic erupts from her. This eruption causes creatures of her choice that she can see within 10 ft. of her to take lightning or thunder damage equal to 5 hit points.

Metamagic. Distant Spell. Can spend 1 sorcery point to double the range of a spell with a range of 5' or greater or make the range of a touch spell 30'. Extended Spell. Can spend 1 sorcery point to double a spell's duration (w/duration of at least 1 minute), to a maximum of 24 hours. Quickened Spell. When casting a spell with casting time of 1 action, she can spend 2 sorcery points to change the casting time to 1 bonus action.

Spellcasting. Nekani is an 11th level sorcerer. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Nekani has the following sorcerer spells:

Cantrips. (at will): *frostbite, gust, minor illusion, ray of frost, thunderclap*

1st level. (4 slots): *burning hands, expeditious retreat, mage armor, thunderwave*

2nd level. (3 slots): *dust devil, gust of wind, warding wind*

3rd level. (3 slots): *counterspell, lightning bolt, sleet storm*

4th level. (3 slots): *dimension door, ice storm, storm sphere*

5th level. (2 slots): *cone of cold, control winds*

6th level. (1 slot): *chain lightning, investiture of wind*

Storm Guide. Has the ability to control the weather around her. If it's raining, she can use an action to cause the rain to stop falling in a 20-foot-radius sphere centered on her. End w/bonus action. If it is windy, she can use a bonus action each round to choose the direction that the wind blows in a 100-foot-radius sphere centered on her. The wind blows in that direction until the end of her next turn. This feature doesn't alter the speed of the wind.

Tempestuous Magic. She can use a bonus action to cause whirling gusts of elemental air to briefly surround her, immediately before and after she casts a spell of 1st level or

higher. Doing so allows her to fly up to 10 ft. without provoking opportunity attacks.

Wind Speaker. Knows Primordial and can be understood by those who speak it dialects: Aquan, Auran, Ignan, and Terran.

Actions

+2 Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit (1d8 + 2) piercing damage.

NPC Bio

Personality Nekani is reckless, dangerous individual.

Appearance Gorgeous young woman with brown skin, curly black hair, and brown eyes. 5' 8" 100 lbs. 25 years old

Characteristics

Ideal. Power.

Bond. She has a few close friends from her life on the streets.

Flaw. Nekani takes big risks.

Background

Nekani was an urchin. Her life on the streets was full of challenges and magic saved her life on a number of occasions. She uses violence to get whatever she wants.

Equipment

backpack, 5 days of rations, thieves' tools, tinderbox, *potion of gaseous form*, disguise kit, cloak, *156gp*.

Sorcery Points

11

VANI THORNHEART

12th level sorcerer (Wild Magic subclass)
Medium humanoid (lightfoot halfling), neutral evil

Armor Class 10 (13 with *mage armor*)
Hit Points 69 (12d6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	17 (+3)	18 (+4)	8 (-1)	20 (+5)

Saving Throws Con +7, Cha +9
Skills Arcana +8, Deception +9, Persuasion +9, Sleight of Hand +4
Senses passive Perception 9
Languages Common, Halfling
Challenge 8 (3,900 XP)

Brave. Advantage on saves against being frightened.

Font of Magic. Can create extra spell slots or sorcery points.

Halfling Nimbleness. Can move through the space of any creature that is larger.

Lucky. Can reroll any 1s.

Metamagic. Distant Spell. Can spend 1 sorcery point to double the range of a spell with a range of 5' or greater or make the range of a touch spell 30'. Extended Spell. Can spend 1 sorcery point to double a spell's duration (w/duration of at least 1 minute), to a maximum of 24 hours. Quickened Spell. When casting a spell with casting time of 1 action, she can spend 2 sorcery points to change the casting time to 1 bonus action.

Naturally Stealthy. Can attempt to hide even when only obscured by a creature that is at least one size larger.

Spellcasting. Vani is a 12th level sorcerer. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Vani has the following sorcerer spells:

Cantrips. (at will): *create bonfire, minor illusion, prestidigitation, ray of frost, shocking grasp*

1st level. (4 slots): *fog cloud, mage armor, magic missile, witch bolt*

2nd level. (3 slots): *blur, darkvision, crown of madness, dragon's breath*

3rd level. (3 slots): *dispel magic, fireball, fly, lightning bolt*

4th level. (3 slots): *banishment, greater invisibility, wall of fire*

5th level. (2 slots): *cone of cold, dominate person*

6th level. (1 slot): *disintegrate*

Tides of Chaos 1/day. Advantage on attack, check, or save.

Wild Magic Surge. Roll a d20 after casting spells, if the roll is a 1, roll on the Wild Magic Surge table.

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit (1d8 + 2) bludgeoning damage.

Reactions

Bend Luck 1/day. Add 1d4 to another creature's attack roll, ability check, or saving throw (that she can see).

NPC Bio

Personality Vani always takes notice of the locations of valuables.

Appearance Stunningly beautiful halfling female with tanned skin, light brown hair, and green eyes. 2' 8" 32 lbs. 32 years old

Characteristics

Ideal. Greed.

Bond. She feels a powerful connection to Wild Magic.

Flaw. Vani turns tail and runs when things look bad.

Background

Vani was a charlatan. She has survived by doing whatever was necessary. Vani knows how to use her charms, and her magic, to get what she wants. Having become a powerful sorceress after starting out with nothing, she is a very confident individual. At the same time, she won't think twice about escaping if things turn ugly.

Equipment

backpack, 3 days of rations, disguise kit, forgery kit, set of fine clothes, leather pouch, tinderbox, bedroll, *ring of feather falling*, cloak, 287gp, 76pp.

Sorcery Points

12

SEMYAZA

7th level warlock (The Fiend subclass)
Medium humanoid (tiefling), lawful evil

Armor Class 13 (+2 leather armor)
Hit Points 39 (7d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	16 (+3)	16 (+3)	17 (+3)

Saving Throws Wis +6, Cha +6
Skills Arcana +6, Deception +6, Intimidation +6, Stealth +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Infernal
Challenge 4 (1,100 XP)

Dark One's Blessing. When she reduces a hostile creature to 0 hit points, she gains 15 temporary hit points.

Dark One's Own Luck. When she makes an ability check or a saving throw, she can use this feature to add a d10 to her roll. She can do so after seeing the initial roll but before any of the roll's effects occur. Feature resets after short or long rest.

Hellish Resistance. She has resistance to fire damage.

Infernal Legacy. Knows *darkness*, *hellish rebuke*, and *thaumaturgy*. Charisma is the spellcasting ability.

Pact of the Chain. Has an imp familiar. Can use an attack to let the familiar attack with its reaction.

Spellcasting. Semyaza is a 7th level warlock. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks).

Cantrips. (at will): *chill touch*, *eldritch blast*, *poison spray*

1st – 4th level. (2 slots): *armor of Agathys*, *blindness/darkness*, *burning hands*, *command*, *fireball*, *fire shield*, *flame strike*, *fly*, *hallow*, *misty step*, *phantasmal force*, *plant growth*, *scorching ray*, *stinking cloud*, *wall of fire*

Invocations. (4): *beguiling influence*, *eldritch sight*, *fiendish vigor*, *misty visions*

Actions

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

NPC BIO

Personality Semyaza is a disciplined, devoted cultist.

Appearance Average-size tiefling female with ebony skin and blonde hair. 6' 1" 149 lbs. 30 years old

Characteristics

Ideal. Power.

Bond. She would sacrifice her life for her fellow cultists.

Flaw. Semyaza has a terrible memory.

Background

Semyaza was a criminal (fence). She is part of a group of devil-worshipping cultists. They live in a series of catacombs under a large city.

Equipment

backpack, 2 days of rations, thieves' tools, tinderbox, quill, bottle of ink, 4 pieces of parchment, dice set, *potion of greater healing*, cloak, 341gp, 66gp.

LIARA NIGHTBREEZE

8th level warlock (The Archfey subclass)
Medium humanoid (high elf), lawful evil

Armor Class 15 (+1 studded leather)
Hit Points 43 (8d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	10 (+0)	16 (+3)	18 (+4)

Saving Throws Wis +6, Cha +7
Skills Deception +7, Insight +6, Perception +6, Religion +3
Senses darkvision 60 ft., passive Perception 16
Languages Common, Elvish, Fey, Infernal
Challenge 5 (1,800 XP)

Elf Cantrip. *fire bolt* cantrip. Intelligence is the spellcasting ability.

Fey Ancestry. She has advantage on saving throws against being charmed, and magic can't put her to sleep.

Fey Presence 2/day. Can use an action to charm or frighten in a 10ft. cube from her/DC 15 Wisdom save.

Pact of the Chain. Has a pixie familiar. Can use an attack to let the familiar attack with its reaction.

Spellcasting. Liara is an 8th level warlock. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks).

Cantrips. (at will): *eldritch blast, mage hand, minor illusion*

1st – 4th level. (2 slots): *armor of Agathys, blink, calm emotions, darkness, dominate beast, faerie fire, fly, greater invisibility, hypnotic pattern, misty step, phantasmal force, plant growth, shatter, sleep, spider climb*

Invocations. (4): *beguiling influence, eldritch sight, mask of many faces, misty visions*

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit (1d8) bludgeoning damage.

Reactions

Misty Escape 2/day. Can vanish in a puff of mist in response to harm. Use reaction to turn invisible and move 60 ft. Invisible until start of next turn or action.

NPC BIO

Personality Liara is a focused, dedicated individual.

Appearance Beautiful high-elf female with tanned skin, curly blonde hair, and green eyes. 5' 9" 102 lbs. 253 years old

Characteristics

Ideal. Perfection.

Bond. She would sacrifice her life for her patron.

Flaw. Liara represses her emotions.

Background

Liara was an acolyte. She is an experienced warlock who has a fey patron. Unlike many fey, her patron is lawful evil. Her familiar has a terrible temper and is a murderous monster.

Equipment

backpack, 4 days of rations, unholy symbol, 5 vials of poison, bag of 20 caltrops, cloak, 61gp.

Mount

giant elk

BARADAD THE MAD

9th level warlock (The Fiend subclass)
Medium humanoid (blue dragonborn), chaotic evil

Armor Class 13 (studded leather)
Hit Points 51 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (+0)	8 (-1)	18 (+4)	18 (+4)

Saving Throws Wis +8, Cha +8
Skills Deception +8, Intimidation +8, Sleight of Hand +5, Stealth +5
Senses passive Perception 14
Languages Common, Abyssal
Challenge 6 (2,300 XP)

Breath Weapon 1/day. Lightning breath. 2d6 DC 10 CON save.
Dark One's Blessing. When he reduces a hostile creature to 0 hit points, he gains 15 temporary hit points.
Dark One's Own Luck. When he makes an ability check or a saving throw, he can use this feature to add a d10 to his roll. He can do so after seeing the initial roll but before any of the roll's effects occur. Feature resets after short or long rest.
Lightning Resistance. Resistance to lightning damage.
Pact of the Chain. Has a quasit familiar. Can use an attack to let the familiar attack with its reaction.
Spellcasting. Baradad is a 9th level warlock. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks).

Cantrips. (at will): *chill touch, eldritch blast, poison spray*

1st – 5th level. (2 slots): *armor of Agathys, blindness/deafness, burning hands, command, darkness, fireball, fire shield, flame strike, hallow, misty step, phantasmal force, plant growth, scorching ray, sleep, spider climb, stinking cloud, wall of fire*

Invocations. (5): *beguiling influence, eldritch sight, misty visions, mire the mind, sculptor of flesh*

Actions

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

NPC BIO

Personality Baradad is a crazed madman.

Appearance Handsome blue dragonborn male. 6' 8" 265 lbs. 20 years old

Characteristics

Ideal. Creativity

Bond. He has a close bond with his familiar.

Flaw. Baradad has poor boundaries.

Background

Baradad was an urchin. He awoke on the streets one day, alone and hungry. This warlock has no memory of his childhood. He now lives in a cave and spends his days wandering the wilderness.

Equipment

backpack, 5 days of rations, thieves' tools, disguise kit, cloak, 84gp.

DALGAL DANKIL

10th level warlock (The Hexblade subclass)
Medium humanoid (mountain dwarf), lawful evil

Armor Class 17 (+2 scale mail)
Hit Points 64 (10d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	10 (+0)	16 (+3)	15 (+2)	17 (+3)

Saving Throws Wis +6, Cha +7
Skills Arcana +7, History +7, Insight +6, Persuasion +7
Senses darkvision 60 ft., passive Perception 12
Languages Common, Dwarvish, Giant
Challenge 6 (2,300 XP)

Accursed Specter. When he slays a humanoid, he can cause its spirit to rise from its corpse as a **specter**. When the specter appears, it gains 5 temporary hit points. Roll initiative for the specter, which has its own turns. It obeys Dalgal's verbal commands, and it gains a +3 to its attack rolls. The specter remains in his service until the end of his next long rest, at which point it vanishes to the afterlife. Once he binds a specter with this feature, he can't use feature again until he finishes a long rest.

Dwarven Resilience. He has advantage on saves against poison, and resistance against poison damage.

Hexblade's Curse. As a bonus action, he can choose one creature he can see within 30'. The target is cursed for 1 minute. The curse ends early if the target dies, or he is incapacitated. Until the curse ends, Dalgal gains the following benefits: +4 to damage rolls, a 19 is a critical hit, if the target dies he regains 13 hit points. Feature resets when he finishes a short or long rest.

Hex Warrior. Proficiency with medium armor, shields, and martial weapons. Whenever he finishes a long rest, he can touch one weapon that he is proficient with and that lacks the two-handed property. When he attacks with that weapon, he can use his Charisma modifier for the attack and damage rolls. This benefit lasts until he finishes a long rest.

Pact of the Blade. Can use an action to create a pact weapon in his empty hand. He can choose the form it takes and has proficiency. This weapon counts as a magical weapon.

Spellcasting. Dalgal is a 10th level warlock. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks).

Cantrips. (at will): *blade ward, eldritch blast, minor illusion, poison spray*

1st – 5th level. (2 slots): *banishing smite, banishment, blink, blur, branding smite, cone of cold, contact other plane, counterspell, dimension door, elemental weapon, expeditious retreat, hellish rebuke, hex, major image, mirror image, phantasmal killer, shield, spider climb, staggering smite, wrathful smite*

Invocations. (5): *grasp of Hadar, mask of many faces, one with shadows, thirsting blade, trickster's escape*

Actions

+2 Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit (1d10 + 4) slashing damage.

Reactions

Armor of Hexes. If the target cursed by his Hexblade's Curse hits him with an attack roll, he can use his reaction to roll a d6. On a 4 or higher, the attack instead misses him, regardless of its roll.

NPC Bio

Personality Dalgal is a hard-working, dedicated individual.

Appearance Average-size dwarf male with ebony skin and blonde hair. 3' 11" 43 lbs. 194 years old

Characteristics

Ideal. Hard work.

Bond. His bond is with his magical sword.

Flaw. Dalgal has difficulty maintaining relationships.

Background

Dalgal was a guild artisan (brewer). He owns a brewery and only leaves it when called to by his evil weapon. People come in droves to taste the delicious meads made at the brewery.

Equipment

backpack, 3 days of rations, brewer's supplies, *potion of supreme healing*, cloak, *58gp*.

CATHERINE VAPE

11th level warlock (The Hexblade subclass)
Medium humanoid (human), neutral evil

Armor Class 16 (+2 chain shirt)
Hit Points 68 (11d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	10 (+0)	7 (-2)	16 (+3)	20 (+5)

Saving Throws Wis +7, Cha +9
Skills Deception +9, Intimidation +9, Persuasion +9
Senses passive Perception 13
Languages Common, Elvish, Fey
Challenge 7 (2,900 XP)

Accursed Specter. When she slays a humanoid, she can cause its spirit to rise from its corpse as a specter. When the specter appears, it gains 5 temporary hit points. Roll initiative for the specter, which has its own turns. It obeys Catherine's verbal commands, and it gains a +3 to its attack rolls. The specter remains in his service until the end of her next long rest, at which point it vanishes to the afterlife. Once he binds a specter with this feature, she can't use feature again until he finishes a long rest.

Hexblade's Curse. As a bonus action, she can choose one creature she can see within 30'. The target is cursed for 1 minute. The curse ends early if the target dies, or she is incapacitated. Until the curse ends, Catherine gains the following benefits: +4 to damage rolls, a 19 is a critical hit, if the target dies she regains 13 hit points. Feature resets when she finishes a short or long rest.

Hex Warrior. Proficiency with medium armor, shields, and martial weapons. Whenever she finishes a long rest, she can touch one weapon that she is proficient with and that lacks the two-handed property. When she attacks with that weapon, she can use his Charisma modifier for the attack and damage rolls. This benefit lasts until she finishes a long rest.

Improved Pact Weapon. She can use any weapon summoned with the Pact of the Blade as her spellcasting focus. The weapon also gains a +1 bonus to its attack and damage rolls, unless it is a magic weapon with a bonus to those rolls. The weapon can be a shortbow, longbow, light crossbow, or heavy crossbow.

Pact of the Blade. Can use an action to create a pact weapon in her empty hand. She can choose the form it takes and has proficiency. This weapon counts as a magical weapon.

Spellcasting. Catherine is an 11th level warlock. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks).

Cantrips. (at will): *chill touch*, *eldritch blast*, *poison spray*, *prestidigitation*

1st – 5th level. (3 slots): *banishment*, *blight*, *blindness/deafness*, *burning hands*, *charm person*, *command*, *counterspell*, *darkness*, *enthrall*, *fireball*, *fire shield*, *flame strike*, *hallow*, *hypnotic pattern*, *misty step*, *scorching ray*, *screaming*, *stinking cloud*, *vampiric touch*, *unseen servant*, *wall of fire*

Invocations. (5): *aspect of the moon*, *devil's sight*, *mask of many faces*, *relentless hex*, *trickster's escape*

Actions

+3 Rapier. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit (1d8 + 6) piercing damage.

Reactions

Armor of Hexes. If the target cursed by her Hexblade's Curse hits her with an attack roll, he can use her reaction to roll a d6. On a 4 or higher, the attack instead misses her, regardless of its roll.

NPC Bio

Personality Catherine is a cunning, intuitive individual.

Appearance Very attractive young woman with long brown hair and hazel eyes. 5' 4" 106 lbs. 24 years old

Characteristics

Ideal. Greed.

Bond. She is devoted to her Hexblade.

Flaw. Catherine always assumes her looks can get her out of any trouble.

Background

Catherine was a barmaid. She grew up in a small village and traveled to a mountain town. There she worked as a barmaid for many years. She was attacked one night and killed an evil stranger. His magical rapier soon led her into her life as a warlock.

Equipment

backpack, 3 days of rations, tinderbox, 6 vials of poison, *potion of speed*, *philter of love*, hooded black cloak, leather pouch, 176gp, 52pp.

HUZZA

12th level warlock (The Fiend subclass)
Medium humanoid (tiefling), lawful evil

Armor Class 15 (+2 studded leather)
Hit Points 72 (12d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	18 (+4)	12 (+1)	20 (+5)

Saving Throws Wis +5, Cha +9
Skills Arcana +8, History +8
Senses darkvision 60 ft., passive Perception 11
Languages Common, Infernal, Draconic, Elvish
Challenge 8 (3,900 XP)

Dark One's Blessing. When she reduces a hostile creature to 0 hit points, she gains 15 temporary hit points.

Dark One's Own Luck. When she makes an ability check or a saving throw, she can use this feature to add a d10 to her roll. She can do so after seeing the initial roll but before any of the roll's effects occur. Feature resets after short or long rest.

Fiendish Resilience. She can choose one damage type when she finishes a short or long rest. She gains resistance to that damage type until she chooses a different one with this feature. Damage from magical weapons or silver weapons ignores this resistance.

Hellish Resistance. She has resistance to fire damage.

Infernal Legacy. Knows *darkness*, *hellish rebuke*, and *thaumaturgy*. Charisma is the spellcasting ability.

Pact of the Chain. Has an imp familiar. Can use an attack to let the familiar attack with its reaction.

Spellcasting. Huzza is a 12th level warlock. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks).

Cantrips. (at will): *chill touch*, *eldritch blast*, *minor illusion*, *poison spray*

1st – 5th level. (3 slots): *armor of Agathys*, *blindness/deafness*, *burning hands*, *calm emotions*, *command*, *fireball*, *fire shield*, *flame strike*, *fly*, *hallow*, *misty step*, *phantasmal force*, *plant growth*, *scorching ray*, *shatter*, *sleep*, *spider climb*, *stinking cloud*, *wall of fire*

Invocations. (6): *agonizing blast*, *beguiling influence*, *eldritch sight*, *mask of many faces*, *minions of chaos*, *misty visions*

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit (1d8 +2) bludgeoning damage.

Reactions

Misty Escape 2/day. Can vanish in a puff of mist in response to harm. Use reaction to turn invisible and move 60 ft. Invisible until start of next turn or action.

NPC BIO

Personality Huzza is a highly intelligent, and extremely dangerous, tiefling.

Appearance Average-size tiefling female with ebony skin and blonde hair. 5' 6" 115 lbs. 33 years old

Characteristics

Ideal. Power.

Bond. She would do anything for her patron.

Flaw. Huzza never considers the risks.

Background

Huzza was a sage (scribe). She used to work in the royal court and was captured by a group of cultists. The cultists introduced her to a devil that became her patron.

Equipment

backpack, 2 days of rations, tinderbox, quill, bottle of ink, 2 pieces of parchment, cloak, 105pp.

GASPAR THE GREAT

7th level wizard (War Magic subclass)
Medium humanoid (human), neutral evil

Armor Class 9 (12 with mage armor)
Hit Points 38 (7d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	13 (+1)	17 (+3)	16 (+3)	11 (+0)

Saving Throws Int +6, Wis +6
Skills Arcana +6, Insight +6, Medicine +6, Religion +6
Senses passive Perception 13
Languages Common, Elvish
Challenge 4 (1,100 XP)

Arcane Deflection. When he is hit by an attack or he fails a saving throw, he can use his reaction to gain a +2 bonus to his AC against that attack or a +4 bonus to that saving throw.

Power Surge. Gaspar can store 3 power surges. Whenever he finishes a long rest, his number of power surges resets to one. Whenever he successfully ends a spell with *dispel magic* or *counterspell*, he gains one power surge, as he steals magic from the spell he foiled. If he ends a short rest with no power surges, he gains one power surge. Once per turn when he deals damage to a creature or object with a wizard spell, he can spend one power surge to deal an extra 3 force damage to that target.

Spellcasting. Gaspar is a 7th level wizard. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Gaspar has the following wizard spells prepared:

Cantrips. (at will): *fire bolt*, *frostbite*, *light*, *ray of frost*, *shocking grasp*

1st level. (4 slots): *burning hands*, *mage armor*, *magic missile*, *thunderwave*, *shield*

2nd level. (3 slots): *Aganazzar's scorcher*, *darkvision*, *misty step*, *scorching ray*, *shatter*

3rd level. (3 slots): *counterspell*, *dispel magic*, *fireball*, *lightning bolt*

4th level. (1 slot): *ice storm*

Tactical Wit. He can add +3 to his initiative rolls.

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit (1d8) bludgeoning damage.

NPC BIO

Personality Gaspar is a humorous, out-going individual.

Appearance Overweight, balding middle-aged man with gray eyes. 5' 4" 176 lbs. 43 years old

Characteristics

Ideal. Freedom.

Bond. He has taken on a young apprentice.

Flaw. Gaspar harbors dark, bloodthirsty thoughts.

Background

Gaspar was a hermit. He lives a double life. By day he appears to be a jovial wizard teaching his young apprentice. At night he works with evil forces and commits horrible crimes.

Equipment

backpack, 3 days of rations, spellbook, herbalism, wand, cloak, 35gp.

FABBY SNOCKLES

8th level wizard (School of Necromancy subclass)
Medium humanoid (rock gnome), chaotic evil

Armor Class 11 (14 with *mage armor*)
Hit Points 40 (8d6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (+0)	18 (+4)	16 (+3)	17 (+3)

Saving Throws Int +7, Wis +6
Skills Insight +6, Medicine +6, Persuasion +6
Senses darkvision 60 ft., passive Perception 13
Languages Common, Gnomish, Abyssal
Challenge 5 (1,800 XP)

Gnome Cunning. Advantage against all Intelligence, Wisdom, and Charisma saving throws against magic.

Grim Harvest. Fabby has the ability to reap life energy from creatures she kills with her spells. Once per turn when she kills one or more creatures with a spell of 1st level or higher, she regains hit points equal to twice the spell's level, or three times its level if the spell belongs to the School of Necromancy.

Spellcasting. Fabby is an 8th level wizard. Her spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Fabby has the following wizard spells prepared:

Cantrips. (at will): *chill touch, fire bolt, mage hand, message, toll the dead*

1st level. (4 slots): *blindness/deafness, detect magic, mage armor, magic missile, ray of enfeeblement*

2nd level. (3 slots): *darkvision, detect thoughts, misty step, scorching ray*

3rd level. (3 slots): *animate dead, feign death, vampiric touch*

4th level. (2 slots): *blight, Evard's black tentacles*

Undead Thralls. Fabby can cast animate dead and target one additional corpse or pile of bones, creating another zombie or skeleton, as appropriate. Whenever she creates an undead using a necromancy spell, it has the following benefits:

- The creature's hit point maximum is increased by 8 and adds +4 to its weapon damage rolls.

Actions

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

NPC BIO

Personality Fabby is full of witty aphorisms and has a proverb for every occasion.

Appearance Rock gnome female with brown skin, fair hair, and green eyes. 3' 8" 31 lbs. 246 years old

Characteristics

Ideal. Change.

Bond. The tavern where she worked as a cook is close to her heart.

Flaw. Fabby is never satisfied with what she has.

Background

Fabby was a guild artisan (cook). She is known for her amazing cooking skills. Meanwhile, she hides her magical experiments in her tower on the edge of a large wood.

Equipment

backpack, 4 days of rations, cook's utensils, spellbook, orb, cloak, 45pp.

FILDO APPLEBLOSSOM

9th level wizard (School of Illusion subclass)
Small humanoid (stout halfling), lawful evil

Armor Class 10 (13 with *mage armor*)
Hit Points 42 (9d6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	9 (-1)	18 (+4)	17 (+3)	10 (+0)

Saving Throws Int +8, Wis +7
Skills Animal Handling +7, Arcana +8, Investigation +8, Survival +7
Senses passive Perception 13
Languages Common, Halfling
Challenge 6 (2,300 XP)

Brave. Advantage on saves against being frightened.

Halfling Nimbleness. Can move through the space of any creature that is larger.

Improved Minor Illusion. His *minor illusion* cantrip doesn't count against number of cantrips known. When he casts *minor illusion*, he can create both a sound and an image with a single casting of the spell.

Lucky. Can reroll any 1s.

Malleable Illusions. When he casts an illusion spell that has a duration of 1 minute or longer, he can use his action to change the nature of that illusion, provided that he can see the illusion.

Spellcasting. Fildo is a 9th level wizard. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). Fildo has the following wizard spells prepared:

Cantrips. (at will): *fire bolt*, *light*, *mage hand*, *message*, *minor illusion*, *ray of frost*

1st level. (4 slots): *color spray*, *disguise self*, *illusory script*, *mage armor*, *magic missile*, *silent image*

2nd level. (3 slots): *darkvision*, *blur*, *mirror image*, *Nystul's magic aura*, *phantasmal force*

3rd level. (3 slots): *fear*, *hypnotic pattern*, *major image*, *phantom steed*

4th level. (3 slots): *greater invisibility*, *hallucinatory terrain*, *phantasmal killer*

5th level. (1 slot): *mislead*

Stout Resilience. Has advantage on saving throws against poison, and has resistance against poison damage.

Actions

+1 Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit (1d8 + 2) bludgeoning damage.

NPC BIO

Personality Fildo gets bored very easily.

Appearance Halfling male with fair skin, brown hair, and brown eyes. 2' 9" 35 lbs. 39 years old

Characteristics

Ideal. Destiny.

Bond. He seeks revenge against a noble who humiliated him after he saved a damsel.

Flaw. Fildo has trouble trusting anyone.

Background

Fildo was a folk hero. He saved a damsel when he came upon a noble caravan of wagons being attacked. His halfling village saw him as a hero and built a statue in his honor. However, a few months later, the nobles returned and mocked Fildo for his actions. The nobles ridiculed wizard's height, his mount, and couldn't believe he had chased away the bandits.

Equipment

backpack, 4 days of rations, spellbook, steel mirror, *potion of supreme healing*, *potion of speed*, cloak, 62gp.

Mount

donkey

BENEDICT BATHURST

10th level wizard (School of Transmutation subclass)
Medium humanoid (human), neutral evil

Armor Class 13 (16 with *mage armor*)

Hit Points 45 (10d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	18 (+4)	10 (+0)	17 (+3)

Saving Throws Int +8, Wis +7

Skills Arcana +8, Insight +4, Persuasion +7

Senses passive Perception 10

Languages Common, Dwarvish, Elvish

Challenge 6 (2,300 XP)

Minor Alchemy. He can temporarily alter the physical properties of one nonmagical object, changing it from one substance to another. He performs a special alchemical procedure on one object composed entirely of wood, stone (but not a gemstone), iron, copper, or silver, transforming it into a different one of those materials. For each 10 minutes he spends performing the procedure, he can transform up to 1 cubic foot of material. After 1 hour, or until he loses his concentration, the material reverts to its original substance.

Shapechanger. Benedict can cast the *polymorph* spell without expending a spell slot. When he does so, he can target himself and transform into a beast who has a CR of 1 or lower. Resets with a rest, though he can still cast it normally with a spell slot.

Spellcasting. Benedict is a 10th level wizard. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). Benedict has the following wizard spells prepared:

Cantrips. (at will): *fire bolt, light, mending, message, prestidigitation*

1st level. (4 slots): *catapult, expeditious retreat, feather fall, mage armor, magic missile*

2nd level. (3 slots): *enlarge/reduce, darkvision, knock, levitate, spider climb*

3rd level. (3 slots): *blink, fly, gaseous form, haste, slow*

4th level. (3 slots): *control water, polymorph, stone shape*

5th level. (2 slots): *animate objects, telekinesis*

Transmuter's Stone. Can spend eight hours to create a magical stone that can give him or another creature darkvision 60 ft., increase speed 10 ft., proficiency in Constitution saves, or resistance to acid, cold, fire, lightning, or thunder damage.

Actions

+2 Dagger. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (1d4 + 5) piercing damage.

NPC BIO

Personality Benedict likes to talk at length about alchemy.

Appearance Very handsome man with long brown hair and hazel eyes. 5' 11" 182 lbs. 33 years old

Characteristics

Ideal. People.

Bond. He is close his minions who live in his keep.

Flaw. Benedict can't keep a secret.

Background

Benedict was a guild artisan (alchemist). He lives in a keep on the edge of a large settlement. Benedict has a number of evil hirelings and is well-connected to some shady noble families in the city.

Equipment

backpack, 2 days of rations, alchemist's supplies, spellbook, wand, 5 vials of poison, bag of 20 caltrops, cloak, 86pp.

Mount

riding horse

KILVAR SILVERSPELL

11th level wizard (School of Enchantment subclass)
Medium humanoid (hill dwarf), lawful evil

Armor Class 11 (14 with *mage armor*)
Hit Points 55 (11d6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	20 (+5)	18 (+4)	6 (-2)

Saving Throws Int +9, Wis +8
Skills Deception+5, Insight +9, Investigation +9, Stealth +5
Senses darkvision 60 ft., passive Perception 14
Languages Common, Dwarvish, Goblin
Challenge 7 (2,900 XP)

Dwarven Resilience. He has advantage on saves against poison, and resistance against poison damage.

Hypnotic Gaze. Kilvar can choose one creature that he can see within 5' of him. If the target can see or hear him, it must succeed on a Wisdom saving throw (DC 15) or be charmed by him until the end of his next turn. The charmed creature's speed drops to 0, and the creature is incapacitated and visibly dazed. On subsequent turns, he can use his action to maintain this effect, extending the duration until the end of his next turn. However, the effect ends if he moves more than 5' away from the creature, or if the creature takes damage. Once the effect ends, or if the creature succeeds on its initial saving throw, he can't use this feature on that creature again until he finishes a long rest.

Instinctive Charm. When a creature he can see within 30' of him makes an attack roll against him, he can use his reaction to divert the attack, provided that another creature is within the attack's range. The attacker must make a Wisdom saving throw (DC 15). On a failed save, the attacker must target the creature that is closest to it, not including him or itself. If multiple creatures are closest, the attacker chooses which one to target. On a successful save, he can't use this feature on the attacker again until he finishes a long rest.

Spellcasting. Kilvar is an 11th level wizard. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Kilvar has the following wizard spells prepared:

Cantrips. (at will): *fire bolt, friends, light, mage hand, message*

1st level. (4 slots): *bane, charm person, mage armor, magic missile, shield, sleep, Tasha's hideous laughter*

2nd level. (3 slots): *crown of madness, enthrall, hold person, suggestion*

3rd level. (3 slots): *blink, fireball, lightning bolt*

4th level. (3 slots): *charm monster, compulsion, confusion*

5th level. (2 slots): *dominate person, modify memory*

6th level. (1 slot): *Otto's irresistible dance*

Split Enchantment. When he casts an enchantment spell of 1st level or higher that targets only one creature, he can have it target a second creature.

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit (1d8 + 4) bludgeoning damage.

NPC Bio

Personality Kilvar is always calm, no matter what the situation.

Appearance Ugly male dwarf with long black hair, black beard, and green eyes. 3' 10" 123 lbs. 313 years old

Characteristics

Ideal. Greed.

Bond. He has killed many to gain more gold.

Flaw. Kilvar turns tail and runs when things look bad.

Background

Kilvar was a criminal (fence). His patience, intelligence, and focus make him a very dangerous opponent. He has worked with many evil allies and simply wants to make as much gold as he can.

Equipment

backpack, 3 days of rations, dice set, thieves' tools, spellbook, cloak, 487gp, 55pp.

MELVATH

12th level wizard (School of Conjuration subclass)
Medium humanoid (human), chaotic evil

Armor Class 11 (14 with *mage armor*)
Hit Points 63 (12d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	20 (+5)	17 (+3)	17 (+3)

Saving Throws Int +9, Wis +7
Skills Arcana +9, History +9
Senses passive Perception 13
Languages Common, Abyssal, Deep Speech, Undercommon
Challenge 8 (3,900 XP)

Benign Transposition. Melvath can use his action to teleport up to 30' to an unoccupied space that he can see. Alternatively, he can choose a space within range that is occupied by a Small or Medium creature. If that creature is willing, you both teleport, swapping places. One he uses this feature, he can't use it again until he finishes a long rest or he casts a conjuration spell of 1st level or higher.

Focused Concentration. While he is concentrating on a conjuration spell, his concentration can't be broken as a result of taking damage.

Minor Conjuration. He can use his action to conjure up an inanimate object in his hand or on the ground in an unoccupied space that he can see within 10' of him. This object can be no larger than 3 feet on a side and weigh no more than 10 pounds, and its form must be that of a nonmagical object that he has seen. The object is visibly magical, radiating dim light out to 5'. The object disappears after 1 hour, when he uses this feature again, or if it takes any damage.

Spellcasting. Melvath is a 12th level wizard. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Melvath has the following wizard spells prepared:

Cantrips. (at will): *acid splash, fire bolt, light, mage hand, poison spray*

1st level. (4 slots): *fog cloud, mage armor, magic missile, unseen servant*

2nd level. (3 slots): *cloud of daggers, misty step, phantasmal force, scorching ray*

3rd level. (3 slots): *lightning bolt, magic circle, phantom steed*

4th level. (3 slots): *conjure minor elementals, greater invisibility, phantasmal killer*

5th level. (2 slots): *animate objects, conjure elemental*

6th level. (1 slot): *disintegrate*

Actions

+1 Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit (1d8 + 1) bludgeoning damage.

NPC Bio

Personality Melvath speaks slowly when talking to idiots, which almost everyone is compared to him.

Appearance Very tall older man with long brown hair and gray eyes. 6' 6" 193 lbs. 61 years old

Characteristics

Ideal. Power.

Bond. His life's work is a collection of tomes regarding conjuration.

Flaw. Melvath speaks without thinking, invariably insulting others.

Background

Melvath was a sage (wizard's apprentice). He was trapped in a tower for many years by his former master. Now Melvath has escaped and is ready to take out his anger on the world.

Equipment

backpack, 2 days of rations, *lantern of revealing*, spellbook, 2 *potions of superior healing*, orb, cloak, 125pp.

Mount

nightmare



Foes /
Monsters

ZAGGISH

Beholder

Large aberration, lawful evil

Armor Class 18 (natural armor)

Hit Points 19 (19d10 + 76)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	17 (+3)	15 (+2)	17 (+3)

Saving Throws Int +8, Wis +7, Cha +8

Skills Perception +12

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 22

Languages Deep Speech, Undercommon

Challenge 13 (10,000 XP)

Antimagic Cone. The beholder's central eye creates an aura of antimagic, as in the *antimagic field* spell, in a 150-foot cone. At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active. The area works against the beholder's own eye rays.

Actions

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

Eye Rays. The beholder shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 ft. of it.

1. *Charm Ray.* DC16 Wisdom save or be charmed for 1 hour, or until the beholder harms the creature.
2. *Paralyzing Ray.* DC16 Constitution save or be paralyzed for 1 minute. Can repeat save at the end of each of its turns.
3. *Fear Ray.* DC16 Wisdom save, or be frightened for 1 minute. Can repeat save at end of each of its turns.
4. *Slowing Ray.* DC16 Dexterity save, or speed is halved for 1 minute. In addition, creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. Can repeat save at the end of each of its turns.
5. *Enervation Ray.* DC16 Constitution save or takes (8d8) necrotic damage, half on a successful save.
6. *Telekinetic Ray.* DC16 Strength save or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated.
7. *Sleep Ray.* DC16 Wisdom save or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it.
8. *Petrification Ray.* DC16 Dexterity save or begin to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by *greater restoration* or other magic.

9. *Disintegration Ray.* DC16 Dexterity save or takes (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of dust.

10. *Death Ray.* DC16 Dexterity save or take (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

Legendary Actions

The beholder can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The beholder regains spent legendary actions at the start of its turn.

Eye Ray. The beholder uses one random eye ray.

NPC MONSTER BIO

Personality Zaggish enjoys lording his superiority over others.

Appearance Black and gray floating monster with a central eye and multiple eye stalks.

Characteristics

Ideal. Power.

Bond. He schemes endlessly to recover an ancient tome that contains the secret of creating perfect, obedient clones of himself.

Flaw. Zaggish usually ignores advice from his minions.

Background

Zaggish lives in the sewers beneath a large city. He has a number of minions who patrol the underground part of the settlement. This beholder continues to search for a lost tome.

Treasure Hoard

19432gp, 2374pp, deck of many things

SELSHOX

Beholder

Large aberration, lawful evil

Armor Class 18 (natural armor)

Hit Points 19 (19d10 + 76)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	17 (+3)	15 (+2)	17 (+3)

Saving Throws Int +8, Wis +7, Cha +8

Skills Perception +12

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 22

Languages Deep Speech, Undercommon

Challenge 13 (10,000 XP)

Antimagic Cone. The beholder's central eye creates an aura of antimagic, as in the *antimagic field* spell, in a 150-foot cone. At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active. The area works against the beholder's own eye rays.

Actions

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

Eye Rays. The beholder shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 ft. of it.

1. **Charm Ray.** DC16 Wisdom save or be charmed for 1 hour, or until the beholder harms the creature.
2. **Paralyzing Ray.** DC16 Constitution save or be paralyzed for 1 minute. Can repeat save at the end of each of its turns.
3. **Fear Ray.** DC16 Wisdom save, or be frightened for 1 minute. Can repeat save at end of each of its turns.
4. **Slowing Ray.** DC16 Dexterity save, or speed is halved for 1 minute. In addition, creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. Can repeat save at the end of each of its turns.
5. **Enervation Ray.** DC16 Constitution save or takes (8d8) necrotic damage, half on a successful save.
6. **Telekinetic Ray.** DC16 Strength save or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated.
7. **Sleep Ray.** DC16 Wisdom save or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it.
8. **Petrification Ray.** DC16 Dexterity save or begin to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by *greater restoration* or other magic.

9. **Disintegration Ray.** DC16 Dexterity save or takes (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of dust.

10. **Death Ray.** DC16 Dexterity save or take (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

Legendary Actions

The beholder can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The beholder regains spent legendary actions at the start of its turn.

Eye Ray. The beholder uses one random eye ray.

NPC MONSTER BIO

Personality Selshox is pretends to be insane so her enemies underestimate her.

Appearance A reddish, brown spherical monster with eye stalks.

Characteristics

Ideal. Intolerance.

Bond. She has foreseen the moment of her death.

Flaw. Selshox frequently has terrifying dreams.

Background

Selshox lives in a massive cave complex in the wilderness. She sends her minions into the nearby settlements to spy for her. This monster hires assassins to kill any opponents before they even find her.

Treasure Hoard

23337gp, 2876pp, *helm of teleportation*

FEO

Beholder

Large aberration, lawful evil

Armor Class 18 (natural armor)

Hit Points 19 (19d10 + 76)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	17 (+3)	15 (+2)	17 (+3)

Saving Throws Int +8, Wis +7, Cha +8

Skills Perception +12

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 22

Languages Deep Speech, Undercommon

Challenge 13 (10,000 XP)

Antimagic Cone. The beholder's central eye creates an aura of antimagic, as in the *antimagic field* spell, in a 150-foot cone. At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active. The area works against the beholder's own eye rays.

Actions

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

Eye Rays. The beholder shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 ft. of it.

1. *Charm Ray.* DC16 Wisdom save or be charmed for 1 hour, or until the beholder harms the creature.
2. *Paralyzing Ray.* DC16 Constitution save or be paralyzed for 1 minute. Can repeat save at the end of each of its turns.
3. *Fear Ray.* DC16 Wisdom save, or be frightened for 1 minute. Can repeat save at end of each of its turns.
4. *Slowing Ray.* DC16 Dexterity save, or speed is halved for 1 minute. In addition, creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. Can repeat save at the end of each of its turns.
5. *Enervation Ray.* DC16 Constitution save or takes (8d8) necrotic damage, half on a successful save.
6. *Telekinetic Ray.* DC16 Strength save or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated.
7. *Sleep Ray.* DC16 Wisdom save or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it.
8. *Petrification Ray.* DC16 Dexterity save or begin to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by *greater restoration* or other magic.

9. *Disintegration Ray.* DC16 Dexterity save or takes (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of dust.

10. *Death Ray.* DC16 Dexterity save or take (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

Legendary Actions

The beholder can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The beholder regains spent legendary actions at the start of its turn.

Eye Ray. The beholder uses one random eye ray.

NPC MONSTER BIO

Personality Feo fears that he is a flawed abomination.

Appearance A pink spherical monster with a huge yellow eye and bizarre eye stalks.

Characteristics

Ideal. Stability.

Bond. He was lucky to escape his enemy and worries that he might be discovered again before he is ready.

Flaw. Feo is very quick to take offense.

Background

Feo is a dangerous monster and at the same time his own worst enemy. He suffers from incredibly low self-esteem and is riddled with doubt. A powerful paladin is in on his trail and almost killed the monster once before.

Treasure Hoard

21579gp, 2374pp, manual of golems, berserker axe

KAMAX

Beholder

Large aberration, lawful evil

Armor Class 18 (natural armor)

Hit Points 19 (19d10 + 76)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	17 (+3)	15 (+2)	17 (+3)

Saving Throws Int +8, Wis +7, Cha +8

Skills Perception +12

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 22

Languages Deep Speech, Undercommon

Challenge 13 (10,000 XP)

Antimagic Cone. The beholder's central eye creates an aura of antimagic, as in the *antimagic field* spell, in a 150-foot cone. At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active. The area works against the beholder's own eye rays.

Actions

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

Eye Rays. The beholder shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 ft. of it.

1. *Charm Ray.* DC16 Wisdom save or be charmed for 1 hour, or until the beholder harms the creature.
2. *Paralyzing Ray.* DC16 Constitution save or be paralyzed for 1 minute. Can repeat save at the end of each of its turns.
3. *Fear Ray.* DC16 Wisdom save, or be frightened for 1 minute. Can repeat save at end of each of its turns.
4. *Slowing Ray.* DC16 Dexterity save, or speed is halved for 1 minute. In addition, creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. Can repeat save at the end of each of its turns.
5. *Enervation Ray.* DC16 Constitution save or takes (8d8) necrotic damage, half on a successful save.
6. *Telekinetic Ray.* DC16 Strength save or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated.
7. *Sleep Ray.* DC16 Wisdom save or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it.
8. *Petrification Ray.* DC16 Dexterity save or begin to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by *greater restoration* or other magic.

9. *Disintegration Ray.* DC16 Dexterity save or takes (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of dust.

10. *Death Ray.* DC16 Dexterity save or take (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

Legendary Actions

The beholder can take 3 legendary actions, using the Eye Ray action below. It can take only one legendary action at a time and only at the end of another creature's turn. The beholder regains spent legendary actions at the start of its turn.

Eye Ray. The beholder uses one random eye ray.

NPC MONSTER BIO

Personality Cold, emotionless logic is the way he defeats his enemies.

Appearance A green spherical monster with eye stalks.

Characteristics

Ideal. Perfection.

Bond. He misses the kinship of his identical twin, who disappeared years ago.

Flaw. Kamax often takes out his frustrations on his minions.

Background

Kamax is a disciplined, fearsome opponent. He runs a large criminal organization from inside an old shipwreck. His minions are scattered around the area.

Treasure Hoard

24000gp, 3000pp, carpet of flying

MANTHRAX

Young Black Dragon
Large dragon, chaotic evil

Armor Class 18 (natural armor)
Hit Points 120 (15d10 + 45)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +5, Con +6, Wis +3, Cha +5
Skills Perception +6, Stealth +5
Damage Immunities acid
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16
Languages Common, Draconic
Challenge 7 (2,900 XP)

Amphibious The dragon can breathe air and water.

Actions

Multiattack. The dragon makes three attacks; one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit (2d10 + 4) piercing damage plus (1d8) acid damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (2d6 + 4) slashing damage.

Acid Breath (Recharge 5-6). *The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking (11d8) acid damage on a failed save, or half as much damage on a successful one.*

NPC MONSTER BIO

Personality Sadistic and cruel

Appearance A massive black dragon with a spiky, horned head

Characteristics

Ideal. Sadism.

Bond. He hates and fears other dragons.

Flaw. Manthrax is supremely overconfident.

Background

Manthrax is a young black dragon, and as such, one of the most evil-tempered and vile of all dragons. He revels in chaos and attacks his weakest opponents first. Manthrax lives in a misty swamp surrounded by **lizardfolk**.

Treasure Hoard

8738cp, 3548gp, 101pp, old bronze crown, platinum scepter, golden ring, silver tiara, ornamental golden longsword

AZURRAD

Young Blue Dragon
Large dragon, lawful evil

Armor Class 18 (natural armor)
Hit Points 161 (16d10 + 64)
Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +4, Con +8, Wis +5, Cha +7
Skills Perception +9, Stealth +4
Damage Immunities lightning
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic
Challenge 9 (5,000 XP)

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit (2d10 + 5) piercing damage plus (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (2d6 + 5) slashing damage.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 60-foot-line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking (10d10) lightning damage on a failed save, or half as much damage on a successful one.

NPC MONSTER BIO

Personality Vain and territorial

Appearance Large male blue dragon

Characteristics

Ideal. Might.

Bond. His lair is his sanctuary. He keeps it secret and well-protected.

Flaw. He has a weakness for gemstones, especially sapphires and other blue-colored gems.

Background

Azurrad enjoys attacking small settlements, herds of cattle, and caravans. He is sensitive about any remarks that judge his might. He lives in a secret, well-protected lair on a rocky coast. Two **air elementals** patrol the entrance.

Treasure Hoard

1213cp, 11833sp, 3562gp, 177pp, 2 sapphires, golden crown, silver necklace, silver bracelet, ornamental silvery-blue sword with 4 amethysts

OAKRYNNA

Young Green Dragon
Large dragon, lawful evil

Armor Class 18 (natural armor)
Hit Points 174 (16d10 + 48)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5
Skills Deception +5, Perception +7, Stealth +4
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Common, Draconic
Challenge 8 (3,900 XP)

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit (2d10 + 4) piercing damage plus (2d6) poison damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (2d6 + 4) slashing damage.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 30-foot-cone. Each creature in that area must make a DC 14 Constitution saving throw, taking (12d6) poison damage on a failed save, or half as much damage on a successful one.

NPC MONSTER BIO

Personality Cunning and treacherous

Appearance Female green dragon with light green scales and long legs

Characteristics

Ideal. Corruption.

Bond. Using misdirection and trickery to get the upper hand.

Flaw. They will do anything to gain power and wealth.

Background

Oakrynna makes her home in a large forest. She eats whatever she sees, but her favorite food is elves. Oakrynna is a liar and manipulator.

Treasure Hoard

emerald, wood carvings, 3 lutes, 5 drums, a dozen flutes, 10437sp, 3219gp, 104pp, *tome of understanding*.

FAUSTARIAN

Young Red Dragon
Large dragon, chaotic evil

Armor Class 18 (natural armor)
Hit Points 199 (17d10 + 85)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8
Skills Perception +8, Stealth +4
Damage Immunities fire
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Common, Draconic
Challenge 10 (5,900 XP)

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit (2d10 + 6) piercing damage plus (1d6) fire damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit (2d6 + 6) slashing damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 30-foot-cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking (16d6) fire damage on a failed save, or half as much damage on a successful one.

NPC MONSTER BIO

Personality Exceptionally vain and territorial

Appearance Male red dragon with a beaked snout and faded pupils

Characteristics

Ideal. Wealth.

Bond. He knows the value and location of every item in his hoard.

Flaw. Arrogant and self-absorbed.

Background

Faustarian lives in a massive mountain cavern. He has an awful temper and is the epitome of arrogant. Faustarian gets into fights with other dragons from time to time. However, he usually keeps to himself and hoards more and more treasure.

Treasure Hoard

12,000gp, 180pp, sun sword, ring of feather falling, 3 potions of greater healing, lantern of revealing, mace of smiting, oath bow, 40 +2 arrows

RAGNAAZ

Adult White Dragon
Huge dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 219 (16d12 + 96)

Speed 40 ft., burrow 30ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	8 (-1)	12 (+1)	12 (+1)

Saving Throws Dex +5, Con +11, Wis +6, Cha +6

Skills Perception +11, Stealth +5

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 13 (10,000 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Legendary Resistance 3/day. If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit (2d10 + 6) piercing damage plus (1d8) cold damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. Hit (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice within 120 ft. and aware of it must make a DC 14 Wis save or become frightened for 1 minute. A creature can repeat the saving throw at the end of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, creature is immune to the Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5-6). Icy blast in a 60-foot-cone. Make a DC 19 CON save or take (12d8) cold damage, half on a success.

Legendary Actions

Can take 3 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10' of the dragon must succeed on a DC 19 DEX save or take (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

NPC MONSTER BIO

Personality Vicious and cruel

Appearance Male white dragon

Characteristics

Ideal. Greed and hunger.

Bond. Keeps the bodies of his greatest enemies as trophies, freezing their corpses.

Flaw. Unintelligent and lonely.

Background

Ragnaaz lives far in the north in a huge frozen cavern. He is more of a beast than a dragon and has a low intelligence. However, Ragnaaz has an exceptional memory.

Treasure Hoard

walrus and mammoth tusk ivory, whale bone sculptures, furs, figureheads from ships, 12989gp, 1643pp, mariner's armor, boots of the winterlands

VALZYR ARKENARN

Drow Mage

Medium humanoid (elf), neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 56 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	17 (+3)	13 (+1)	16 (+3)

Skills Arcana +6, Deception +7, Perception +4, Stealth +5

Senses darkvision 120 ft., passive Perception 14

Languages Elvish, Undercommon

Challenge 7 (2,900 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 14). He can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day: *darkness, faerie fire, levitate (self only)*

Spellcasting. The drow is a 10th level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The drow has the following wizard spells prepared.

Cantrips (at will): *mage hand, minor illusion, poison spray, ray of frost*

1st level (4 slots): *mage armor, magic missile, shield, witch bolt*

2nd level (3 slots): *alter self, misty step, web*

3rd level (3 slots): *fly, lightning bolt*

4th level (3 slots): *Evard's black tentacles, greater invisibility*

5th level (2 slots): *cloudkill*

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Staff. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit (1d6 - 1) bludgeoning damage, or (1d8 - 1) bludgeoning damage if used with two hands, plus (1d6) poison damage.

Summon Demon (1/day). The drow attempts to magically summon a shadow demon with a 30 percent chance of success. If the attempt fails, the drow takes (1d10) psychic damage. Otherwise, the summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

NPC MONSTER BIO

Personality Polite and charming

Appearance An attractive drow male with dark skin and long silver hair. 5' 10" 109 lbs. 153 years old

Characteristics

Ideal. Purity.

Bond. He is a bodyguard for one of Lolth's priestesses.

Flaw. He is scared of leaving Menzoberranzan.

Background

Valzyr is a bodyguard and will do anything for the priestess he guards. He is also one of her many consorts. The young drow mage is rather elegant and refined and enjoys the lifestyle of the drow nobles.

Equipment

3 days of rations, *potion of invisibility*, cloak, 240gp, 18pp.

ELAUGAR EVERHUND

Drow Mage

Medium humanoid (elf), neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 56 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	17 (+3)	13 (+1)	12 (+1)

Skills Arcana +6, Deception +5, Perception +4, Stealth +5

Senses darkvision 120 ft., passive Perception 14

Languages Elvish, Undercommon

Challenge 7 (2,900 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 12). He can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day: *darkness, faerie fire, levitate (self only)*

Spellcasting. The drow is a 10th level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The drow has the following wizard spells prepared.

Cantrips (at will): *mage hand, minor illusion, poison spray, ray of frost*

1st level (4 slots): *mage armor, magic missile, shield, witch bolt*

2nd level (3 slots): *alter self, misty step, web*

3rd level (3 slots): *fly, lightning bolt*

4th level (3 slots): *Evard's black tentacles, greater invisibility*

5th level (2 slots): *cloudkill*

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Staff. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit (1d6 - 1) bludgeoning damage, or (1d8 - 1) bludgeoning damage if used with two hands, plus (1d6) poison damage.

Summon Demon (1/day). The drow attempts to magically summon a shadow demon with a 30 percent chance of success. If the attempt fails, the drow takes (1d10) psychic damage. Otherwise, the summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

NPC MONSTER BIO

Personality Bold and fearless

Appearance A drow male with dark skin and short silver hair. 5' 9" 114 lbs. 215 years old

Characteristics

Ideal. Freedom.

Bond. His loyalty is to his scouting company.

Flaw. He believes everyone is beneath him.

Background

Elaugar is a dedicated follower of Lolth who lives in a series of caverns. He enjoys living outside of Menzoberranzan and explores the wilderness of the Underdark.

Equipment

backpack, 3 days of rations, bedroll, tinderbox, potion of greater healing, *potion of climbing*, cloak, *35pp*.

NATHDRA MELVIIR

Drow Priestess of Lolth
Medium humanoid (elf), neutral evil

Armor Class 16 (scale mail)

Hit Points 99 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	8 (-2)	17 (+3)	18 (+4)

Saving Throws Con +4, Wis +6, Cha +7

Skills Insight +6, Perception +6, Religion +4, Stealth +5

Senses darkvision 120 ft., passive Perception 16

Languages Elvish, Undercommon

Challenge 8 (3,900 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's innate spellcasting ability is Charisma (spell save DC 15). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day: *darkness, faerie fire, levitate (self only)*

Spellcasting. The drow is a 10th level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The drow has the following cleric spells prepared.

Cantrips (at will): *guidance, poison spray, resistance, spare the dying, thaumaturgy*

1st level (4 slots): *animal friendship, cure wounds, detect poison and disease, ray of sickness*

2nd level (3 slots): *lesser restoration, protection from poison, web*

3rd level (3 slots): *conjure animals (2 giant spiders), dispel magic*

4th level (3 slots): *divination, freedom of movement*

5th level (2 slots): *insect plague, mass cure wounds*

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The drow makes two scourge attacks.

Scourge. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit (1d6 + 2) piercing damage plus (5d6) poison damage.

Summon Demon (1/day). The drow attempts to magically summon a yochlol with a 30 percent chance of success. If the attempt fails, the drow takes (1d10) psychic damage. Otherwise, the summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

NPC MONSTER BIO

Personality Inquisitive and sly

Appearance A lean, athletic drow female with long silver hair and ebony skin. 5' 8" 95 lbs. 248 years old

Characteristics

Ideal. Greed.

Bond. Her personal hoard of treasure is all she cares about.

Flaw. Nathdra is not the brightest of the drow.

Background

Nathdra is the mate of one of the most powerful of all the priestesses in Menzoberranzan. However, she is only focused on ways to gather more treasure.

Equipment

2 days of rations, 100pp, cloak, *potion of speed*, *potion of gaseous form*, ring of free action, *bag of holding*, 2 vials of poison, 8 garnets.

ZEBYANNA NOQUATH

Drow Priestess of Lolth
Medium humanoid (elf), neutral evil

Armor Class 16 (scale mail)
Hit Points 99 (13d8 + 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	13 (+1)	17 (+3)	18 (+4)

Saving Throws Con +4, Wis +6, Cha +7
Skills Insight +6, Perception +6, Religion +4, Stealth +5
Senses darkvision 120 ft., passive Perception 16
Languages Elvish, Undercommon
Challenge 8 (3,900 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's innate spellcasting ability is Charisma (spell save DC 15). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day: *darkness, faerie fire, levitate (self only)*

Spellcasting. The drow is a 10th level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The drow has the following cleric spells prepared.

Cantrips (at will): *guidance, poison spray, resistance, spare the dying, thaumaturgy*

1st level (4 slots): *animal friendship, cure wounds, detect poison and disease, ray of sickness*

2nd level (3 slots): *lesser restoration, protection from poison, web*

3rd level (3 slots): *conjure animals (2 giant spiders), dispel magic*

4th level (3 slots): *divination, freedom of movement*

5th level (2 slots): *insect plague, mass cure wounds*

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The drow makes two scourge attacks.

Scourge. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit (1d6 + 2) piercing damage plus (5d6) poison damage.

Summon Demon (1/day). The drow attempts to magically summon a yochlol with a 30 percent chance of success. If the attempt fails, the drow takes (1d10) psychic damage. Otherwise, the summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

NPC MONSTER BIO

Personality Cunning and violent

Appearance A beautiful female drow with a silver mohawk and ebony skin. 6' 1" 141 lbs. 189 years old

Characteristics

Ideal. Power.

Bond. Zebeyanna is friends with a red dragon.

Flaw. Zebeyanna always assumes she's the smartest person in the chamber

Background

Zebeyanna is an ambitious drow who seeks to climb the ranks of the elite in Menzoberranzan. She has a powerful ally in a young red dragon who lives in the forest within the city.

Equipment

4 days of rations, 128gp, cloak with a red dragon emblem, *dust of disappearance*, *bag of tricks*, 2 vials of poison.

MEMNOG

Cloud Giant
Huge giant, neutral evil

Armor Class 14 (natural armor)
Hit Points 253 (16d12 + 96)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	12 (+1)	16 (+3)	16 (+3)

Saving Throws Con +10, Wis +7, Cha +7
Skills Insight +7, Perception +7
Senses passive Perception 17
Languages Common, Giant
Challenge 9 (5,000 XP)

Keen Smell. The giant has advantage on Wisdom (Perception) checks that rely on smell.

Innate Spellcasting. The giant's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *detect magic, fog cloud, light*

3/day each: *feather fall, fly, misty step, telekinesis*

1/day each: *control weather, gaseous form*

Actions

Multiattack. The giant makes two morningstar attacks.

Morningstar. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. Hit (3d8 + 8) piercing damage.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. Hit (4d10 + 8) bludgeoning damage.

NPC MONSTER BIO

Personality Blunt and hot-tempered

Appearance Male cloud giant. 24' tall

Characteristics

Ideal. Lordship.

Bond. He respects humans, evil humans!

Flaw. He respects evil humans.

Background

Memnog is solely interested in power. He has befriended a number of evil humans to help him in his quest. This group includes two fighters, a sorcerer, and a wizard.

Equipment

3 days of rations, 121gp, 3 torches, large sack, blanket, cloak, tinderbox.

MURTUR

Fire Giant

Huge giant, lawful evil

Armor Class 18 (plate)

Hit Points 185 (13d12 + 78)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Dex +3, Con +10, Cha +7

Skills Athletics +11, Perception +6

Damage Immunities fire

Senses passive Perception 16

Languages Giant

Challenge 9 (5,000 XP)

Actions

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit (6d6 +7) slashing damage.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. Hit (4d10 + 7) bludgeoning damage.

NPC MONSTER BIO

Personality Cowardly and cruel

Appearance Handsome male fire giant. 18' tall

Characteristics

Ideal. Strength.

Bond. His clan.

Flaw. He thinks he's smarter than he is.

Background

Murtur has lived in a deep mountain complex for many years. He lives with his clan and rarely leaves the mountains. All the attention and praise from other giants has gone to his head.

Equipment

large sack, 4 days of rations, manacles, *potion of healing*, cloak, bag full of 40 caltrops, 140gp, bedroll, tinderbox.

THRYMAAS

Frost Giant
Huge giant, neutral evil

Armor Class 15 (patchwork armor)
Hit Points 194 (12d12 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

Saving Throws Con +8, Wis +7, Cha +9
Skills Athletics +9, Perception +3
Damage Immunities cold
Senses passive Perception 13
Languages Giant
Challenge 8 (3,900 XP)

Actions

Multiattack. The giant makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit (3d12 + 6) slashing damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. Hit (4d10 + 6) bludgeoning damage.

NPC MONSTER BIO

Personality Glamorous and charming

Appearance female frost giant. 21' tall

Characteristics

Ideal. Religion.

Bond. A god of the mountains.

Flaw. Ancient dragons fill her with dread.

Background

She is the leader of a group of frost giants. They live in a massive ice complex and worship an eccentric deity. Thrymaas prays to this god and asks for guidance several times a day.

Equipment

large sack, 5 days of rations, 133gp, cloak, *bag of holding*, silver ring, golden necklace

VLAAKOTH

Githyanki Knight

Medium humanoid (gith), lawful evil

Armor Class 18 (plate)

Hit Points 109 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	14 (+2)	14 (+2)	15 (+2)

Saving Throws Con +5, Int +5, Wis +5

Senses passive Perception 12

Languages Gith

Challenge 8 (3,900 XP)

Innate Spellcasting (Psionics). The githyanki's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)

3/day each: *jump*, *misty step*, *nondetection* (self only), *tongues*

1/day each: *plane shift*, *telekinesis*

Actions

Multiattack. The githyanki makes two silver greatsword attacks.

Silver Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (2d6 + 6) slashing damage plus (3d6) psychic damage. This is a magical weapon attack. On a critical hit against a target in an astral body (as with the *astral projection* spell), the githyanki can cut the silvery cord that tethers the target to its material body, instead of dealing damage.

NPC MONSTER BIO

Personality Ruthless and cruel

Appearance A tall githyanki knight with gems and precious metals decorating his plate armor

Characteristics

Ideal. Order.

Bond. His group of knights.

Flaw. He doesn't think he has any weaknesses.

Background

Vlaakoth is a deadly opponent, especially when astride his terrifying mount.

Mount

young red dragon

Treasure

1332cp, 78sp, 83ep, 102gp

ZERTHIAS

Githyanki Knight
Medium humanoid (gith), lawful evil

Armor Class 18 (plate)
Hit Points 119 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	14 (+2)	14 (+2)	15 (+2)

Saving Throws Con +5, Int +5, Wis +5
Senses passive Perception 12
Languages Gith
Challenge 8 (3,900 XP)

Innate Spellcasting (Psionics). The githyanki's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)

3/day each: *jump*, *misty step*, *nondetection* (self only), *tongues*

1/day each: *plane shift*, *telekinesis*

Actions

Multiattack. The githyanki makes two silver greatsword attacks.

Silver Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (2d6 + 6) slashing damage plus (3d6) psychic damage. This is a magical weapon attack. On a critical hit against a target in an astral body (as with the *astral projection* spell), the githyanki can cut the silvery cord that tethers the target to its material body, instead of dealing damage.

NPC MONSTER BIO

Personality Calm and patient

Appearance Powerfully-built githyanki knight with feathers and beads decorating his plate armor.

Characteristics

Ideal. Domination.

Bond. He has sworn to kill all mind flayers.

Flaw. He'd rather kill someone in their sleep than fight fair.

Background

He commands an astral vessel and commands a number of githyanki warriors.

Treasure

754sp, 112gp, 8pp

SIRRUTH

Githyanki Knight

Medium humanoid (gith), lawful evil

Armor Class 18 (plate)

Hit Points 109 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	14 (+2)	14 (+2)	15 (+2)

Saving Throws Con +5, Int +5, Wis +5

Senses passive Perception 12

Languages Gith

Challenge 8 (3,900 XP)

Innate Spellcasting (Psionics). The githyanki's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)

3/day each: *jump*, *misty step*, *nondetection* (self only), *tongues*

1/day each: *plane shift*, *telekinesis*

Actions

Multiattack. The githyanki makes two silver greatsword attacks.

Silver Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (2d6 + 6) slashing damage plus (3d6) psychic damage. This is a magical weapon attack. On a critical hit against a target in an astral body (as with the *astral projection* spell), the githyanki can cut the silvery cord that tethers the target to its material body, instead of dealing damage.

NPC MONSTER BIO

Personality Bold and outgoing

Appearance Stocky githyanki knight with feathers decorating his silver greatsword.

Characteristics

Ideal. Greed.

Bond. Gold and any other treasures!

Flaw. Blinding greed.

Background

He will do anything to add more treasure to his hoard.

Mount

young red dragon

Treasure

174sp, 101ep, 103gp

GAATH

Githyanki Knight

Medium humanoid (gith), neutral evil

Armor Class 18 (plate)

Hit Points 109 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	14 (+2)	14 (+2)	15 (+2)

Saving Throws Con +5, Int +5, Wis +5

Senses passive Perception 12

Languages Gith

Challenge 8 (3,900 XP)

Innate Spellcasting (Psionics). The githyanki's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)

3/day each: *jump*, *misty step*, *nondetection* (self only), *tongues*

1/day each: *plane shift*, *telekinesis*

Actions

Multiattack. The githyanki makes two silver greatsword attacks.

Silver Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (2d6 + 6) slashing damage plus (3d6) psychic damage. This is a magical weapon attack. On a critical hit against a target in an astral body (as with the *astral projection* spell), the githyanki can cut the silvery cord that tethers the target to its material body, instead of dealing damage.

NPC MONSTER BIO

Personality Quiet and nervous

Appearance Male githyanki knight with precious metals decorating his plate armor.

Characteristics

Ideal. Peace.

Bond. He secretly believes that the mind flayers will bring peace if they win the war against the gith.

Flaw. He has been a mind flayer spy for many years.

Background

Gaath is a traitor. He has been spying on the gith for their mind flayer enemies for years.

Treasure

174sp, 101ep, 103gp

PHILAS LUPINE

Lycanthrope (werewolf)

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 11 in humanoid form, 12 (natural armor) in wolf or hybrid form

Hit Points 74 (9d8 + 18)

Speed 30 ft. (40 ft. wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	14 (+2)	11 (+0)	16 (+3)

Skills Perception +4, Stealth +3

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 (700 XP)

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack (Humanoid or Hybrid Form Only). The werewolf makes two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit (2d4 + 2) slashing damage.

Spear (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit (1d6 + 2) piercing damage, or (1d8 + 2) piercing damage if used with two hands to make a melee attack.

NPC MONSTER BIO

Personality Secretive and cunning

Appearance A handsome young man with light brown hair and blue eyes. 5' 11" 181 lbs.

Characteristics

Ideal. Power.

Bond. He hates a certain noble house with a passion.

Flaw. Philas doesn't trust anyone.

Background

Philas is a young nobleman and is well-liked in his settlement. He uses his superior intelligence (for a werewolf) to gain more and more influence. He doesn't think twice about using violence to make his point.

Equipment

4 days of rations, tinderbox, signet ring, cloak, 114gp

AGWANG

Lycanthrope (werewolf)

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 11 in humanoid form, 12 (natural armor) in wolf or hybrid form

Hit Points 74 (9d8 + 18)

Speed 30 ft. (40 ft. wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	16 (+3)

Skills Perception +4, Stealth +3

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 (700 XP)

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack (Humanoid or Hybrid Form Only). The werewolf makes two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit (2d4 + 2) slashing damage.

Spear (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit (1d6 + 2) piercing damage, or (1d8 + 2) piercing damage if used with two hands to make a melee attack.

NPC MONSTER BIO

Personality Anxious and frazzled

Appearance A bald older man with scars across his face. 6' 3" 226 lbs.

Characteristics

Ideal. Greed.

Bond. Agwang will do whatever he can to gain more gold.

Flaw. He is a risk taker.

Background

Agwang lives in a slum in a large settlement. He dreams of getting more gold and living the life of a noble.

Equipment

2 days of rations, tinderbox, cloak, 17gp

ULVA GREYSTONE

Lycanthrope (werewolf)

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 11 in humanoid form, 12 (natural armor) in wolf or hybrid form

Hit Points 74 (9d8 + 18)

Speed 30 ft. (40 ft. wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	16 (+3)

Skills Perception +4, Stealth +3

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 (700 XP)

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack (Humanoid or Hybrid Form Only). The werewolf makes two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit (2d4 + 2) slashing damage.

Spear (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit (1d6 + 2) piercing damage, or (1d8 + 2) piercing damage if used with two hands to make a melee attack.

NPC MONSTER BIO

Personality Charming and witty

Appearance Very attractive older woman with long gray hair and green eyes. 6' 147 lbs.

Characteristics

Ideal. Dominance.

Bond. She is involved in a long-standing feud with another noble.

Flaw. She is too eager for gossip.

Background

Ulva masquerades as a noblewoman. She is a frequent guest at balls and festivals held around the kingdom. Ulva has gained more and more influence over the ruling family.

Equipment

2 days of rations, tinderbox, cloak, 34pp, signet ring.

CEPHALOR

Mind Flayer

Medium aberration, lawful evil

Armor Class 15 (breastplate)

Hit Points 83 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	19 (+4)	17 (+3)	17 (+3)

Saving Throws Int +7, Wis +6, Cha +6

Skills Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 7 (2,900 XP)

Magic Resistance. The mind flayer has advantage on saving throws against spells and other magical effects.

Innate Spellcasting (Psionics). The mind flayer's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*

1/day each: *dominate monster*, *plane shift (self only)*

Actions

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer. Hit (10d10) piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 intelligence saving throw or take (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

NPC MONSTER BIO

Personality He never lets an opportunity pass to show his contempt for lesser beings.

Appearance Mind flayer

Characteristics

Ideal. Obedience.

Bond. Nothing is more important than building our lost empire.

Flaw. He doesn't believe another creature could outsmart him.

Background

Cephalor is focused on rebuilding the ancient empire of the mind flayers.

Treasure

872cp, 206sp, 121gp, 4pp

THARGAUL

Mind Flayer

Medium aberration, neutral evil

Armor Class 15 (breastplate)

Hit Points 83 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	19 (+4)	17 (+3)	17 (+3)

Saving Throws Int +7, Wis +6, Cha +6

Skills Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 7 (2,900 XP)

Magic Resistance. The mind flayer has advantage on saving throws against spells and other magical effects.

Innate Spellcasting (Psionics). The mind flayer's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*

1/day each: *dominate monster*, *plane shift (self only)*

Actions

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer. Hit (10d10) piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 intelligence saving throw or take (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

NPC MONSTER BIO

Personality So as not to taint his thoughts, he avoids telepathically communicating with lesser beings when possible.

Appearance Mind flayer

Characteristics

Ideal. Superiority.

Bond. He has important research that must be protected at all costs.

Flaw. Thargaul is oblivious to the emotions expressed by others.

Background

Thargaul experiments on humanoids in his hidden lair. **Intellect devourers** patrol the area.

Treasure

909cp, 76ep, 16pp

ZELLUX

Mind Flayer Arcanist
Medium aberration, lawful evil

Armor Class 15 (breastplate)
Hit Points 83 (13d8 + 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	19 (+4)	17 (+3)	17 (+3)

Saving Throws Int +7, Wis +6, Cha +6
Skills Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4
Senses darkvision 120 ft., passive Perception 16
Languages Deep Speech, Undercommon, telepathy 120 ft.
Challenge 8 (3,900 XP)

Magic Resistance. The mind flayer has advantage on saving throws against spells and other magical effects.

Innate Spellcasting (Psionics). The mind flayer's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *detect thoughts, levitate*

1/day each: *dominate monster, plane shift (self only)*

Spellcasting. The mind flayer arcanist is a 10th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared.

Cantrips (at will): *blade ward, dancing lights, mage hand, shocking grasp*

1st level (4 slots): *detect magic, disguise self, shield, sleep*

2nd level (3 slots): *blur, invisibility, ray of enfeeblement*

3rd level (3 slots): *clairvoyance, lightning bolt, sending*

4th level (3 slots): *confusion, hallucinatory terrain*

5th level (2 slots): *telekinesis, wall of force*

Actions

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer. Hit (10d10) piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 intelligence saving throw or take (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

NPC MONSTER BIO

Personality Zellux finds battle stimulating.

Appearance Mind flayer arcanist

Characteristics

Ideal. Domination.

Bond. He thinks the elder brain is wrong about something and wants to convince it.

Flaw. Zellux never assumes others understand and always explains everything.

Background

Zellux is eager to prove the elder brain wrong and seeks more proof. He has many **kuo-toa** thralls.

Treasure

1010cp, 103sp, 105gp, 12pp

QUOOK

Mind Flayer Arcanist
Medium aberration, lawful evil

Armor Class 15 (breastplate)
Hit Points 83 (13d8 + 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	19 (+4)	17 (+3)	17 (+3)

Saving Throws Int +7, Wis +6, Cha +6
Skills Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4
Senses darkvision 120 ft., passive Perception 16
Languages Deep Speech, Undercommon, telepathy 120 ft.
Challenge 8 (3,900 XP)

Magic Resistance. The mind flayer has advantage on saving throws against spells and other magical effects.

Innate Spellcasting (Psionics). The mind flayer's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *detect thoughts, levitate*

1/day each: *dominate monster, plane shift (self only)*

Spellcasting. The mind flayer arcanist is a 10th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared.

Cantrips (at will): *blade ward, dancing lights, mage hand, shocking grasp*

1st level (4 slots): *detect magic, disguise self, shield, sleep*

2nd level (3 slots): *blur, invisibility, ray of enfeeblement*

3rd level (3 slots): *clairvoyance, lightning bolt, sending*

4th level (3 slots): *confusion, hallucinatory terrain*

5th level (2 slots): *telekinesis, wall of force*

Actions

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer. Hit (10d10) piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 intelligence saving throw or take (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

NPC MONSTER BIO

Personality He is curious about the limits of other creatures' intelligence and devises situations to test them.

Appearance Mind flayer arcanist

Characteristics

Ideal. Truth.

Bond. He has a secret that he wishes to keep, even from other mind flayers.

Flaw. Quook has an insatiable desire for carnal pleasures. This is his secret.

Background

Quook has been part of the nobility since he was born. However, is shunned by other mind flayers. He has a number of **quaggoth** thralls under his command.

Treasure

1288cp, 165sp, 109gp

LOD

Ogre
Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 82 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

Actions

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (2d8 + 4) bludgeoning damage.

Javelin. *Melee and Ranged Weapon Attack:* +6 to hit, reach 5 ft., range 30/120 ft., one target. Hit (2d6 + 4) piercing damage.

NPC MONSTER BIO

Personality He measures a creature's worth by its size. The small folk are beneath his concern.

Appearance A gray-coloured male ogre. 11 ft. 953 lbs.

Characteristics

Ideal. Greed.

Bond. Lod is on good terms with the others in the manor.

Flaw. Lazy and stupid

Background

Lod works for a dark knight and lives in the dungeon of the knight's keep.

Equipment

sack, battered helmets, furs, 14sp, 17gp, 6pp

YOGNAR

Ogre
Large giant, chaotic evil

Armor Class 11 (hide armor)
Hit Points 88 (7d10 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8
Languages Common, Giant
Challenge 2 (450 XP)

Actions

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (2d8 + 4) bludgeoning damage.

Javelin. *Melee and Ranged Weapon Attack:* +6 to hit, reach 5 ft., range 30/120 ft., one target. Hit (2d6 + 4) piercing damage.

NPC MONSTER BIO

Personality Vicious and crazed

Appearance A brown-skinned male ogre. 10 ft. 871 lbs.

Characteristics

Ideal. Strength.

Bond. His own kind have turned their backs on him. He makes his way among the lesser creatures of the world.

Flaw. His is terrified of arcane magic.

Background

Yognar lives in a large cavern on the edge of civilization. He is a part of a gang of **orcs** and **orogs** who terrorize travellers.

Equipment

sack, 12 days of rations, *bag of holding*, 18gp, gold necklace, gold ring, bearskin.

ARUKAS

Rakshasa
Medium fiend, lawful evil

Armor Class 16 (natural armor)
Hit Points 121 (13d8 + 52)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	18 (+4)	13 (+1)	16 (+3)	20 (+5)

Skills Deception +10, Insight +8
Damage Vulnerabilities piercing from weapons wielded by good creatures
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 13
Languages Common, Infernal
Challenge 13 (10,000 XP)

Limited Magic Immunity. The rakshasa can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The rakshasa can innately cast the following spells, requiring no material components:

At will: *detect thoughts, disguise self, mage hand, minor illusion*

3/day each: *charm person, detect magic, invisibility, major image, suggestion*

1/day each: *dominate person, fly, plane shift, true seeing*

Actions

Multiattack. The rakshasa makes two claw attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit (2d6 + 2) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

NPC MONSTER BIO

Personality Secretive and cunning

Appearance A tall older man with long gray hair and light blue eyes. 6' 3" 199 lbs.

Characteristics

Ideal. Dominance.

Bond. He is an ally of a number of evil beings.

Flaw. He cannot resist the temptation of gold.

Background

Arukas is masquerading as a priest in a large city. He pretends to worship a god of knowledge.

Treasure

1187sp, 234ep, 356gp, 31pp, carpet of flying.

KASSIAN

Rakshasa
Medium fiend, lawful evil

Armor Class 16 (natural armor)
Hit Points 133 (13d8 + 52)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	18 (+4)	13 (+1)	16 (+3)	20 (+5)

Skills Deception +10, Insight +8
Damage Vulnerabilities piercing from weapons wielded by good creatures
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 13
Languages Common, Infernal
Challenge 13 (10,000 XP)

Limited Magic Immunity. The rakshasa can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The rakshasa can innately cast the following spells, requiring no material components:

At will: *detect thoughts, disguise self, mage hand, minor illusion*

3/day each: *charm person, detect magic, invisibility, major image, suggestion*

1/day each: *dominate person, fly, plane shift, true seeing*

Actions

Multiattack. The rakshasa makes two claw attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit (2d6 + 2) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

NPC MONSTER BIO

Personality Clever and vengeful

Appearance A handsome middle-aged man with short brown hair and blue eyes. 5' 10" 184 lbs.

Characteristics

Ideal. Greed.

Bond. He has a number of allies from the Nine Hells.

Flaw. Kassian's vengeance against those who killed him.

Background

Kassian is in the guise of a rich merchant. He lives in a large manor guarded by a number of dark **knights** and **veterans**.

Treasure

1400sp, 350ep, 700gp, 70pp, ring of protection, pearl of power

RUDOLPH VON DAMEN

Vampire

Medium undead (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 154 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 17

Languages the languages it knew in life

Challenge 13 (10,000 XP)

Shapechanger. The vampire can polymorph into a Tiny bat or a Medium cloud of mist.

Legendary Resistance 3/day. If the vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting place, it can transform into a cloud of mist.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampiric Weaknesses. *The vampire has these flaws:*

Forbiddance. Can only be invited into a residence.

Harmed by Running Water. Takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. Destroyed by wooden piercing weapon if incapacitated in its resting place.

Sunlight Hypersensitivity. It takes 20 radiant damage if it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire form). It makes two attacks. Can only bite once.

Unarmed Strike (Vampire form). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (1d8 + 4) bludgeoning damage. Can grapple instead of damage (escape DC 18).

Bite (Bat or Vampire form only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (1d6 + 4) plus (3d6) necrotic. Target's hit point maximum is reduced by necrotic attack and vampire regains that amount of hit points. The reduction lasts until target takes long rest. The target dies if this effect reduces its hit point maximum to 0. If a humanoid is slain in this way and then buried

in the ground, it rises the following night as a vampire spawn under vampire's control.

Charm. Can target one humanoid it sees within 30 ft. Target must succeed on DC 17 Wisdom save or be charmed by the vampire. It takes the vampire's requests or actions in a favorable way, and is a willing target for a bite attack. Target can repeat save if vampire's or its companions do anything harmful to it. Lasts 24 hours.

Children of the Night 1/day. Can call 2d4 swarms of bats or rats at night. Or call 3d6 wolves outdoors. Act as allies and remain for 1 hour. Arrive in 1d4 rounds.

Legendary Actions

Can take 3 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. Move up to its speed without provoking opportunity attacks.

Unarmed Strike. It makes one unarmed strike.

Bite (Costs 2 Actions). It makes one bite attack.

NPC MONSTER BIO

Personality Polite and charming

Appearance A very handsome older man with gray hair, a gray goatee, and dark blue eyes. 6' 5" 236 lbs.

Characteristics

Ideal. Lust.

Bond. He is close to his clan of vampires.

Flaw. He is a sucker for a pretty face.

Background

He wasn't allowed join in any games when he was younger. This drove him mad and he wandered the streets at night. Then one foggy eve, a vampire came to slay. He bit the young noble and changed his life forever. Now Rudolph lives in an elegant manor in a large city and preys on the local citizens.

Equipment

120gp, cloak, 2 vials of poison, deck of illusions

LADY CHASTITY ROUGE

Vampire

Medium undead (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 161 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 17

Languages the languages it knew in life

Challenge 13 (10,000 XP)

Shapechanger. The vampire can polymorph into a Tiny bat or a Medium cloud of mist.

Legendary Resistance 3/day. If the vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting place, it can transform into a cloud of mist.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampiric Weaknesses. *The vampire has these flaws:*

Forbiddance. Can only be invited into a residence.

Harmed by Running Water. Takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. Destroyed by wooden piercing weapon if incapacitated in its resting place.

Sunlight Hypersensitivity. It takes 20 radiant damage if it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire form). It makes two attacks. Can only bite once.

Unarmed Strike (Vampire form). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (1d8 + 4) bludgeoning damage. Can grapple instead of damage (escape DC 18).

Bite (Bat or Vampire form only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (1d6 + 4) plus (3d6) necrotic. Target's hit point maximum is reduced by necrotic attack and vampire regains that amount of hit points. The reduction lasts until target takes long rest. The target dies if this effect reduces its hit point maximum to 0. If a humanoid is slain in this way and then buried

in the ground, it rises the following night as a vampire spawn under vampire's control.

Charm. *Can target one humanoid it sees within 30 ft. Target must succeed on DC 17 Wisdom save or be charmed by the vampire. It takes the vampire's requests or actions in a favorable way, and is a willing target for a bite attack. Target can repeat save if vampire's or its companions do anything harmful to it. Lasts 24 hours.*

Children of the Night 1/day. *Can call 2d4 swarms of bats or rats at night. Or call 3d6 wolves outdoors. Act as allies and remain for 1 hour. Arrive in 1d4 rounds.*

Legendary Actions

Can take 3 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. *Move up to its speed without provoking opportunity attacks.*

Unarmed Strike. *It makes one unarmed strike.*

Bite (Costs 2 Actions). *It makes one bite attack.*

NPC MONSTER BIO

Personality Quiet and hot-tempered

Appearance A gorgeous noblewoman with long red hair and light blue eyes. 5' 7" 126 lbs.

Characteristics

Ideal. Intolerance.

Bond. She loathes non-humans.

Flaw. She usually ignores the advice of her minions.

Background

Chastity lives in a large castle that overlooks a busy city.

Equipment

199gp, 34pp, cloak, 2 vials of poison, bag of holding

BARON BRIMSTONE

Vampire

Medium undead (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 161 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 17

Languages the languages it knew in life

Challenge 13 (10,000 XP)

Shapechanger. The vampire can polymorph into a Tiny bat or a Medium cloud of mist.

Legendary Resistance 3/day. If the vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting place, it can transform into a cloud of mist.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampiric Weaknesses. *The vampire has these flaws:*

Forbiddance. Can only be invited into a residence.

Harmed by Running Water. Takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. Destroyed by wooden piercing weapon if incapacitated in its resting place.

Sunlight Hypersensitivity. It takes 20 radiant damage if it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire form). It makes two attacks. Can only bite once.

Unarmed Strike (Vampire form). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (1d8 + 4) bludgeoning damage. Can grapple instead of damage (escape DC 18).

Bite (Bat or Vampire form only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (1d6 + 4) plus (3d6) necrotic. Target's hit point maximum is reduced by necrotic attack and vampire regains that amount of hit points. The reduction lasts until target takes long rest. The target dies if this effect reduces its hit point maximum to 0. If a humanoid is slain in this way and then buried

in the ground, it rises the following night as a vampire spawn under vampire's control.

Charm. *Can target one humanoid it sees within 30 ft. Target must succeed on DC 17 Wisdom save or be charmed by the vampire. It takes the vampire's requests or actions in a favorable way, and is a willing target for a bite attack. Target can repeat save if vampire's or its companions do anything harmful to it. Lasts 24 hours.*

Children of the Night 1/day. *Can call 2d4 swarms of bats or rats at night. Or call 3d6 wolves outdoors. Act as allies and remain for 1 hour. Arrive in 1d4 rounds.*

Legendary Actions

Can take 3 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. *Move up to its speed without provoking opportunity attacks.*

Unarmed Strike. *It makes one unarmed strike.*

Bite (Costs 2 Actions). *It makes one bite attack.*

NPC MONSTER BIO

Personality Bold and brash

Appearance A very attractive young man with black hair and green eyes. 6' 1" 176 lbs.

Characteristics

Ideal. Beauty.

Bond. Being a part of the nobility.

Flaw. He is obsessed with his appearance.

Background

Baron lives in a beautiful manor by a large lake. Other nobles have large country homes nearby. He is known as an outgoing member of the elite.

Equipment

237gp, 39pp, cloak, 2 vials of poison, pipes of haunting.

ELIZABETH WYNNE

Vampire

Medium undead (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 161 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 17

Languages the languages it knew in life

Challenge 13 (10,000 XP)

Shapechanger. The vampire can polymorph into a Tiny bat or a Medium cloud of mist.

Legendary Resistance 3/day. If the vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting place, it can transform into a cloud of mist.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampiric Weaknesses. *The vampire has these flaws:*

Forbiddance. Can only be invited into a residence.

Harmed by Running Water. Takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. Destroyed by wooden piercing weapon if incapacitated in its resting place.

Sunlight Hypersensitivity. It takes 20 radiant damage if it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire form). It makes two attacks. Can only bite once.

Unarmed Strike (Vampire form). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (1d8 + 4) bludgeoning damage. Can grapple instead of damage (escape DC 18).

Bite (Bat or Vampire form only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (1d6 + 4) plus (3d6) necrotic. Target's hit point maximum is reduced by necrotic attack and vampire regains that amount of hit points. The reduction lasts until target takes long rest. The target dies if this effect reduces its hit point maximum to 0. If a humanoid is slain in this way and then buried

in the ground, it rises the following night as a vampire spawn under vampire's control.

Charm. Can target one humanoid it sees within 30 ft. Target must succeed on DC 17 Wisdom save or be charmed by the vampire. It takes the vampire's requests or actions in a favorable way, and is a willing target for a bite attack. Target can repeat save if vampire's or its companions do anything harmful to it. Lasts 24 hours.

Children of the Night 1/day. Can call 2d4 swarms of bats or rats at night. Or call 3d6 wolves outdoors. Act as allies and remain for 1 hour. Arrive in 1d4 rounds.

Legendary Actions

Can take 3 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. Move up to its speed without provoking opportunity attacks.

Unarmed Strike. It makes one unarmed strike.

Bite (Costs 2 Actions). It makes one bite attack.

NPC MONSTER BIO

Personality Charming and arrogant

Appearance A beautiful young woman with long black hair and green eyes. 5' 9" 121 lbs.

Characteristics

Ideal. Power.

Bond. She is still close to her grandmother.

Flaw. She is obsessed with gossip.

Background

Elizabeth lives in a small keep in a busy city. She runs a small clothing store and is friends with the keep's lord. Elizabeth spreads numerous rumors every day.

Equipment

82gp, cloak, 2 vials of poison, bag of tricks.

VAUGHN

Vampire Spawn
Medium undead, neutral evil

Armor Class 15 (natural armor)
Hit Points 90 (11d8 + 33)
Speed 30 ft.

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

Saving Throws Dex +6, Wis +3
Skills Perception +3, Stealth +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 13
Languages Common, Abyssal, and Infernal
Challenge 5 (1,800 XP)

Regeneration. The vampire spawn regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire spawn takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire spawn's next turn.

Spider Climb. The vampire spawn can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampiric Weaknesses. *The spawn has these flaws:*

Forbiddance. Can only be invited into a residence.

Harmed by Running Water. Takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. Destroyed by wooden piercing weapon if incapacitated in its resting place.

Sunlight Hypersensitivity. Takes 20 radiant damage if it starts turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire spawn makes two attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit (2d4 + 3) slashing damage. Instead of dealing damage, the vampire spawn can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire spawn, incapacitated, or restrained. Hit (1d6 + 3) piercing damage plus (2d6) necrotic damage. The target's hit point maximum is reduced an amount equal to the necrotic damage taken, and the vampire spawn regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

NPC MONSTER BIO

Personality Quiet and reserved

Appearance A bald young man with hazel eyes. 5' 10" 172 lbs.

Characteristics

Ideal. Greed.

Bond. Vaughn feels close to other foul creatures of the night.

Flaw. He has very low self-esteem.

Background

Vaughn works as a scribe. He writes about politics in the kingdom and has some influence over the nobility.

Equipment

backpack, 85gp, three *potions of poison*, cloak, scroll case.

JANE PAYNE

Vampire Spawn
Medium undead, neutral evil

Armor Class 15 (natural armor)
Hit Points 95 (11d8 + 33)
Speed 30 ft.

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

Saving Throws Dex +6, Wis +3
Skills Perception +3, Stealth +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 13
Languages Common, Abyssal, and Infernal
Challenge 5 (1,800 XP)

Regeneration. The vampire spawn regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire spawn takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire spawn's next turn.

Spider Climb. The vampire spawn can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampiric Weaknesses. *The spawn has these flaws:*

Forbiddance. Can only be invited into a residence.

Harmed by Running Water. Takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. Destroyed by wooden piercing weapon if incapacitated in its resting place.

Sunlight Hypersensitivity. Takes 20 radiant damage if it starts turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire spawn makes two attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit (2d4 + 3) slashing damage. Instead of dealing damage, the vampire spawn can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire spawn, incapacitated, or restrained. Hit (1d6 + 3) piercing damage plus (2d6) necrotic damage. The target's hit point maximum is reduced an amount equal to the necrotic damage taken, and the vampire spawn regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

NPC MONSTER BIO

Personality Cruel and hateful

Appearance A young woman with medium length red hair and blue eyes. 5' 5" 96 lbs.

Characteristics

Ideal. Hate.

Bond. Jane serves a vampire master.

Flaw. She isn't comfortable with her feelings.

Background

Jane bullies those who she is jealous of. She was bitten by a vampire when she was very young. Jane still serves this handsome noble vampire.

Equipment

backpack, three *potions of poison*, cloak, deck of cards, quill, bottle of ink, 9 sheets of parchment, scroll case.

HESSASH

Yuan-Ti Abomination

Large monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class 15 (natural armor)

Hit Points 131 (15d10 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	17 (+3)	15 (+2)	18 (+4)

Skills Perception +5, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Draconic

Challenge 7 (2,900 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Large snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Abomination Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 15). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship (snakes only)*

3/day each: *suggestion*

1/day each: *fear*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Actions

Multiattack (Abomination form only). The yuan-ti makes two ranged attacks or three melee attacks, but can use its bite and constrict attacks only once each.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d6 + 4) piercing damage plus (3d6) poison damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC14). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

Scimitar (Abomination Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (2d6 + 4) slashing damage.

Longbow (Abomination or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, range 150/600 ft., one target. Hit (2d8 + 3) piercing damage and (3d6) poison damage.

NPC MONSTER BIO

Personality She awaits the day when the yuan-ti conquer lands by force, as they did in the old times.

Appearance Green-brown yuan-ti with yellow eyes. 6' 0" 135 lbs.

Characteristics

Ideal. Greed.

Bond. She will see the empire rise again and, in so doing, win the favor of the serpent gods.

Flaw. Hessash frequently overindulges in food and wine.

Background

Hessash uses a local humanoid cult to help her steal more treasure for his hoard.

Treasure

210sp, 100ep, 140gp, 10pp

ISSALI

Yuan-Ti Abomination

Large monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class 15 (natural armor)

Hit Points 140 (15d10 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	17 (+3)	15 (+2)	18 (+4)

Skills Perception +5, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Draconic

Challenge 7 (2,900 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Large snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Abomination Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 15). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship (snakes only)*

3/day each: *suggestion*

1/day each: *fear*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Actions

Multiattack (Abomination form only). The yuan-ti makes two ranged attacks or three melee attacks, but can use its bite and constrict attacks only once each.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d6 + 4) piercing damage plus (3d6) poison damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC14). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

Scimitar (Abomination Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (2d6 + 4) slashing damage.

Longbow (Abomination or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, range 150/600 ft., one target. Hit (2d8 + 3) piercing damage and (3d6) poison damage.

NPC MONSTER BIO

Personality Issali sees omens in every event and action. The serpent gods continue to advise her.

Appearance A tall yuan-ti female with yellow-brown skin and green eyes. 6' 2" 137 lbs.

Characteristics

Ideal. Might.

Bond. She is gathering a small, loyal army.

Flaw. Issali would rather die than admit she is wrong.

Background

Issali puts no value on the lives of the humanoids in the army she is gathering. She is using them to help her gain more power.

Treasure

200sp, 35ep, 70gp, 5pp

HEPMONA

Yuan-Ti Abomination

Large monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class 15 (natural armor)

Hit Points 151 (15d10 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	17 (+3)	15 (+2)	18 (+4)

Skills Perception +5, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Draconic

Challenge 7 (2,900 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Large snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Abomination Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 15). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship (snakes only)*

3/day each: *suggestion*

1/day each: *fear*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Actions

Multiattack (Abomination form only). The yuan-ti makes two ranged attacks or three melee attacks, but can use its bite and constrict attacks only once each.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d6 + 4) piercing damage plus (3d6) poison damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC14). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

Scimitar (Abomination Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (2d6 + 4) slashing damage.

Longbow (Abomination or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, range 150/600 ft., one target. Hit (2d8 + 3) piercing damage and (3d6) poison damage.

NPC MONSTER BIO

Personality She has very high standards for food, drink, and physical pleasures.

Appearance Dark-brown yuan-ti female with tan eyes. 5' 5" 121 lbs.

Characteristics

Ideal. Power.

Bond. She respects her superiors and obeys them without question. Her fate is theirs to decide.

Flaw. She puts too much credence in the dictates of a particular god.

Background

Hepmona's superiors use her to capture and brainwash others. Those who can't be brainwashed are eaten or sacrificed to their god.

Treasure

202sp, 72ep, 131gp, 1pp

SETH

Yuan-Ti Abomination

Large monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class 15 (natural armor)

Hit Points 185 (15d10 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	17 (+3)	15 (+2)	18 (+4)

Skills Perception +5, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Draconic

Challenge 7 (2,900 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Large snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Abomination Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 15). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship (snakes only)*

3/day each: *suggestion*

1/day each: *fear*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Actions

Multiattack (Abomination form only). The yuan-ti makes two ranged attacks or three melee attacks, but can use its bite and constrict attacks only once each.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d6 + 4) piercing damage plus (3d6) poison damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC14). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

Scimitar (Abomination Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (2d6 + 4) slashing damage.

Longbow (Abomination or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, range 150/600 ft., one target. Hit (2d8 + 3) piercing damage and (3d6) poison damage.

NPC MONSTER BIO

Personality He believes he is superior to others of his caste.

Appearance Seth is a pale brown yuan-ti with red eyes 6' 1" 141 lbs.

Characteristics

Ideal. Aspiration.

Bond. An enemy destroyed something of great value to him, and he will find where it lives and kill the offender.

Flaw. Seth feels twinges of emotion, and it shames him that he is imperfect in this way.

Background

Seth is used by the yuan-ti to infiltrate enemy settlements. He gathers intelligence and assassinates the leaders by poisoning their food.

Treasure

199sp, 105ep, 104gp, 4pp



Characteristics

D100	Encounter	D100	Encounter
01-02	Genius	51-52	Loyal
03-04	Quick-witted	53-54	Helpful
05-06	Joyful	55-56	Brave
07-08	Depressed	57-58	Loud
09-10	Untrustworthy	59-60	Quiet
11-12	Callous	61-62	Excited
13-14	Talkative	63-64	Calm
15-16	Listless	65-66	Intelligent
17-18	Menacing	67-68	Optimistic
19-20	Sarcastic	69-70	Reliable
21-22	Demanding	71-72	Sleepy
23-24	Polite	73-74	Slow-witted
25-26	Humorous	75-76	Seductive
27-28	Determined	77-78	Fearful
29-30	Inquisitive	79-80	Tough
31-32	Lazy	81-82	Sad
33-34	Wise	83-84	Hard-working
35-36	Bold	85-86	Awkward
37-38	Complaining	87-88	Resourceful
39-40	Trustworthy	89-90	Unreliable
41-42	Happy	91-92	Confident
43-44	Nervous	93-94	Satisfied
45-46	Arrogant	95-96	Disturbed
47-48	Charming	97-98	Obnoxious
49-50	Friendly	99-00	Nurturing

Races

D100	Encounter	D100	Encounter
01-02	Dragonborn	51-52	Human
03-04	Water Gensai	53-54	Half-Elf
05-06	Half-Elf	55-56	Wood Elf
07-08	Goliath	57-58	Mountain Dwarf
09-10	Stout Halfling	59-60	Stout Halfling
11-12	Aasimar	61-62	Rock Gnome
13-14	Tabaxi	63-64	Human
15-16	Half-Orc	65-66	Tiefling
17-18	Hill Dwarf	67-68	Dragonborn
19-20	High Elf	69-70	Hill Dwarf
21-22	Dragonborn	71-72	High Elf
23-24	Wood Elf	73-74	Lightfoot Halfling
25-26	Human	75-76	Human
27-28	Mountain Dwarf	77-78	Triton
29-30	Rock Gnome	79-80	Half-Elf
31-32	Lightfoot Halfling	81-82	Stout Halfling
33-34	Tiefling	83-84	Fire Gensai
35-36	Dragonborn	85-86	Human
37-38	Human	87-88	Hill Dwarf
39-40	Forest Gnome	89-90	Forest Gnome
41-42	Stout Halfling	91-92	Wood Elf
43-44	Mountain Dwarf	93-94	Dragonborn
45-46	High Elf	95-96	Lightfoot Halfling
47-48	Half-Elf	97-98	Human
49-50	Human	99-00	Firbolg

Classes

D100	Encounter	D100	Encounter
01-02	Sorcerer	51-52	Wizard
03-04	Fighter	53-54	Cleric
05-06	Warlock	55-56	Druid
07-08	Rogue	57-58	Barbarian
09-10	Wizard	59-60	Monk
11-12	Cleric	61-62	Ranger
13-14	Bard	63-64	Sorcerer
15-16	Druid	65-66	Rogue
17-18	Barbarian	67-68	Warlock
19-20	Rogue	69-70	Fighter
21-22	Paladin	71-72	Paladin
23-24	Ranger	73-74	Wizard
25-26	Druid	75-76	Monk
27-28	Warlock	77-78	Rogue
29-30	Cleric	79-80	Bard
31-32	Wizard	81-82	Ranger
33-34	Fighter	83-84	Barbarian
35-36	Monk	85-86	Cleric
37-38	Cleric	87-88	Fighter
39-40	Ranger	89-90	Druid
41-42	Sorcerer	91-92	Sorcerer
43-44	Bard	93-94	Ranger
45-46	Rogue	95-96	Paladin
47-48	Paladin	97-98	Wizard
49-50	Fighter	99-00	Bard

Backgrounds

D100	Encounter	D100	Encounter
01-02	Criminal (Hired Killer)	51-52	Noble
03-04	Outlander (Exile)	53-54	Sage (Alchemist)
05-06	Guild Artisan (Tinker)	55-56	Outlander (Guide)
07-08	Folk Hero	57-58	Criminal (Burglar)
09-10	Entertainer (Actor)	59-60	Guild Artisan (Blacksmith)
11-12	Sage (Researcher)	61-62	Charlatan
13-14	Noble	63-64	Athlete
15-16	Acolyte	65-66	Diplomat
17-18	Criminal (Enforcer)	67-68	Urchin
19-20	Urchin	69-70	Entertainer (Singer)
21-22	Sailor	71-72	Acolyte
23-24	Guild Artisan (Carpenter)	73-74	Sailor
25-26	Sage (Alchemist)	75-76	Noble
27-28	Athlete	77-78	Charlatan
29-30	Criminal (Burglar)	79-80	Criminal (Hired Killer)
31-32	Entertainer (Poet)	81-82	Hermit
33-34	Charlatan	83-84	Sage (Scribe)
35-36	Sailor	85-86	Guild Artisan (Brewer)
37-38	Outlander (Guide)	87-88	Folk Hero
39-40	Noble	89-90	Outlander (Hunter)
41-42	Criminal (Enforcer)	91-92	Soldier (Officer)
43-44	Folk Hero	93-94	Urchin
45-46	Entertainer (Storyteller)	95-96	Entertainer (Dancer)
47-48	Soldier (Infantry)	97-98	Criminal (Hired Killer)
49-50	Urchin	99-00	Hermit

Appearances

D100	Encounter	D100	Encounter
01-02	Gorgeous	51-52	Short
03-04	Fashionable	53-54	Overweight
05-06	Obese	55-56	Athletic
07-08	Disheveled	57-58	Well dressed
09-10	Bald	59-60	Beautiful
11-12	Hideous	61-62	Healthy
13-14	Bulky	63-64	Long-haired
15-16	Lanky	65-66	Skinny
17-18	Short	67-68	Young
19-20	Tanned	69-70	Beautiful
21-22	Handsome	71-72	Elegant
23-24	Sophisticated	73-74	Stocky
25-26	Athletic	75-76	Tall
27-28	Unhealthy	77-78	Cat-like
29-30	Regal	79-80	Pale
31-32	Poorly dressed	81-82	Filthy
33-34	Hairy	83-84	Middle-aged
35-36	Ugly	85-86	Athletic
37-38	Scruffy	87-88	Drab
39-40	Old	89-90	Overweight
41-42	Bearded	91-92	Gaunt
43-44	Handsome	93-94	Large
45-46	Muscular	95-96	Glamorous
47-48	Slim	97-98	Handsome
49-50	Tall	99-00	Graceful