

Game Master's Guide

The World of Myrr



Game Master's Guide

for

The World of Myrr

EXTRA Resources for 5th Edition Game Masters

Written by Andrew Cawood

Illustrated by Alex Walton

Advanced Cartography by Philip Stephen

Layout by Catharine Chen

Logos by Jeff Porter and Riss Wiebe



Thanks to the many players who playtested the World of Myrr. Special thanks to Sarah Bagshaw, Pavel Margolin, Joshua Pardy, and Jeff Porter for letting me use their characters in the campaign book and this guide. Together their four characters make up the legendary Legion of Myrr.

Open Gaming Content throughout this book, OGL included on pages 89-91



Myrr

Table of Contents

Game Master Tips.....	5
Critical Hit and Miss Tables	6
5th Edition Critical Hit Table.....	7
5th Edition Critical Miss Table	8
5th Edition Critical Hit Table (Magic).....	9
5th Edition Critical Miss Table (Magic)	10
Wild Magic Surge Table.....	11
More Encounter Tables.....	12
Monsters.....	37
More Monster Lists.....	38
New Monsters	63
New Monster Groups.....	72
Other Monster Groups	75
NPC Stats.....	76
Open Game License	89



Game Master Tips

1. Have fun.
2. Ask your players what kind of adventure they would like and add those elements to your game.
3. Listen to your players.
4. Give brief, but interesting descriptions.
5. You don't need to talk all the time...sit back and watch and listen from time to time.
6. Be yourself, don't play the role of the Game Master.
7. Set house rules for behavior and gameplay.
8. Keep rule changes to smaller tweaks.
9. Create a challenging environment for the characters.
10. You can think of your story in terms of scenes.
11. Describe the colors, sounds, and smells of the scene.
12. Use the climate and terrain to add to the challenge.
13. Have extra scenes prepared.
14. Have a few random NPCs prepared.
15. Change your plan on the go to follow the flow of the story.
16. Find a way to end scenes once they lose their energy.
17. Create powerful villains that the players hear about long before they ever meet. Bring in the minions first.
18. Players can learn small bits of information along the way.
19. Reward players for their creativity.
20. Music can be used for an intro, themes, settings, characters, sound effects, and battles.
21. Limit technology, it can take away from the relationships at the table.
22. Consider the motivations and intelligence of the NPCs and monsters.
23. Add traps, puzzles, and riddles from time to time.
24. Use props, like letters and maps from NPCs and monsters.
25. Take a break every couple of hours or so.
26. Dice rolls are not always necessary.
27. To try save the biggest battle for the last hour of the night.
28. Ask for feedback from your players every few months.
29. Don't save ideas, you'll come up with something else later. Use those creative ideas now!
30. Use the characters' backgrounds to help add depth to your adventure.

Critical Hit and Miss Tables

5th Edition Critical Hit Table7

5th Edition Critical Miss Table8

5th Edition Critical Hit Table (Magic)9

5th Edition Critical Miss Table (Magic)10



5th Edition Critical Hit Table

Roll a d20 after a critical hit and a 3 or 4 is rolled on a d4.

1. Dominant hand is severed. Extra 1d8 damage and -2 on attack rolls for one week.
2. Terrible leg injury. Extra 1d6 damage and speed is reduced to 10 ft. for ten minutes.
3. Vicious cut on torso. DC15 CON save or extra 1d8 damage.
4. Horrific facial injury. Scar on face. -1 to CHA.
5. Chest injury. Reroll all 1s and 2s in damage roll.
6. Knocked prone if size is large or smaller.
7. Internal injury. Extra 1d4 damage.
8. Leg injury. Extra 1d4 damage.
9. Vicious cut to stomach. DC15 CON save or extra 1d6 damage.
10. Opponent staggers. Advantage against this opponent for next attack.
11. Wind knocked out of opponent. Opponent has disadvantage on next attack.
12. Knocked prone if size is large or smaller.
13. Opponent gets disarmed. Weapon sent 1d4 x 5ft.
14. Opponent staggers. Advantage against this opponent for next attack.
15. Wind knocked out of opponent. Opponent has disadvantage on next attack.
16. Opponent staggers. Have advantage against this opponent for next attack.
17. Opponent loses balance. Get extra attack.
18. Lose an eye. Opponent has disadvantage on ranged attacks and checks relying on sight.
19. Minor concussion. Extra 1d8 damage and opponent loses next turn.
20. Brutal head injury. DC15 CON save or maximum critical damage.

5th Edition Critical Miss Table

After a 1 is rolled on a d20 and a 3 or 4 is rolled on a d4 then roll d20.

1. Weapon breaks. Magic Items have saves: Common/Uncommon DC10, Rare/Very rare/Legendary DC15.
2. Injure yourself with critical hit.
3. Injure ally. Half of maximum critical hit damage.
4. Mistime your attack. Give opponent a bonus attack.
5. You throw your weapon 1d4 x 5 ft.
6. Injure ally. 1d6 damage.
7. Hit yourself. 1d6 damage.
8. Lose your concentration. Opponent has advantage on next attack.
9. Lose your balance completely and fall prone.
10. Injure ally. 1d4 damage.
11. You throw your weapon 1d4 x 5ft.
12. Injure yourself. 1d6 damage.
13. Mistime your attack. Give opponent a bonus attack.
14. Trip and fall prone.
15. Hit object or ally. Whichever is closer.
16. Lose your concentration. Opponent gets advantage on next attack.
17. Trip and fall prone.
18. Knock ally prone.
19. Critical hit on ally.
20. Maximum critical hit damage to yourself.

5th Edition Critical Hit Table (Magic)

Roll a d20 after a critical hit and a 3 or 4 is rolled on a d4.

1. A magical surge causes your spell to do full critical damage.
2. Terrible leg injury is caused by your magical attack. Extra 1d6 damage and speed is reduced to 10 ft. for 10 minutes.
3. Vicious injury to torso with your spell attack. DC15 CON save or extra 1d8 damage.
4. A horrific facial injury caused by your spell attack. Scar on face, -1 to CHA. Extra 1d6 damage.
5. You don't use a spell slot.
6. Opponent gets disarmed. Weapon magically thrown 1d4 x 5 ft.
7. Your spell attack causes an internal injury. Extra 1d4 damage and -1 to CON for a day.
8. Your spell hits your opponent's leg. Extra 1d4 damage. Movement is slowed by ten feet.
9. Your magic knocks your opponent prone if size is large or smaller.
10. Opponent staggers after the magical attack. You have advantage on next attack.
11. Wind knocked out of opponent by your spell attack. They have disadvantage next attack.
12. Your magic knocks your opponent prone if size is large or smaller.
13. Opponent gets disarmed. Weapon magically thrown 1d4 x 5ft.
14. Opponent staggers and has disadvantage on next attack.
15. Your magic blasts into your enemy and the wind is knocked out of them. Opponent takes an extra 1d6 damage and has disadvantage for their next attack.
16. Opponent staggers after your spell attack. Advantage against this opponent for the next attack.
17. Opponent loses balance after your spell attack. They fall prone have disadvantage on their next attack.
18. Your allies are inspired by your magical attack. Any allies within 30 ft. have 1d4 added to next attack roll.
19. Brutal head injury with your spell attack, you do an extra 1d10 damage.
20. Your spell hits the opponent in the head. You roll your damage twice and take the higher score.

5th Edition Critical Miss Table (Magic)

After a 1 is rolled on a d20 and a 3 or 4 is rolled on a d4 then roll d20.

1. You hit yourself with the spell attack. Full critical damage.
2. Injure closest ally with your spell. Full damage.
3. A magical surge causes you to lose a spell slot.
4. Your spell acts in reverse.
5. Mistime your spell attack. You give your opponent a bonus attack.
6. The spell rebounds on yourself. Half damage.
7. Injure closest ally with a magical surge. 1d6 damage.
8. Hit yourself with a strange magical surge. 1d6 damage.
9. Your spell causes you to lose your concentration. Any current spell ends and opponent has advantage on the next attack.
10. Knock ally prone with a magical surge.
11. Lose your balance completely and fall prone.
12. Your spell hits the closest object.
13. Injure yourself with a magical surge. 1d6 damage.
14. A magical surge stops your spell attack. Give opponent a bonus attack.
15. Hit an object or ally with your spell attack. The closer target is hit.
16. Lose your concentration, any current spell ends. Opponent has advantage on the next attack.
17. A magical surge knocks you prone.
18. A magical surge causes you to lose a spell slot or take 1d6 damage.
19. Your spell fires off wildly and hits all allies more than twenty feet away.
20. Critical hit on closest ally with your spell attack.

Wild Magic Surge Table

d100 Encounter

- 01-02 You gain an extra action*
- 03-04 You switch gender for a day
- 05-06 You have Darkvision for a day
- 07-08 Your closest ally is blind/1 turn
- 09-10 Any curses within 10' are ended
- 11-12 Cast Silence centred on you
- 13-14 You are sleepy. -1 to attacks*
- 15-16 You desire alcohol very badly
- 17-18 You dance for one turn
- 19-20 You can't stop laughing/1 turn
- 21-22 Walk on any surface/1 turn
- 23-24 Lose darkvision for a day
- 25-26 You believe your name is 'Master'
- 27-28 Closest ally teleported 60 ft. away
- 29-30 All allies at disadvantage/1 turn
- 31-32 You smell like soup for a day
- 33-34 Cold and fire resistance/1 turn
- 35-36 Red mastiff appears. Obeys you*
- 37-38 You can only understand Goblin*
- 39-40 Closest ally goes bald for a day
- 41-42 You think you're invisible*
- 43-44 You are drenched in water
- 45-46 You speak with a lisp for a day
- 47-48 You are famished, you must eat
- 49-50 You are a close talker for a day

d100 Encounter

- 51-52 Closest ally ages 1d6 years
- 53-54 You gain 1d8 hit points if injured
- 55-56 You turn into a black cat/1 turn
- 57-58 A rainbow appears/10 minutes
- 59-60 Your eyes glow red for a day
- 61-62 You create an anti-magic field*
- 63-64 Your allies get +1 to hit/1 round
- 65-66 Sarcastically say 'genius!'/for 1 day
- 67-68 A swarm of bats appears
- 69-70 A cloud appears above you*
- 71-72 You trip, can't get up for 2 turns
- 73-74 Organ music plays*
- 75-76 Your skin turns green for a week
- 77-78 Your AC is +2 for 2 turns
- 79-80 You can only whisper*
- 81-82 You gain a sorcery point
- 83-84 You gain half your hit points if hurt
- 85-86 Scream "We're all going to die!"
- 87-88 You grow horns for a week
- 89-90 You fall in love with closest PC*
- 91-92 Can breathe underwater for a day
- 93-94 Extra 1d10 for next damage
- 95-96 Half of your coins disappear
- 97-98 You turn into cheese for 2 turns
- 99-00 You are banished for two turns

*One-minute duration

More Encounter Tables

In the World of Myrr campaign book there are 43 encounter tables. Here are 24 more tables for the remaining towns and large villages.

Amara.....	13
Amas	14
Black Cliff.....	15
Calder	16
Dagg.....	17
Deep Vale.....	18
Deus	19
Fayne.....	20
Fynbos.....	21
Grimhollow	22
Hael	23
Laresh.....	24
Loren	25
Lund	26
Madros	27
Port Telvan.....	28
Rocken	29
Sea Wind.....	30
Sojurn	31
Tallen	32
Tharn	33
Vald.....	34
Varen.....	35
Walden	36

Encounter Table: Amara

D100 Encounter

01-02 Witch
03-04 Doppelganger
05-06 Knights Patrol
07-08 Assassin
09-10 Tavern Brawler Gang
11-12 Guard Patrol
13-14 Pugilist
15-16 Merchant
17-18 Tavern Brawler
19-20 Entertainer
21-22 Commoner
23-24 Veteran
25-26 Thug
27-28 Swarm of Rats
29-30 Bounty Hunter
31-32 Commoner
33-34 Acolyte
35-36 Thief
37-38 Shadow
39-40 Guard Patrol
41-42 Commoner
43-44 Raven
45-46 Scout
47-48 Mastiff
49-50 Rat

D100 Encounter

51-52 Commoner
53-54 Rat
55-56 Thug
57-58 Tavern Brawler
59-60 Spy
61-62 Guard Patrol
63-64 Slavers
65-66 Noble
67-68 Commoner
69-70 Thug
71-72 Guard Patrol
73-74 Merchants
75-76 Priest
77-78 Thieves
79-80 Swarm of Rats
81-82 Guard Patrol
83-84 Ghost
85-86 Noble
87-88 Acolyte
89-90 Tavern Brawler Gang
91-92 Bounty Hunter
93-94 Knight
95-96 Priest
97-98 Mage
99-00 Assassin

Encounter Table: Amas

D100 Encounter

01-02 Drow Elite Warrior
 03-04 Mage (High Elf)
 05-06 Drow
 07-08 Assassin
 09-10 Knights Patrol (High Elves)
 11-12 Merchant (Wood Elf)
 13-14 Mage (High Elf)
 15-16 Elite Guard Patrol (High Elves)
 17-18 Commoner (High Elf)
 19-20 Elk
 21-22 Thief
 23-24 Veteran (High Elf)
 25-26 Scout (Wood Elf)
 27-28 Swarm of Rats
 29-30 Druid (Wood Elf)
 31-32 Commoner (High Elf)
 33-34 Acolyte (High Elf)
 35-36 Swarm of Bats
 37-38 Apprentice (High Elf)
 39-40 Elite Guard Patrol (High Elves)
 41-42 Commoner (High Elf)
 43-44 Raven
 45-46 Spy
 47-48 Elk
 49-50 Commoner (High Elf)

D100 Encounter

51-52 Commoner (High Elf)
 53-54 Elk
 55-56 Merchant (High Elf)
 57-58 Commoner (High Elf)
 59-60 Owl
 61-62 Elite Guard (High Elf)
 63-64 Entertainer (Wood Elf)
 65-66 Noble (High Elf)
 67-68 Commoner (High Elf)
 69-70 Elk
 71-72 Elite Guard Patrol (High Elves)
 73-74 Merchants (Wood Elves)
 75-76 Entertainers (High Elf)
 77-78 Thieves (Wood Elves)
 79-80 Swarm of Rats
 81-82 Elite Guard Patrol (High Elves)
 83-84 Ghost
 85-86 Noble (High Elf)
 87-88 Commoner (High Elf)
 89-90 Merchants (High Elves)
 91-92 Knight (High Elf)
 93-94 Pseudodragon
 95-96 Knight (High Elf)
 97-98 Drow
 99-00 Knights Patrol (High Elves)

Encounter Table: Black Cliff

D100 Encounter

01-02 Vampire
 03-04 Witch
 05-06 Tavern Brawler Gang
 07-08 Assassin
 09-10 Vampire Spawn
 11-12 Wraith
 13-14 Mage
 15-16 Noble
 17-18 Mastiff
 19-20 Giant Rat
 21-22 Banshee
 23-24 Veteran
 25-26 Thug
 27-28 Swarm of Rats
 29-30 Entertainers
 31-32 Vampire Spawn
 33-34 Tavern Brawler
 35-36 Swarm of Bats
 37-38 Shadow
 39-40 Guard Patrol
 41-42 Commoner
 43-44 Tavern Brawler
 45-46 Bat
 47-48 Commoner
 49-50 Rat

D100 Encounter

51-52 Commoner
 53-54 Rat
 55-56 Thug
 57-58 Merchant
 59-60 Spy
 61-62 Guard Patrol
 63-64 Slavers
 65-66 Noble
 67-68 Commoner
 69-70 Thug
 71-72 Guard Patrol
 73-74 Merchants
 75-76 Thugs
 77-78 Thief
 79-80 Swarm of Rats
 81-82 Guard Patrol
 83-84 Ghost
 85-86 Noble
 87-88 Pugilist
 89-90 Bounty Hunter
 91-92 Witch
 93-94 Vampire Spawn
 95-96 Thieves
 97-98 Guild Master
 99-00 Vampire

Encounter Table: Calder

D100 Encounter

01-02 Vampire
03-04 Guild Master
05-06 Thieves
07-08 Assassin
09-10 Conjurer
11-12 Guard Patrol
13-14 Mage
15-16 Commoner
17-18 Merchant
19-20 Giant Rat
21-22 Entertainer
23-24 Veteran
25-26 Thugs
27-28 Pugilist
29-30 Wererat
31-32 Noble
33-34 Acolyte
35-36 Swarm of Rats
37-38 Merchant
39-40 Guard Patrol
41-42 Commoner
43-44 Apprentice
45-46 Mastiff
47-48 Guard Patrol
49-50 Rat

D100 Encounter

51-52 Commoner
53-54 Rat
55-56 Thug
57-58 Tavern Brawler
59-60 Spy
61-62 Bounty Hunter
63-64 Slavers
65-66 Noble
67-68 Commoner
69-70 Thug
71-72 Guard Patrol
73-74 Merchants
75-76 Entertainers
77-78 Thief
79-80 Swarm of Rats
81-82 Guard Patrol
83-84 Ghost
85-86 Noble
87-88 Merchant
89-90 Chief of the Town
91-92 Witch
93-94 Vampire Spawn
95-96 Thieves
97-98 Mage
99-00 Assassin

Encounter Table: Dagg

D100 Encounter

01-02 Mage
03-04 Witch
05-06 Thieves
07-08 Assassin
09-10 Ghost
11-12 Commoner
13-14 Mage
15-16 Merchant
17-18 Entertainer
19-20 Giant Rat
21-22 Bounty Hunter
23-24 Veteran
25-26 Thug
27-28 Swarm of Rats
29-30 Wererat
31-32 Commoner
33-34 Acolyte
35-36 Swarm of Bats
37-38 Mastiff
39-40 Guard Patrol
41-42 Apprentice
43-44 Raven
45-46 Tavern Brawler
47-48 Commoner
49-50 Rat

D100 Encounter

51-52 Commoner
53-54 Rat
55-56 Thug
57-58 Commoner
59-60 Spy
61-62 Merchants
63-64 Slavers
65-66 Noble
67-68 Commoner
69-70 Thug
71-72 Guard Patrol
73-74 Merchants
75-76 Entertainers
77-78 Thieves
79-80 Swarm of Rats
81-82 Guard Patrol
83-84 Ghost
85-86 Noble
87-88 Thieves
89-90 Guard Patrol
91-92 Pugilist
93-94 Thugs
95-96 Doppelganger
97-98 Assassin
99-00 Thieves

Encounter Table: Deep Vale

D100 Encounter

01-02 Monk Brotherhood
03-04 Druid
05-06 Mage
07-08 Assassin
09-10 Doppelganger
11-12 Wraith
13-14 Spy
15-16 Monk
17-18 Commoner
19-20 Giant Rat
21-22 Entertainers
23-24 Veteran
25-26 Mastiff
27-28 Swarm of Rats
29-30 Commoner
31-32 Monk
33-34 Acolyte
35-36 Entertainer
37-38 Merchant
39-40 Guard Patrol
41-42 Disciple
43-44 Raven
45-46 Merchant
47-48 Commoner
49-50 Rat

D100 Encounter

51-52 Commoner
53-54 Rat
55-56 Apprentice
57-58 Commoner
59-60 Guard Patrol
61-62 Merchant
63-64 Entertainer
65-66 Noble
67-68 Commoner
69-70 Apprentice
71-72 Guard Patrol
73-74 Merchants
75-76 Entertainer
77-78 Acolyte
79-80 Swarm of Rats
81-82 Guard Patrol
83-84 Ghost
85-86 Noble
87-88 Commoner
89-90 Monk
91-92 Pugilist
93-94 Merchant
95-96 Doppelganger
97-98 Druid
99-00 Mage

Encounter Table: Deus

D100 Encounter

01-02 Tavern Brawler Gang
03-04 Vampire
05-06 Banshee
07-08 Assassin
09-10 Guild Master
11-12 Wraith
13-14 Mage
15-16 Hell Hound
17-18 Nightmare
19-20 Giant Rat
21-22 Elite Guard Patrol
23-24 Veteran
25-26 Thugs
27-28 Hell Hound
29-30 Acolyte
31-32 Pugilist
33-34 Tavern Brawler
35-36 Thieves
37-38 Shadow
39-40 Elite Guard Patrol
41-42 Commoner
43-44 Swarm of Rats
45-46 Slavers
47-48 Elite Guard
49-50 Giant Rat

D100 Encounter

51-52 Commoner
53-54 Giant Rat
55-56 Thug
57-58 Apprentice
59-60 Spy
61-62 Crawling Claw
63-64 Bounty Hunter
65-66 Noble
67-68 Commoner
69-70 Thugs
71-72 Elite Guard Patrol
73-74 Merchants
75-76 Knight
77-78 Thieves
79-80 Swarm of Rats
81-82 Elite Guard Patrol
83-84 Ghost
85-86 Noble
87-88 Elite Guard Patrol
89-90 Tavern Brawler Gang
91-92 Knight
93-94 Vampire Spawn
95-96 Knights Patrol
97-98 Doppelganger
99-00 Witch

Encounter Table: Fayne

D100 Encounter

01-02 Mage
03-04 Witch
05-06 Tavern Brawler
07-08 Chief of the Town
09-10 Pugilist
11-12 Thugs
13-14 Mage
15-16 Merchant
17-18 Commoner
19-20 Giant Rat
21-22 Banshee
23-24 Veteran
25-26 Thug
27-28 Swarm of Rats
29-30 Wererat
31-32 Commoner
33-34 Acolyte
35-36 Swarm of Bats
37-38 Shadow
39-40 Guard Patrol
41-42 Commoner
43-44 Apprentice
45-46 Tavern Brawler
47-48 Mastiff
49-50 Rat

D100 Encounter

51-52 Commoner
53-54 Raven
55-56 Thug
57-58 Commoner
59-60 Spy
61-62 Thug
63-64 Slavers
65-66 Noble
67-68 Commoner
69-70 Thug
71-72 Guard Patrol
73-74 Merchants
75-76 Commoner
77-78 Thief
79-80 Swarm of Rats
81-82 Guard Patrol
83-84 Ghost
85-86 Noble
87-88 Thugs
89-90 Commoner
91-92 Witch
93-94 Assassin
95-96 Doppelganger
97-98 Thieves
99-00 Vampire Spaw

Encounter Table: Fynbos

D100 Encounter

01-02 Assassin
03-04 Mage
05-06 Thugs
07-08 Assassin
09-10 Commoner
11-12 Bounty Hunter
13-14 Mage
15-16 Guard Patrol
17-18 Thugs
19-20 Giant Rat
21-22 Bat
23-24 Veteran
25-26 Thug
27-28 Swarm of Rats
29-30 Wererat
31-32 Commoner
33-34 Entertainer
35-36 Swarm of Bats
37-38 Shadow
39-40 Guard Patrol
41-42 Commoner
43-44 Merchant
45-46 Thug
47-48 Tavern Brawler
49-50 Rat

D100 Encounter

51-52 Commoner
53-54 Apprentice
55-56 Thug
57-58 Commoner
59-60 Spy
61-62 Guard
63-64 Slavers
65-66 Tavern Brawler
67-68 Commoner
69-70 Thug
71-72 Guard Patrol
73-74 Merchants
75-76 Commoner
77-78 Thieves
79-80 Swarm of Rats
81-82 Guard Patrol
83-84 Ghost
85-86 Thief
87-88 Guard Patrol
89-90 Banshee
91-92 Witch
93-94 Wraith
95-96 Chief of the Town
97-98 Assassin
99-00 Mage

Encounter Table: Grimhollow

D100 Encounter

01-02 Pirate Captain

03-04 Pirate Band

05-06 Doppelganger

07-08 Chief of the Town

09-10 Tavern Brawler Gang

11-12 Pirate

13-14 Mage

15-16 Thugs

17-18 Merchant

19-20 Giant Rat

21-22 Commoner

23-24 Veteran

25-26 Thug

27-28 Swarm of Rats

29-30 Wererat

31-32 Pirate

33-34 Tavern Brawler Gang

35-36 Mastiff

37-38 Shadow

39-40 Guard Patrol

41-42 Entertainer

43-44 Thug

45-46 Tavern Brawler

47-48 Commoner

49-50 Rat

D100 Encounter

51-52 Commoner

53-54 Raven

55-56 Thug

57-58 Commoner

59-60 Spy

61-62 Pirate

63-64 Slavers

65-66 Tavern Brawler

67-68 Commoner

69-70 Thug

71-72 Guard Patrol

73-74 Merchants

75-76 Pirate

77-78 Thieves

79-80 Swarm of Rats

81-82 Thugs

83-84 Ghost

85-86 Bounty Hunter

87-88 Berserker

89-90 Guard Patrol

91-92 Pirate

93-94 Pugilist

95-96 Assassin

97-98 Pirate Band

99-00 Pirate Captain

Encounter Table: Hael

D100 Encounter

01-02 Mage
03-04 Vampire Spawn
05-06 Shadow
07-08 Assassin
09-10 Guard Patrol
11-12 Pugilist
13-14 Priest
15-16 Commoner
17-18 Apprentice
19-20 Giant Rat
21-22 Guard Patrol
23-24 Veteran
25-26 Bounty Hunter
27-28 Swarm of Rats
29-30 Wererat
31-32 Commoner
33-34 Acolyte
35-36 Swarm of Bats
37-38 Shadow
39-40 Guard
41-42 Commoner
43-44 Merchant
45-46 Tavern Brawler
47-48 Commoner
49-50 Rat

D100 Encounter

51-52 Commoner
53-54 Rat
55-56 Mastiff
57-58 Commoner
59-60 Spy
61-62 Merchant
63-64 Slavers
65-66 Noble
67-68 Commoner
69-70 Thug
71-72 Guard Patrol
73-74 Merchants
75-76 Entertainer
77-78 Thief
79-80 Swarm of Rats
81-82 Guard Patrol
83-84 Ghost
85-86 Noble
87-88 Commoner
89-90 Thugs
91-92 Thieves
93-94 Tavern Brawler Gang
95-96 Witch
97-98 Doppelganger
99-00 Guild Master

Encounter Table: Laresh

D100 Encounter

01-02 Mage
03-04 Guard Patrol
05-06 Chief of the Town
07-08 Assassin
09-10 Guard Patrol
11-12 Pugilist
13-14 Mage
15-16 Commoner
17-18 Merchant
19-20 Giant Rat
21-22 Thieves
23-24 Veteran
25-26 Thug
27-28 Swarm of Rats
29-30 Priest
31-32 Merchant
33-34 Acolyte
35-36 Tavern Brawler
37-38 Merchant
39-40 Guard Patrol
41-42 Commoner
43-44 Guard
45-46 Tavern Brawler
47-48 Commoner
49-50 Rat

D100 Encounter

51-52 Commoner
53-54 Rat
55-56 Acolyte
57-58 Commoner
59-60 Spy
61-62 Merchants
63-64 Entertainer
65-66 Noble
67-68 Commoner
69-70 Thug
71-72 Guard Patrol
73-74 Mastiff
75-76 Entertainers
77-78 Thief
79-80 Apprentice
81-82 Guard Patrol
83-84 Ghost
85-86 Noble
87-88 Thugs
89-90 Guard Patrol
91-92 Witch
93-94 Conjuror
95-96 Doppelganger
97-98 Cultist
99-00 Vampire Spawn

Encounter Table: Loren

D100 Encounter

01-02 Guild Master (High Elf)
03-04 Knights Patrol (High Elves)
05-06 Druid (Wood Elf)
07-08 Assassin
09-10 Ghost
11-12 Elite Guard Patrol (High Elves)
13-14 Mage (High Elf)
15-16 Commoner (High Elf)
17-18 Knight (High Elf)
19-20 Giant Rat
21-22 Merchant (Wood Elf)
23-24 Entertainer (High Elf)
25-26 Noble (High Elf)
27-28 Swarm of Rats
29-30 Commoner (High Elf)
31-32 Entertainer (Wood Elf)
33-34 Elk
35-36 Swarm of Rats
37-38 Spy
39-40 Elite Guard Patrol (High Elves)
41-42 Commoner
43-44 Raven
45-46 Bat
47-48 Commoner (High Elf)
49-50 Rat

D100 Encounter

51-52 Commoner (High Elf)
53-54 Rat
55-56 Entertainer
57-58 Commoner (High Elf)
59-60 Entertainer (Wood Elf)
61-62 Merchant (High Elf)
63-64 Elk
65-66 Noble (High Elf)
67-68 Commoner
69-70 Acolyte (High Elf)
71-72 Elite Guard Patrol (High Elves)
73-74 Merchants (High Elves)
75-76 Entertainer (Wood Elf)
77-78 Thieves (Wood Elves)
79-80 Swarm of Rats
81-82 Elite Guard Patrol (High Elves)
83-84 Ghost
85-86 Noble
87-88 Guard Commander (High Elf)
89-90 Giant Rat
91-92 Elk
93-94 Tavern Brawler
95-96 Doppelganger
97-98 Apprentice (High Elf)
99-00 Priest (High Elf)

Encounter Table: Lund

D100 Encounter

01-02 Thieves
03-04 Witch
05-06 Mage
07-08 Assassin
09-10 Ghost
11-12 Entertainer
13-14 Pugilist
15-16 Bounty Hunter
17-18 Thugs
19-20 Giant Rat
21-22 Banshee
23-24 Veteran
25-26 Thug
27-28 Swarm of Rats
29-30 Shadow
31-32 Vampire Spawn
33-34 Slavers
35-36 Swarm of Bats
37-38 Shadow
39-40 Guard Patrol
41-42 Commoner
43-44 Mastiff
45-46 Tavern Brawler
47-48 Commoner
49-50 Rat

D100 Encounter

51-52 Commoner
53-54 Rat
55-56 Thug
57-58 Tavern Brawler
59-60 Spy
61-62 Guard
63-64 Slavers
65-66 Noble
67-68 Commoner
69-70 Thug
71-72 Guard Patrol
73-74 Merchants
75-76 Swarm of Bats
77-78 Monk
79-80 Swarm of Rats
81-82 Guard Patrol
83-84 Ghost
85-86 Noble
87-88 Mastiff
89-90 Shadow
91-92 Bounty Hunter
93-94 Tavern Brawler
95-96 Doppelganger
97-98 Chief of the Town
99-00 Witch

Encounter Table: Madros

D100 Encounter

01-02 Thieves
03-04 Battle Mage
05-06 Priest
07-08 Assassin
09-10 Guard Patrol
11-12 Merchant
13-14 Mage
15-16 Tavern Brawler
17-18 Apprentice
19-20 Giant Rat
21-22 Noble
23-24 Veteran
25-26 Thugs
27-28 Swarm of Rats
29-30 Mastiff
31-32 Apprentice
33-34 Acolyte
35-36 Entertainer
37-38 Shadow
39-40 Guard Patrol
41-42 Commoner
43-44 Tavern Brawler
45-46 Apprentice
47-48 Commoner
49-50 Rat

D100 Encounter

51-52 Commoner
53-54 Rat
55-56 Thug
57-58 Commoner
59-60 Spy
61-62 Tavern Brawler
63-64 Slavers
65-66 Noble
67-68 Commoner
69-70 Thug
71-72 Guard Patrol
73-74 Merchants
75-76 Entertainers
77-78 Apprentice
79-80 Swarm of Rats
81-82 Guard Patrol
83-84 Ghost
85-86 Noble
87-88 Tavern Brawler
89-90 Merchants
91-92 Vampire Spawn
93-94 Conjuror
95-96 Mage
97-98 Pugilist
99-00 Guild Master

Encounter Table: Port Telvan

D100 Encounter

01-02 Knights Patrol
 03-04 Witch
 05-06 Pugilist
 07-08 Assassin
 09-10 Doppelganger
 11-12 Ghost
 13-14 Mage
 15-16 Knights Patrol
 17-18 Commoner
 19-20 Giant Rat
 21-22 Tavern Brawler
 23-24 Veteran
 25-26 Thugs
 27-28 Swarm of Rats
 29-30 Wererat
 31-32 Commoner
 33-34 Acolyte
 35-36 Mastiff
 37-38 Merchant
 39-40 Guard Patrol
 41-42 Commoner
 43-44 Tavern Brawler
 45-46 Guard Patrol
 47-48 Entertainer
 49-50 Rat

D100 Encounter

51-52 Commoner
 53-54 Raven
 55-56 Thug
 57-58 Commoner
 59-60 Merchants
 61-62 Guard Patrol
 63-64 Guard
 65-66 Noble
 67-68 Commoner
 69-70 Thugs
 71-72 Guard Patrol
 73-74 Merchants
 75-76 Priest
 77-78 Spy
 79-80 Swarm of Rats
 81-82 Guard Patrol
 83-84 Ghost
 85-86 Noble
 87-88 Thieves
 89-90 Guard Patrol
 91-92 Bounty Hunter
 93-94 Mage
 95-96 Tavern Brawler Gang
 97-98 Guild Master
 99-00 Knights Patrol

Encounter Table: Rocken

D100 Encounter

01-02 Witch
03-04 Tavern Brawler Gang
05-06 Werewolf
07-08 Assassin
09-10 Pugilist
11-12 Bandit Patrol
13-14 Spy
15-16 Bandit
17-18 Slavers
19-20 Giant Rat
21-22 Guard
23-24 Veteran
25-26 Thug
27-28 Swarm of Rats
29-30 Wererat
31-32 Merchant
33-34 Acolyte
35-36 Swarm of Bats
37-38 Merchant
39-40 Guard Patrol
41-42 Commoner
43-44 Tavern Brawler
45-46 Entertainer
47-48 Merchant
49-50 Rat

D100 Encounter

51-52 Commoner
53-54 Rat
55-56 Mastiff
57-58 Commoner
59-60 Entertainers
61-62 Merchant
63-64 Slavers
65-66 Bandit
67-68 Commoner
69-70 Thug
71-72 Guard Patrol
73-74 Merchants
75-76 Slavers
77-78 Thieves
79-80 Disciple
81-82 Guard Patrol
83-84 Ghost
85-86 Noble
87-88 Bandit
89-90 Bounty Hunter
91-92 Shadow
93-94 Apprentice
95-96 Guild Master
97-98 Werewolf
99-00 Mage

Encounter Table: Sea Wind

D100 Encounter

01-02 Thief
 03-04 High Priest
 05-06 Druid
 07-08 Assassin
 09-10 Bounty Hunter
 11-12 Tavern Brawler
 13-14 Mage
 15-16 Apprentice
 17-18 Spy
 19-20 Giant Rat
 21-22 Merchants
 23-24 Veteran
 25-26 Thug
 27-28 Swarm of Rats
 29-30 Entertainer
 31-32 Commoner
 33-34 Acolyte
 35-36 Mastiff
 37-38 Shadow
 39-40 Guard Patrol
 41-42 Commoner
 43-44 Entertainers
 45-46 Merchants
 47-48 Tavern Brawler
 49-50 Rat

D100 Encounter

51-52 Commoner
 53-54 Rat
 55-56 Thug
 57-58 Commoner
 59-60 Spy
 61-62 Guard
 63-64 Slavers
 65-66 Noble
 67-68 Commoner
 69-70 Thug
 71-72 Guard Patrol
 73-74 Merchants
 75-76 Tavern Brawler
 77-78 Thieves
 79-80 Swarm of Rats
 81-82 Guard Patrol
 83-84 Ghost
 85-86 Noble
 87-88 Scout
 89-90 Tavern Brawler
 91-92 Doppelganger
 93-94 Apprentice
 95-96 Pugilist
 97-98 Ghost
 99-00 Shadow

Encounter Table: Sojurn

D100 Encounter

01-02 Pugilist
03-04 Mage
05-06 Elite Guard Patrol
07-08 Assassin
09-10 Pugilist
11-12 Apprentice
13-14 Guard Patrol
15-16 Bounty Hunter
17-18 Tavern Brawler
19-20 Giant Rat
21-22 Commoner
23-24 Veteran
25-26 Thug
27-28 Swarm of Rats
29-30 Mastiff
31-32 Merchants
33-34 Acolyte
35-36 Swarm of Bats
37-38 Shadow
39-40 Elite Guard Patrol
41-42 Commoner
43-44 Entertainers
45-46 Guard
47-48 Tavern Brawlers
49-50 Rat

D100 Encounter

51-52 Commoner
53-54 Rat
55-56 Thug
57-58 Commoner
59-60 Spy
61-62 Merchants
63-64 Slavers
65-66 Noble
67-68 Commoner
69-70 Thug
71-72 Elite Guard Patrol
73-74 Entertainer
75-76 Tavern Brawler
77-78 Thieves
79-80 Swarm of Rats
81-82 Elite Guard Patrol
83-84 Ghost
85-86 Noble
87-88 Merchants
89-90 Tavern Brawler
91-92 Witch
93-94 Doppelganger
95-96 Shadow
97-98 Priest
99-00 Guard Commander

Encounter Table: Tallen

D100 Encounter

01-02 Assassin
 03-04 Fortune Teller
 05-06 Pugilist
 07-08 Mage
 09-10 Guard Patrol (Hill Dwarves)
 11-12 Apprentice
 13-14 Bounty Hunter
 15-16 Commoner
 17-18 Entertainer
 19-20 Giant Rat
 21-22 Commoner (Hill Dwarf)
 23-24 Veteran
 25-26 Thug
 27-28 Swarm of Rats
 29-30 Wererat
 31-32 Commoner
 33-34 Acolyte
 35-36 Swarm of Bats
 37-38 Merchants
 39-40 Guard Patrol
 41-42 Commoner
 43-44 Entertainers
 45-46 Tavern Brawler
 47-48 Guard (Hill Dwarf)
 49-50 Rat

D100 Encounter

51-52 Commoner
 53-54 Rat
 55-56 Thug
 57-58 Commoner
 59-60 Swarm of Rats
 61-62 Entertainer
 63-64 Merchant
 65-66 Noble
 67-68 Commoner
 69-70 Thug
 71-72 Guard Patrol (Hill Dwarves)
 73-74 Merchants
 75-76 Commoner
 77-78 Thugs
 79-80 Swarm of Rats
 81-82 Guard Patrol (Hill Dwarves)
 83-84 Ghost
 85-86 Noble
 87-88 Commoner (Hill Dwarf)
 89-90 Thief
 91-92 Spy
 93-94 Pugilist
 95-96 Witch
 97-98 Thieves
 99-00 Guild Master

Encounter Table: Tharn

D100 Encounter

01-02 Thieves
 03-04 Priest
 05-06 Witch
 07-08 Doppelganger
 09-10 Mage
 11-12 Ghost
 13-14 Commoner
 15-16 Guard Patrol
 17-18 Thugs
 19-20 Giant Rat
 21-22 Pugilist
 23-24 Veteran
 25-26 Thug
 27-28 Swarm of Rats
 29-30 Wererat
 31-32 Apprentice
 33-34 Acolyte
 35-36 Swarm of Rats
 37-38 Shadow
 39-40 Guard Patrol
 41-42 Commoner
 43-44 Merchants
 45-46 Tavern Brawler
 47-48 Commoner
 49-50 Rat

D100 Encounter

51-52 Commoner
 53-54 Rat
 55-56 Thug
 57-58 Guard
 59-60 Spy
 61-62 Veteran
 63-64 Merchants
 65-66 Noble
 67-68 Commoner
 69-70 Thug
 71-72 Guard Patrol
 73-74 Merchants
 75-76 Bounty Hunter
 77-78 Thieves
 79-80 Swarm of Rats
 81-82 Guard Patrol
 83-84 Entertainer
 85-86 Noble
 87-88 Merchant
 89-90 Thief
 91-92 Ghost
 93-94 Thugs
 95-96 Assassin
 97-98 Witch
 99-00 Tavern Brawler Gang

Encounter Table: Vald

D100 Encounter

01-02 Knights Patrol
03-04 Doppelganger
05-06 Knight
07-08 Assassin
09-10 Priest
11-12 Thugs
13-14 Mage
15-16 Ghost
17-18 Guard Patrol
19-20 Giant Rat
21-22 Shadow
23-24 Veteran
25-26 Thief
27-28 Swarm of Rats
29-30 Knight
31-32 Commoner
33-34 Acolyte
35-36 Mastiff
37-38 Merchants
39-40 Guard Patrol
41-42 Commoner
43-44 Tavern Brawler
45-46 Merchant
47-48 Commoner
49-50 Rat

D100 Encounter

51-52 Commoner
53-54 Rat
55-56 Thug
57-58 Commoner
59-60 Guard Patrol
61-62 Merchants
63-64 Knight
65-66 Apprentice
67-68 Tavern Brawler
69-70 Thug
71-72 Guard Patrol
73-74 Spy
75-76 Ghost
77-78 Entertainers
79-80 Guard
81-82 Guard Patrol
83-84 Merchant
85-86 Noble
87-88 Entertainer
89-90 Battle Mage
91-92 Priest
93-94 Shadow
95-96 Knights Patrol
97-98 Mage
99-00 Guild Master

Encounter Table: Varen

D100	Encounter	D100	Encounter
01-02	Knights Patrol (High Elves)	51-52	Commoner (High Elf)
03-04	Mage (High Elf)	53-54	Rat
05-06	Bounty Hunter	55-56	Merchant (High Elf)
07-08	Assassin	57-58	Commoner (High Elf)
09-10	Knight (High Elf)	59-60	Elite Guard (High Elf)
11-12	Merchant (Wood Elf)	61-62	Tavern Brawler
13-14	Mage (High Elf)	63-64	Apprentice (Wood Elf)
15-16	Commoner (High Elf)	65-66	Noble (High Elf)
17-18	Elite Guard Patrol (High Elf)	67-68	Commoner (High Elf)
19-20	Giant Rat	69-70	Elk
21-22	Thief	71-72	Elite Guard Patrol (High Elves)
23-24	Merchant (High Elf)	73-74	Merchants (High Elves)
25-26	Entertainers	75-76	Entertainer (High Elf)
27-28	Swarm of Rats	77-78	Commoner (High Elf)
29-30	Commoner (High Elf)	79-80	Swarm of Rats
31-32	Merchant (High Elf)	81-82	Elite Guard Patrol (High Elves)
33-34	Acolyte (High Elf)	83-84	Ghost
35-36	Swarm of Rats	85-86	Noble (High Elf)
37-38	Commoner (High Elf)	87-88	Knight (High Elf)
39-40	Elite Guard Patrol (High Elves)	89-90	Thieves
41-42	Merchant (High Elf)	91-92	Pugilist
43-44	Raven	93-94	Spy
45-46	Owl	95-96	Doppleganger
47-48	Commoner (High Elf)	97-98	Witch
49-50	Elk	99-00	Knights Patrol (High Elves)

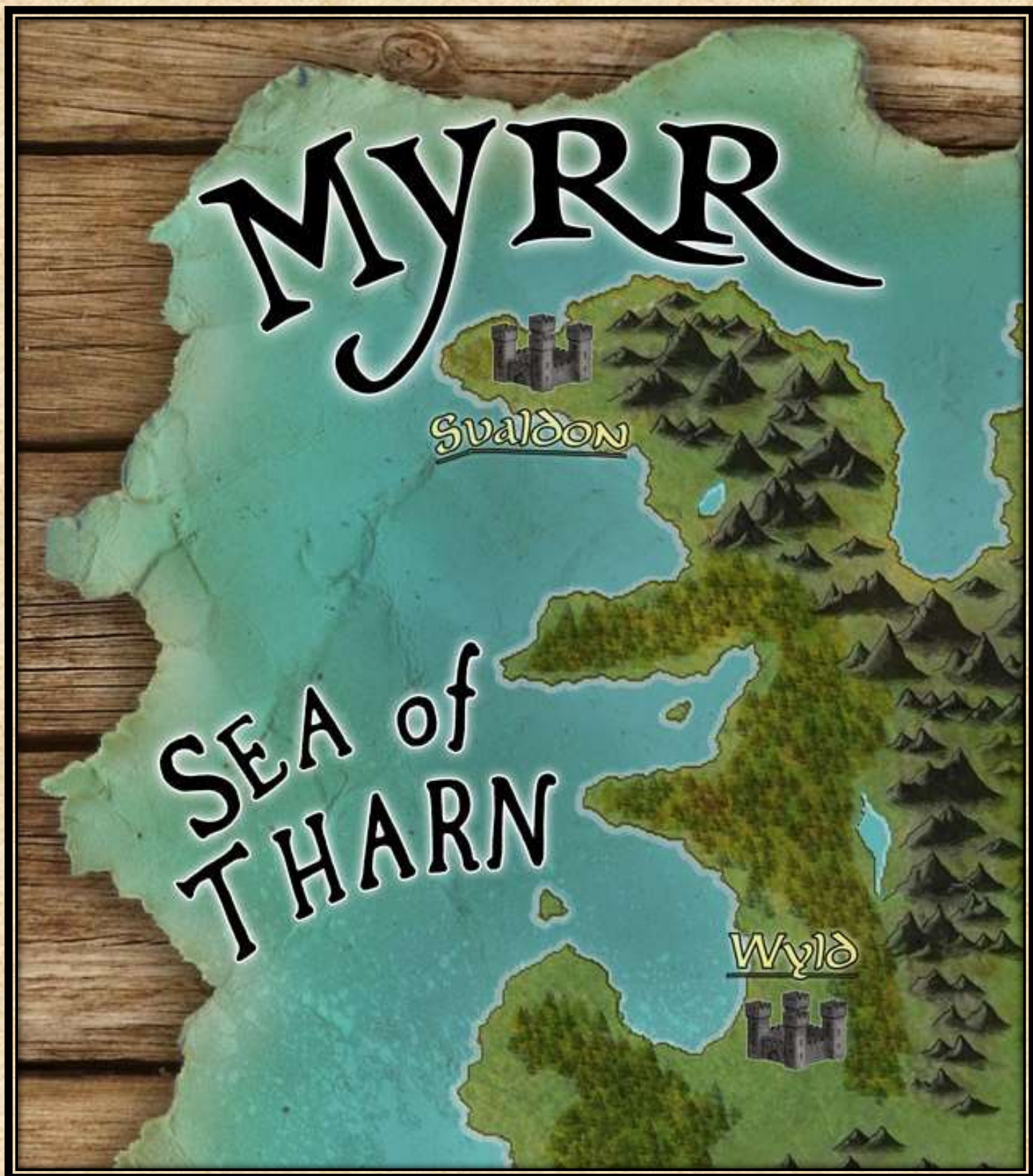
Encounter Table: Walden

D100 Encounter

01-02 Assassin
03-04 Thieves
05-06 Guard Patrol
07-08 Mage
09-10 Bounty Hunter
11-12 Wererat
13-14 Thugs
15-16 Commoner
17-18 Guard Patrol
19-20 Giant Rat
21-22 Entertainer
23-24 Veteran
25-26 Thug
27-28 Swarm of Rats
29-30 Entertainer
31-32 Commoner
33-34 Acolyte
35-36 Mastiff
37-38 Tavern Brawler
39-40 Guard Patrol
41-42 Commoner
43-44 Raven
45-46 Tavern Brawler
47-48 Commoner
49-50 Rat

D100 Encounter

51-52 Commoner
53-54 Rat
55-56 Thug
57-58 Commoner
59-60 Spy
61-62 Merchant
63-64 Guard
65-66 Noble
67-68 Commoner
69-70 Apprentice
71-72 Guard Patrol
73-74 Merchants
75-76 Entertainer
77-78 Thieves
79-80 Swarm of Rats
81-82 Guard Patrol
83-84 Ghost
85-86 Noble
87-88 Entertainer
89-90 Disciple
91-92 Priest
93-94 Doppelganger
95-96 Conjurer
97-98 Pugilist
99-00 Witch



Monsters Lists

In the World of Myrr campaign book there are 43 monster lists. Here are 24 more lists for the remaining towns and large villages.

Amara.....	39
Amas	40
Black Cliff.....	41
Calder	42
Dagg.....	43
Deep Vale.....	44
Deus	45
Fayne.....	46
Fynbos.....	47
Grimhollow	48
Hael	49
Laresh.....	50
Loren	51
Lund	52
Madros	53
Port Telvan.....	54
Rocken	55
Sea Wind.....	56
Sojurn.....	57
Tallen	58
Tharn.....	59
Vald.....	60
Varen.....	61
Walden	62

Monster List: Amara

Monsters	CR
Commoner ¹ , Rat, Raven	0
Entertainer ² , Guard ³ , Mastiff	1/8
Acolyte, Swarm of Rats	1/4
Scout, Shadow, Thug	1/2
Spy, Tavern Brawler ²	1
Bounty Hunter ² , Guard Patrol ³ , Merchants ³ , Priest, Slavers ² , Thugs ²	2
Doppelganger, Knight ³ , Thief ² , Veteran	3
Ghost	4
Mage	6
Pugilist ² , Thieves ²	7
Assassin, Tavern Brawler Gang ²	8
Knights Patrol ³ , Witch ²	9

¹Commoner: Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Forester, Harlot, Hunter, Messenger, Peasant, Tavern/Inn Worker, Weaver

²Bounty Hunter, Entertainer, Merchants, Pugilist, Slavers, Tavern Brawler, Tavern Brawler Gang, Thugs, Thief, Thieves, Witch (see New Monsters section)

³Guards are Stone Guard. Knights are Stone Knights. (Guard Patrol, Knights Patrol see New Monsters section)

Monster List: Amas

Monsters	CR
Commoner ¹ , Owl, Rat, Raven	0
Entertainer ² , Giant Rat, Merchant ² , Noble	1/8
Acolyte, Drow, Elk, Elite Guard ³ , Pseudodragon, Swarm of Rats	1/4
Apprentice ² , Scout	1/2
Entertainers ² , Spy	1
Merchants ²	2
Elite Guard Patrol ³ , Knight ³ , Thief ²	3
Ghost	4
Drow Elite Warrior	5
Mage	6
Assassin	8
Knights Patrol ³	9

¹Commoner (High Elves and Wood Elves): Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Forester, Hunter, Jeweler, Mapmaker, Messenger, Moneylender, Peasant, Pilgrim, Sailor, Scribe, Tailor, Tavern/Inn Worker, Weaver

²Apprentice, Entertainer, Entertainers, Merchant, Merchants, Thief (see New Monsters section)

³Elite guards are Nerathian Soldiers. Knights are Nerathian Knights. (Elite Guard, Elite Guard Patrol, Knights Patrol see New Monsters section)

Monster List: Black Cliff

Monsters	CR
Bat, Commoner ¹ , Rat, Raven	0
Giant Rat, Guard ³ , Mastiff, Merchant, Noble	1/8
Swarm of Rats	1/4
Apprentice ² , Shadow, Thug /	1
Entertainers ² , Spy, Tavern Brawler ²	1
Bounty Hunter ² , Guard Patrol ³ , Merchants ³ , Slavers ³ , Thugs ²	2
Doppelganger, Thief ² , Veteran	3
Banshee, Ghost, Guild Master ²	4
Vampire Spawn, Wraith	5
Mage	6
Pugilist ² , Thieves ²	7
Assassin, Tavern Brawler Gang ²	8
Witch ²	9
Vampire	13

¹Commoner: Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Forester, Harlot, Herald, Hunter, Jeweler, Mapmaker, Miner, Messenger, Moneylender, Peasant, Pilgrim, Sailor, Scribe, Street Urchin, Tailor, Tavern/Inn Worker, Undertaker, Weaver

²Apprentice, Bounty Hunter, Entertainers, Guild Master, Merchant, Merchants, Pugilist, Slavers, Tavern Brawler, Tavern Brawler Gang, Thugs, Thief, Thieves, Witch (see New Monsters section)

³Guards are Cliff Guard. (Guard Patrol see New Monsters section)

Monster List: Calder

Monsters	CR
Commoner ¹ , Rat, Raven	0
Entertainer ² , Giant Rat, Guard ³ , Mastiff, Merchant ²	1/8
Acolyte, Swarm of Rats	1/4
Apprentice ² , Shadow, Thug	1/2
Entertainers ² , Spy, Tavern Brawler ²	1
Bounty Hunter ² , Guard Patrol ³ , Merchants ³ , Priest, Slavers ³ , Thugs ² , Wererat	2
Chief of the Town ² , Doppelganger, Thief ³ , Veteran	3
Ghost, Guild Master ²	4
Vampire Spawn	5
Conjurer ²	6
Pugilist ² , Thieves ³	7
Assassin, Tavern Brawler Gang ²	8
Witch ²	9
Vampire	13

¹Commoner: Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Forester, Harlot, Hunter, Messenger, Moneylender, Peasant, Pilgrim, Scribe, Tailor, Tavern/Inn Worker, Weaver

²Apprentice, Bounty Hunter, Chief of the Town, Conjurer, Entertainer, Entertainers, Guild Master, Merchant, Merchants, Pugilist, Slavers, Tavern Brawler, Tavern Brawler Gang, Thugs, Witch (see New Monsters section)

³Guards are Wyld Guard. Thieves are Wyld Gang. (Guard Patrol, Thief, Thieves see New Monsters section)

Monster List: Dagg

Monsters	CR
Bat, Commoner ¹ , Rat, Raven	0
Giant Rat, Guard, Mastiff	1/8
Acolyte, Swarm of Rats	1/4
Apprentice ² , Thug	1/2
Entertainers ² , Spy, Tavern Brawler ²	1
Bounty Hunter ² , Guard Patrol ² , Merchants ³ , Priest, Thugs ²	2
Doppelganger, Thief ² , Veteran	3
Ghost	4
Mage	6
Pugilist ² , Thieves ²	7
Assassin	8

¹Commoner: Baker, Blacksmith, Carpenter, Cart Driver, Fisherfolk, Forester, Hunter, Messenger, Peasant, Pilgrim, Tailor, Tavern/Inn Worker, Weaver

²Apprentice, Bounty Hunter, Entertainers, Guard Patrol, Merchants, Pugilist, Tavern Brawler, Thugs, Thief, Thieves (see New Monsters section)

Monster List: Deep Vale

Monsters Challenge Rating	CR
Commoner ¹ , Rat, Raven	0
Entertainer ² , Giant Rat, Guard ³ , Mastiff, Merchant ² , Noble	1/8
Acolyte, Swarm of Rats	1/4
Apprentice ² , Disciple ²	1/2
Entertainers ² , Spy	1
Druid, Guard Patrol ³ , Merchants ³ , Priest	2
Doppelganger, Veteran	3
Ghost, Monk ³	4
Mage	6
Pugilist ²	7
Monk Brotherhood ³	11

¹Commoner: Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Forester, Hunter, Jeweler, Mapmaker, Miner, Messenger, Peasant, Pilgrim, Tailor, Tavern/Inn Worker, Undertaker, Weaver

²Apprentice, Disciple, Entertainer, Entertainers, Merchant, Merchants, Pugilist (see New Monsters section)

³Guards are the Vale Guard. Monks are the Inner Sons. (Guard Patrol, Monk, Monk Brotherhood see New Monsters section)

Monster List: Deus

Monsters	CR
Commoner ¹ , Crawling Claw	0
Entertainer ² , Giant Rat, Noble	1/8
Acolyte, Elite Guard ³ , Swarm of Rats	1/4
Apprentice ² , Disciple ² , Shadow, Thug	1/2
Entertainers ² , Spy, Tavern Brawler ²	1
Bounty Hunter ² , Merchants ³ , Priest, Slavers ³ , Thugs ²	2
Doppelganger, Elite Guard Patrol ³ , Hellhound, Knight ³ , Nightmare, Thief ² , Veteran	3
Banshee, Ghost, Guild Master ²	4
Vampire Spawn, Wraith	5
Mage	6
Pugilist ² , Thieves ²	7
Assassin, Tavern Brawler Gang ²	8
Knights Patrol ³ , Witch ²	9
Vampire	13

¹Commoner: Baker, Blacksmith, Carpenter, Cart Driver, Fisherfolk, Harlot, Hunter, Jeweler, Mapmaker, Miner, Messenger, Moneylender, Peasant, Pilgrim, Sailor, Scribe, Street Urchin, Tailor, Tavern/Inn Worker, Undertaker, Weaver

²Apprentice, Bounty Hunter, Disciple, Entertainer, Entertainers, Guild Master, Merchants, Pugilist, Slavers, Tavern Brawler, Tavern Brawler Gang, Thugs, Thief, Thieves, Witch (see New Monsters section)

³Elite Guards are Deus Guard. Knights are Hell Knights. (Elite Guard, Elite Guard Patrol, Knights Patrol see New Monsters section)

Monster List: Fayne

Monsters	CR
Commoner ¹ , Rat, Raven	0
Giant Rat, Guard, Mastiff	1/8
Acolyte, Swarm of Rats	1/4
Apprentice ² , Thug	1/2
Entertainers ² , Spy, Tavern Brawler ²	1
Bounty Hunter ² , Guard Patrol ² , Merchants ³ , Thugs ²	2
Chief of the Town ² , Doppelganger, Thief ² , Veteran	3
Ghost	4
Vampire Spawn	5
Mage	6
Pugilist ² , Thieves ²	7
Assassin	8
Witch ²	9

¹Commoner: Baker, Carpenter, Cart Driver, Farmer, Fisherfolk, Harlot, Hunter, Messenger, Peasant, Pilgrim, Sailor, Tailor, Tavern/Inn Worker, Weaver

²Apprentice, Bounty Hunter, Chief of the Town, Entertainer, Guard Patrol, Merchants, Pugilist, Thugs, Thief, Thieves, Witch (see New Monsters section)

Monster List: Fynbos

Monsters	CR
Bat, Commoner ¹ , Rat	0
Entertainer ² , Giant Rat, Guard, Merchant ²	1/8
Swarm of Rats	1/4
Apprentice ² , Shadow, Thug	1/2
Entertainers ² , Spy, Tavern Brawler ²	1
Bounty Hunter ² , Guard Patrol ² , Merchants ³ , Slavers ³ , Thugs ² , Wererat	2
Chief of the Town, Thief ² , Veteran	3
Banshee, Ghost	4
Wraith	5
Mage	6
Pugilist ²	7
Assassin	8
Witch ²	9

¹Commoner: Baker, Carpenter, Cart Driver, Fisherfolk, Forester, Hunter, Messenger, Peasant, Pilgrim, Sailor, Tavern/Inn Worker, Weaver

²Apprentice, Bounty Hunter, Chief of the Town, Entertainer, Entertainers, Merchant, Merchants, Pugilist, Slavers, Tavern Brawler, Thugs, Thief, Witch (see New Monsters section)

Monster List: Grimhollow

Monsters	CR
Commoner ¹ , Rat, Raven	0
Entertainer ² , Giant Rat, Guard ³ , Mastiff, Merchant ²	1/8
Pirate ³ , Swarm of Rats	1/4
Apprentice ² , Shadow, Thug	1/2
Entertainers ² , Spy, Tavern Brawler ²	1
Berserker, Bounty Hunter ² , Guard Patrol ³ , Merchants ³ , Slavers ³ , Thugs ² , Wererat	2
Chief of the Town ² , Doppelganger, Pirate Band ³ , Thief ² , Veteran	3
Ghost	4
Mage	6
Pugilist ² , Thieves ²	7
Assassin, Pirate Captain ³ , Tavern Brawler Gang ²	8
Witch ²	9

¹Commoner: Baker, Blacksmith, Carpenter, Cart Driver, Fisherfolk, Forester, Harlot, Hunter, Jeweler, Mapmaker, Messenger, Moneylender, Peasant, Pilgrim, Sailor, Scribe, Street Urchin, Tailor, Tavern/Inn Worker, Undertaker, Weaver

²Apprentice, Bounty Hunter, Chief of the Town, Entertainer, Entertainers, Merchant, Merchants, Pugilist, Slavers, Tavern Brawler, Tavern Brawler Gang, Thugs, Thief, Thieves, Witch (see New Monsters section)

³Guards are Grim Guard. Pirates are Captain Kale's Pirates. (Guard Patrol, Pirate, Pirate Band, Pirate Captain see New Monsters section)

Monster List: Hael

Monsters	CR
Commoner ¹ , Rat, Raven	0
Entertainer ² , Giant Rat, Guard ³ , Mastiff, Merchant ² , Noble	1/8
Acolyte, Swarm of Rats	1/4
Apprentice ² , Shadow, Thug	1/2
Entertainers ² , Spy, Tavern Brawler ²	1
Bounty Hunter ² , Guard Patrol ³ , Merchants ³ , Priest, Slavers ³ , Thugs ² , Wererat	2
Doppelganger, Thief ³ , Veteran	3
Ghost, Guild Master ²	4
Vampire Spawn, Wraith	5
Mage	6
Pugilist ² , Thieves ³	7
Assassin, Tavern Brawler Gang ²	8
Witch ²	9

¹Commoner: Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Forester, Harlot, Herald, Hunter, Jeweler, Mapmaker, Miner, Messenger, Moneylender, Peasant, Pilgrim, Sailor, Scribe, Street Urchin, Tailor, Tavern/Inn Worker, Undertaker, Weaver

²Apprentice, Bounty Hunter, Entertainer, Guild Master, Merchants, Pugilist, Slavers, Tavern Brawler, Tavern Brawler Gang, Thugs, Witch (see New Monsters section)

³Guards are Lake Guard. Thieves are Thieves' Guild. (Guard Patrol, Thief, Thieves see New Monsters section)

Monster List: Laresh

Monsters	CR
Commoner ¹ , Rat	0
Cultist, Entertainer ² , Giant Rat, Guard ³ , Mastiff	1/8
Acolyte, Swarm of Rats	1/4
Apprentice ² , Disciple ² , Thug	1/2
Entertainers ² , Spy, Tavern Brawler ²	1
Guard Patrol ³ , Merchants ³ , Priest, Thugs ²	2
Doppelganger, Thief ² , Veteran	3
Ghost	4
Vampire Spawn, Wraith	5
Conjurer ²	6
Pugilist ² , Thieves ²	7
Assassin	8
Witch ²	9

¹Commoner: Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Forester, Hunter, Messenger, Moneylender, Peasant, Pilgrim, Sailor, Tailor, Tavern/Inn Worker, Weaver

²Apprentice, Conjurer, Disciple, Entertainer, Entertainers, Merchants, Pugilist, Tavern Brawler, Thugs, Thief, Thieves, Witch (see New Monsters section)

³Guards are the Sea Guard (Guard Patrol see New Monsters section)

Monster List: Loren

Monsters	CR
Bat, Commoner ¹ , Rat, Raven	0
Entertainer ² , Giant Rat, Merchant ² , Noble	1/8
Acolyte, Elk, Elite Guard ³ , Swarm of Rats	1/4
Apprentice ²	1/2
Entertainers ² , Spy, Tavern Brawler ²	1
Druid, Merchants ³ , Priest	2
Elite Guard Patrol ³ , Knight ³ , Thief ² , Veteran	3
Guild Master ²	4
Mage	6
Pugilist ² , Thieves ²	7
Assassin	8
Knights Patrol ³	9

¹Commoner (High Elves and Wood Elves): Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Forester, Harlot, Herald, Hunter, Jeweler, Mapmaker, Miner, Messenger, Moneylender, Peasant, Pilgrim, Sailor, Scribe, Street Urchin, Tailor, Tavern/Inn Worker, Undertaker, Weaver

²Apprentice, Entertainer, Entertainers, Guild Master, Merchant, Merchants, Pugilist, Tavern Brawler, Thief, Thieves, Witch (see New Monsters section)

³Elite Guards are Nerathian Soldiers. Knights are Nerathian Knights. (Elite Guard, Elite Guard Patrol, Knights Patrol see New Monsters section)

Monster List: Lund

Monsters	CR
Commoner ¹ , Rat	0
Entertainer ² , Giant Rat, Guard, Mastiff	1/8
Swarm of Rats	1/4
Shadow, Thug	1/2
Entertainers ² , Spy, Tavern Brawler ²	1
Bounty Hunter ² , Guard Patrol ² , Merchants ³ , Slavers ³ , Thugs ²	2
Chief of the Town ² , Doppelganger, Thief ²	3
Banshee, Ghost	4
Vampire Spawn	5
Mage	6
Pugilist ² , Thieves ²	7
Assassin	8
Witch ²	9

¹Commoner: Baker, Blacksmith, Cart Driver, Farmer, Fisherfolk, Forester, Hunter, Messenger, Peasant, Pilgrim, Sailor, Tavern/Inn Worker, Weaver

²Apprentice, Bounty Hunter, Chief of the Town, Entertainer, Entertainers, Guard Patrol, Merchants, Pugilist, Slavers, Tavern Brawler, Thugs, Thief, Thieves, Witch (see New Monsters section)

Monster List: Madros

Monsters	CR
Commoner ¹ , Rat, Raven	0
Entertainer ² , Giant Rat, Guard, Mastiff, Merchant ² , Noble	1/8
Acolyte, Swarm of RatS	1/4
Apprentice ² , Shadow, Thug	1/2
Entertainers ² , Spy	1
Guard Patrol ² , Merchants ³ , Priest	2
Doppelganger, Thief ² , Veteran	3
Ghost, Guild Master ²	4
Vampire Spawn	5
Conjurer ² , Mage	6
Battle Mage ² , Thieves ²	7
Assassin	8

¹Commoner: Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Harlot, Herald, Hunter, Jeweler, Miner, Messenger, Moneylender, Peasant, Pilgrim, Scribe, Tailor, Tavern/Inn Worker, Undertaker, Weaver

²Apprentice, Battle Mage, Conjurer, Entertainer, Entertainers, Guild Master, Guard Patrol, Merchant, Merchants, Thief, Thieves (see New Monsters section)

Monster List: Port Telvan

Monsters	CR
Commoner ¹ , Rat, Raven	0
Entertainer ² , Giant Rat, Guard ³ , Mastiff, Merchant ² , Noble	1/8
Acolyte, Swarm of Rats	1/4
Apprentice ² , Shadow, Thug	1/2
Entertainers ² , Tavern Brawler ²	1
Bounty Hunter ² , Guard Patrol ³ , Merchants ² , Priest, Thugs ² , Wererat	2
Doppelganger, Knight ³ , Thief ² , Veteran	3
Ghost, Guild Master ²	4
Mage	6
Pugilist ² , Thieves ²	7
Assassin, Tavern Brawler Gang ²	8
Knights Patrol ³ , Witch ²	9

¹Commoner: Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Forester, Harlot, Herald, Hunter, Jeweler, Mapmaker, Messenger, Moneylender, Peasant, Pilgrim, Sailor, Scribe, Street Urchin, Tailor, Tavern/Inn Worker, Undertaker, Weaver

²Apprentice, Bounty Hunter, Entertainer, Entertainers, Guild Master, Merchant, Merchants, Tavern Brawler, Tavern Brawler Gang, Thugs, Thief, Thieves (see New Monsters section)

³Guards are the Port Guard. Knights are the Telvan Knights (Guard Patrol, Knights Patrol see New Monsters section)

Monster List: Rocken

Monsters	CR
Bat, Commoner ¹ , Rat	0
Bandit, Entertainer ² , Giant Rat, Guard ³ , Mastiff, Merchant, Noble	1/8
Acolyte, Swarm of Rats	1/4
Apprentice ² , Disciple ² , Shadow, Thug	1/2
Entertainers ² , Spy, Tavern Brawler ²	1
Bandit Patrol ² , Bounty Hunter ² , Guard Patrol ³ , Merchants ³ , Priest, Slavers ³ , Thugs ² , Wererat	2
Doppelganger, Thief ² , Veteran, Werewolf	3
Ghost, Guild Master ²	4
Pugilist ² , Thieves ²	7
Assassin, Tavern Brawler Gang ²	8
Witch ²	9

¹Commoner: Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Forester, Harlot, Hunter, Jeweler, Mapmaker, Miner, Messenger, Moneylender, Peasant, Pilgrim, Street Urchin, Tailor, Tavern/Inn Worker, Undertaker, Weaver

²Apprentice, Bandit Patrol, Bounty Hunter, Disciple, Entertainer, Entertainers, Guild Master, Merchant, Merchants, Pugilist, Slavers, Tavern Brawler, Tavern Brawler Gang, Thugs, Thief, Thieves, Witch (see New Monsters section)

³Guards are Three Suns Guard (Guard Patrol see New Monsters section)

Monster List: Sea Wind

Monsters	CR
Commoner ¹ , Rat, Raven	0
Entertainer ² , Giant Rat, Guard ³ , Mastiff, Noble	1/8
Swarm of Rats	1/4
Apprentice ² , Shadow, Thug	1/2
Entertainers ² , Spy, Tavern Brawler ²	1
Bounty Hunter ² , Guard Patrol ³ , Merchants ³	2
Doppelganger, Thief ² , Veteran	3
Ghost	4
Mage	6
Assassin	8

¹Commoner: Carpenter, Cart Driver, Fisherfolk, Forester, Hunter, Messenger, Peasant, Pilgrim, Sailor, Tavern/Inn Worker, Undertaker, Weaver

²Apprentice, Bounty Hunter, Entertainer, Entertainers, Merchants, Tavern Brawler, Thief (see New Monsters section)

³Guards are the Stone Guard (Guard Patrol see New Monsters section)

Monster List: Sojourn

Monsters	CR
Commoner ¹ , Rat	0
Entertainer ² , Giant Rat, Guard ³ , Mastiff, Noble	1/8
Acolyte, Elite Guard ³ , Swarm of Rats	1/4
Apprentice ² , Shadow, Thug	1/2
Entertainers ² , Spy, Tavern Brawler ²	1
Bounty Hunter ² , Guard Patrol ³ , Merchants ³ , Priest, Slavers ³ , Thugs ²	2
Doppelganger, Elite Guard Patrol ³ , Thief ² , Veteran	3
Ghost	4
Mage	6
Pugilist ² , Thieves ²	7
Assassin	8

¹Commoner: Baker, Blacksmith, Carpenter, Cart Driver, Fisherfolk, Harlot, Hunter, Jeweler, Mapmaker, Miner, Messenger, Moneylender, Peasant, Pilgrim, Sailor, Tavern/Inn Worker, Undertaker, Weaver

²Apprentice, Bounty Hunter, Entertainer, Entertainers, Merchants, Pugilist, Slavers, Tavern Brawler, Thugs, Thief, Thieves (see New Monsters section)

³Guards are Snow Eagle soldiers. Elite Guards are the Eagle Guard. (Elite guard, Elite Guard Patrol, Guard Patrol see New Monsters section)

Monster List: Tallen

Monsters	CR
Bat, Commoner ¹ , Rat, Raven	0
Entertainer ² , Giant Rat, Guard ³ , Mastiff, Noble	1/8
Acolyte, Swarm of Rats	1/4
Apprentice ² , Scout, Shadow, Thug	1/2
Entertainers ² , Spy, Tavern Brawler ²	1
Bounty Hunter ² , Guard Patrol ³ , Merchants ³	2
Doppelganger, Thief ² , Veteran	3
Ghost, Guild Master ²	4
Mage	6
Pugilist ² , Thieves ²	7
Assassin	8
Fortune Teller ²	10

¹Commoner: Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Forester, Harlot, Herald, Hunter, Jeweler, Mapmaker, Miner, Messenger, Moneylender, Peasant, Pilgrim, Sailor, Scribe, Street Urchin, Tailor, Tavern/Inn Worker, Undertaker, Weaver

²Apprentice, Bounty Hunter, Entertainer, Entertainers, Fortune Teller, Guild Master, Merchants, Pugilist, Tavern Brawler, Thugs, Thief, Thieves (see New Monsters section)

³Guards are the Tallen Guard (Guard Patrol see New Monsters section)

Monster List: Tharn

Monsters	CR
Commoner ¹ , Rat	0
Entertainer ² , Giant Rat, Guard ³ , Mastiff	1/8
Acolyte, Swarm of Rats	1/4
Apprentice ² , Shadow, Thug	1/2
Entertainers ² , Spy, Tavern Brawler ²	1
Bounty Hunter ² , Guard Patrol ³ , Merchants ² , Priest, Slavers ² , Thugs ² , Wererat	2
Doppelganger, Thief ² , Veteran	3
Ghost	4
Mage	6
Pugilist ² , Thieves ²	7
Assassin, Tavern Brawler Gang ²	8
Witch ²	9

¹Commoner: Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Forester, Harlot, Herald, Hunter, Jeweler, Mapmaker, Miner, Messenger, Moneylender, Peasant, Pilgrim, Sailor, Scribe, Street Urchin, Tailor, Tavern/Inn Worker, Undertaker, Weaver

²Apprentice, Bounty Hunter, Entertainer, Entertainers, Merchants, Pugilist, Slavers, Tavern Brawler, Tavern Brawler Gang, Thugs, Thief, Thieves, Witch (see New Monsters section)

³Guards are Iron Bear soldiers (Guard Patrol see New Monsters section)

Monster List: Vald

Monsters	CR
Commoner ¹ , Rat, Raven	0
Entertainer ² , Giant Rat, Guard ³ , Mastiff, Merchant ² , Noble	1/8
Acolyte, Swarm of Rats	1/4
Apprentice ² , Shadow, Thug	1/2
Entertainers ² , Spy, Tavern Brawler ²	1
Bounty Hunter ² , Guard Patrol ³ , Merchants ³ , Priest	2
Doppelganger, Knight ³ , Thief ² , Veteran	3
Ghost, Guild Master ²	4
Mage	6
Battle Mage ² , Pugilist ²	7
Assassin	8
Knights Patrol ³	9

¹Commoner: Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Harlot, Herald, Hunter, Jeweler, Mapmaker, Miner, Messenger, Moneylender, Peasant, Pilgrim, Sailor, Scribe, Street Urchin, Tailor, Tavern/Inn Worker, Undertaker, Weaver

²Apprentice, Battle Mage, Bounty Hunter, Entertainer, Entertainers, Guild Master, Merchant, Merchants, Pugilist, Tavern Brawler, Thief (see New Monsters section)

³Guards are the Vald Guard. Knights are the Knights of Truth (Guard Patrol, Knights Patrol see New Monsters section)

Monster List: Varen

Monsters	CR
Commoner ¹ , Owl, Rat, Raven	0
Entertainer ² , Giant Rat, Merchant ² , Noble	1/8
Acolyte, Elite Guard ³ , Swarm of Rats	1/4
Apprentice ² , Elk, Thug	1/2
Entertainers ² , Spy, Tavern Brawler ²	1
Bounty Hunter ² , Merchants ³	2
Doppelganger, Elite Guard Patrol ³ , Knight ³ , Thief ²	3
Ghost	4
Mage	6
Pugilist ² , Thieves ²	7
Assassin	8
Knights Patrol ³ , Witch ²	9

¹Commoner (High Elves and Wood Elves): Carpenter, Cart Driver, Fisherfolk, Forester, Hunter, Jeweler, Mapmaker, Miner, Messenger, Peasant, Pilgrim, Sailor, Scribe, Tailor, Tavern/Inn Worker, Weaver

²Apprentice, Bounty Hunter, Entertainer, Entertainers, Merchant, Merchants, Pugilist, Tavern Brawler, Thief, Thieves, Witch (see New Monsters section)

³Elite Guards are Nerathian Soldiers. Knights are Nerathian Knights. (Elite Guard, Elite Guard Patrol, Knights Patrol see New Monsters section)

Monster List: Walden

Monsters	CR
Commoner ¹ , Rat, Raven	0
Entertainer ² , Giant Rat, Guard, Mastiff, Noble	1/8
Acolyte, Swarm of Rats	1/4
Apprentice ² , Disciple ² , Thug	1/2
Entertainers ² , Spy, Tavern Brawler ²	1
Bounty Hunter ² , Guard Patrol ² , Merchants ³ , Priest, Slavers ³ , Thugs ² , Wererat	2
Doppelganger	3
Ghost	4
Conjurer ²	6
Pugilist ²	7
Assassin	8
Witch ²	9

¹Commoner: Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Forester, Hunter, Jeweler, Mapmaker, Messenger, Moneylender, Peasant, Pilgrim, Sailor, Tailor, Tavern/Inn Worker, Undertaker, Weaver

²Apprentice, Bounty Hunter, Conjurer, Disciple, Entertainer, Guard Patrol, Merchants, Pugilist, Slavers, Tavern Brawler, Thugs, Witch (see New Monsters section)

New Monsters

These are new monsters in the different areas in Myrr. The challenge ratings for some groups of monsters are also included.

Bandit Lord

Bandit Lords are the leaders of the bandit clans. They are formidable warriors whose names strike fear across the land. Most of the Southern Territories are controlled by bandit lords.

Medium humanoid (any race), evil alignment

AC18 (chain shirt, shield)	Hit Points 12d8 + 30	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	17 (+3)	16 (+3)	15 (+2)	18 (+4)
Skills/Athletics +8, Deception +7, Intimidation +7, Persuasion +7					
Senses/passive Perception 12					
Languages/Common and one other					

CHALLENGE RATING 6 (2,300 XP)

Actions

Multiattack. The bandit lord makes three melee attacks or one ranged attack.

Longsword. Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit: (1d8 + 4 or 1d10 + 4, versatile) slashing damage.

Heavy Crossbow. Ranged Weapon Attack: +7 to hit, range 100/400 ft., one target. Hit: (1d10 + 3) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the bandit lord can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or saving throw. The creature can add a d4 to its roll provided it can hear and understand the bandit lord. A creature can benefit from only one Leadership die at a time. This effect ends if the bandit lord is incapacitated.

Reactions

Parry. The bandit lord adds 2 to its AC against one melee attack that would hit it. To do so, the bandit lord must see the attacker and be wielding a melee weapon.

Bear Rider

Bear riders are the mounted cavalry of the Uldan Guard. They use bears as their mounts. Many bear riders patrol the city of Uldan, the surrounding tunnels, and mountain passes.

Medium humanoid (mountain dwarf), lawful good

AC16 (chain mail)	Hit Points 6d8 + 6	Speed 30 ft. (40 ft./climb 30 ft. on their bear mount)			
STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	12 (+1)	12 (+1)	10 (+0)
Skills/Perception +3					
Senses/darkvision 60', passive Perception 13					
Languages/Common and Dwarvish					

CHALLENGE RATING 2 (450 XP)

Actions

Multiattack. The bear rider makes two melee attacks or one ranged attack.

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

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

Cave Hydra

This monster has a large, round central body with a set of razor sharp teeth. It is usually brown in color. Five long tentacles extend from the center and can be used to move itself across land. Cave hydras live in caverns with underground rivers or lakes.

Huge monstrosity, unaligned.

AC16 (natural armor)	Hit Points 15d12 + 90	Speed 20 ft., swim 30 ft.			
STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+0)	22 (+6)	2 (-4)	10 (+0)	6 (-5)
Skills/Perception +6					
Senses/Darkvision 60 ft., passive Perception 16					
Languages -					

CHALLENGE RATING 8 (3,900 XP)

Hold Breath. The cave hydra can hold its breath for 20 minutes.

Multiple tentacles. The cave hydra has five tentacles and it begins with the ability to strike with all five and bite. However, each time the cave hydra takes 25 hit points of damage, a tentacle is cut off.

Actions

Multiattack. The cave hydra starts with five tentacle attacks and one bite.

Tentacles. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: (2d6 + 5) bludgeoning damage.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: (1d12 + 5) piercing damage.

Cult Leader

Cult leaders are very powerful leaders of cults. They have spell and weapon attacks.

Medium humanoid (any race), evil alignment

AC15 (studded leather armor)	Hit Points 12d8 + 41	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	14 (+2)	16 (+3)	18 (+4)
Skills/Deception +6, Intimidation +6, Persuasion +6, Religion +5					
Senses/passive Perception 13					
Languages/Common and one other					

CHALLENGE RATING 5 (1,800 XP)

Dark Devotion. The cult leader has advantage on saving throws against being charmed or frightened.

Spellcasting. The cult leader is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The cult leader has the following cleric spells prepared:

Cantrips (at will): guidance, light, sacred flame, thaumaturgy

1st level (4 slots): bane, command, inflict wounds, shield of faith

2nd level (3 slots): continual flame, hold person, spiritual weapon

3rd level (3 slots): bestow curse, clairvoyance, dispel magic

Actions

Multiattack. The cult leader makes two melee attacks.

Scimitar. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (1d8 + 3) slashing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the cult leader can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or saving throw. The creature can add a d4 to its roll provided it can hear and understand the cult leader. A creature can benefit from only one Leadership die at a time. This effect ends if the cult leader is incapacitated.

Dark Dwarf

The Dark Dwarves are mountain dwarves rebelling against their own Uldan Empire.

Medium humanoid (mountain dwarf), lawful evil

AC15 (studded leather armor)	Hit Points 3d8	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	12 (+1)	12 (+1)	11 (+0)
Skills/Perception +1					
Senses/darkvision 60 ft., passive Perception 12					

CHALLENGE RATING 1/8 (50 XP)

Actions

Battleaxe. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d10 + 2) slashing damage, two-handed.

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

Darog

Darogs are a much larger breed of worg. They are bred to carry several humanoid troops into battle.

Huge monstrosity, neutral evil

AC15 (natural armor)	Hit Points 10d12	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	9 (-1)	12 (+1)	8 (-1)
Skills/Perception +5					
Sense/darkvision 120 ft., passive Perception 15					
Languages: Goblin, Worg					

CHALLENGE RATING 4 (1,100 XP)

Keen Hearing and Smell: The darog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

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

Dolphin

Dolphins are generally peaceful mammals that live in all types of oceans.

Medium beast, unaligned

AC14 (natural armor)	Hit Points 1d8 + 4	Speed 0 ft., swim 60 ft.			
STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	11 (+0)	12 (+1)	14 (+2)	12 (+1)
Skills/Perception +3					
Sense/passive Perception 13					
Languages: -					

CHALLENGE RATING 0 (10 XP)

Hold Breath. The dolphin can hold its breath for five minutes.

Actions

Slam. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: (1d6) bludgeoning damage.

Elite Guards

Elite guards are well trained and tougher than the usual town guards.

Medium humanoid (any race), any alignment

AC16 (type of armor varies see Groups section) Hit Points 5d8 + 4 Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	12 (+1)	12 (+1)	10 (+0)	12 (+1)

Skills/Intimidation +3, Perception +3
Senses/passive Perception 13
Languages/Common

CHALLENGE RATING 1/4 (50 XP)

Actions

Melee attack (type of weapon varies see Groups section in campaign book), +3 to hit, reach 5 ft., one target. +2 damage.

Ranged Weapon Attack (type of weapon varies see Groups section in campaign book), +3 to hit, range varies, one target. +1 damage.

Entertainer

Entertainers are less skilled than bards and can be actors, storytellers, dancers, singers, musicians or poets.

Medium humanoid (any race), any alignment

AC11 (leather armor) Hit Points 1d8 + 2 Speed 30 ft.

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

Skills/Perception +1, Performance +3, Persuasion +3
Senses/passive Perception 12
Languages/Common and two others

CHALLENGE RATING 1/8 (25 XP)

Actions

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

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

The Folk

The Folk are the gypsies of Myrr, a nomadic people. They often live on or near lakes and rivers.

Medium humanoid (human), chaotic alignment

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+2)	12 (+1)	10 (+0)	12 (+1)	12 (+1)

Skills/Perception +3, Performance +2
Senses/passive Perception 13
Languages/Common and one other

CHALLENGE RATING 1/8 (25 XP)

Keen Hearing and Sight. The Folk have advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d6 +2) slashing damage.

Shortbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: (1d6 +2) piercing damage.

Giant Turtle

Giant turtles can be found throughout the oceans. They have a ferocious bite.

Huge beast, unaligned

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+03)	4 (-3)	15 (+2)	4 (-3)

Skills/Perception +5
Senses/passive Perception 15
Languages -

CHALLENGE RATING 6 (2300)

Amphibious. The giant turtle can breathe air and water.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (2d12 + 4) piercing damage.

Goblin King

A goblin king rules hundreds or thousands of goblins. He is a larger, more powerful goblin.

Medium humanoid (goblinoid), neutral evil

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

Skills/Stealth +7

Senses/darkvision 60 ft, passive Perception 10

Languages/Common and Goblin

CHALLENGE RATING 5 (1800 XP)

Nimble Escape. A goblin king can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Multiattack: A goblin king can attack three times with its scimitar or twice with the bow.

Scimitar. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (1d6 + 3) slashing damage.

Shortbow. Ranged Weapon Attack. +3 to hit, range 80/320 ft., one target. Hit: (1d6 + 3) piercing damage.

Goblin Shaman

Goblin shaman are the spiritual leaders and healers of their people.

Small humanoid (goblinoid), neutral evil

AC15 (studded leather armor) Hit Points 6d6 + 8 Speed 30 ft.

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

Skills/Perception +2, Persuasion +3, Religion +3

Senses/darkvision 60 ft., passive Perception 14

Languages/Common, Goblin

CHALLENGE RATING 2 (450 XP)

Nimble Escape. A goblin shaman can take the Disengage or Hide action as a bonus action on each of its turns.

Spellcasting. The goblin shaman is a 5th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The goblin shaman has the following cleric and druid spells prepared:

Cantrips (at will): poison spray, resistance, thorn whip

1st level (4 slots): command, cure wounds, entangle, inflict wounds

2nd level (2 slots): cloud of daggers, hold person

3rd level (1 slot): bestow curse

Actions

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

Shortbow: Ranged Weapon Attack: +3 to hit, ranged 80/320 ft., one target. Hit: (1d6) piercing damage.

Guard Commander

Guard Commanders lead large numbers of guards.

Medium humanoid (any race), any alignment

AC16 (chain mail and shield) Hit Points 10d8 Speed 30 ft.

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

Skills/Perception +1

Senses/passive Perception 13

Languages/Common and one other

CHALLENGE RATING 2 (450 XP)

Actions

Multiattack. The guard commander can make two melee or two ranged attacks.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (1d8 + 3 or 1d10 + 3, versatile) slashing damage.

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

High Priest

High priests are powerful priests sometimes found in larger settlements or remote temples.

Medium humanoid (any race), any alignment

AC16 (chain mail, shield) Hit Points 12d8 + 10 Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	15 (+2)	19 (+4)	16 (+3)

Skills/Medicine +9, Persuasion +6, Religion +7

Senses/passive Perception 14

Languages/Common and two others

CHALLENGE RATING 6 (2300 XP)

Divine Eminence. As a bonus action, the high priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra (4d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The high priest is an 8th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The high priest has the following cleric spells prepared:

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

1st level (4 slots): cure wounds, guiding bolt, healing word, sanctuary

2nd level (3 slots): hold person, prayer of healing, spiritual weapon

3rd level (3 slots): dispel magic, mass healing word, remove curse

4th level (2 slots): banishment, guardian of faith

Actions

Multiattack. The high priest can make two melee attacks or one ranged weapon attack.

Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* (1d6 + 1) bludgeoning damage.

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

Knight Commander

Knight Commanders lead large groups of knights. They usually have high quality weapons and armor.

Medium humanoid (any race), lawful alignment

AC19 (plate mail)	Hit Points 12d8 + 32	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	15 (+2)	15 (+2)	18 (+4)

Saving Throws/ Con +5, Wis +4
Senses passive/Perception 12
Languages/Common and one other

CHALLENGE RATING 5 (1800 XP)

Brave. The knight has advantage on saving throws against being frightened.

Actions

Multiattack. The knight commander can make two melee weapon attacks or one ranged weapon attack.

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

Heavy Crossbow. *Ranged Weapon Attack:* +7 to hit, range ft., one target. *Hit:* (1d10 + 2) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight commander can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight commander. A creature can benefit from only one Leadership die at a time. This effect ends if the knight commander is incapacitated.

Reactions

Parry. The knight commander adds 2 to its AC against one melee attack that would hit it. To do so, the knight commander must see the attacker and be wielding a melee weapon.

Lycanthrope-Werewolf Lord

Werewolf Lords are powerful werewolves that lead packs of lycanthropes.

Medium humanoid (any race), any alignment

AC 15 in humanoid form (studded leather armor) 14 in wolf or hybrid form	Hit Points 12d8 + 30	Speed 30 ft. (40 ft. in wolf form)
--	----------------------	------------------------------------

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	14 (+2)	14 (+2)	15 (+2)

Skills/Intimidation +5, Perception +5, Stealth +6
Damage Immunities/bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Senses/passive Perception 15
Languages/Common and one other (can't speak wolf form)

CHALLENGE RATING 6 (2300 XP)

Shapechanger. The werewolf lord 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 lord has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack. The werewolf lord can make two melee or ranged attacks or one bite attack.

Bite. *Melee Weapon Attack:* +7 to hit; reach 5ft.one target. *Hit:* (1d12 + 4) piercing damage. If the target is a humanoid they must make a DC 14 Constitution save or contract werewolf lycanthropy.

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

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* (1d8 + 3) piercing damage.

Merchant

Merchants sell and trade goods. They can be found in settlements or on the road.

Medium humanoid (any race), any alignment

AC13 (leather armor)	Hit Points 1d8 + 4	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	12 (+1)	11 (+0)	14 (+2)

Skills/Perception +1, Persuasion +3
Senses/passive Perception 12
Languages/Common and two others

CHALLENGE RATING 1/8 (25 XP)

Actions

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

Shortbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. *Hit:* (1d6) piercing damage.

Monk

There are three monk brotherhoods in Myrr. The Inner Sons are of lawful good alignment. The Eclipse are of lawful evil alignment. The Zoth Brotherhood are usually lawful neutral. Regardless of the brotherhood, most monks in Myrr are human.

Medium humanoid (any race), lawful alignment

AC16 (no armor)	Hit Points 6d8			Speed 50 ft.	
STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	14 (+2)	12 (+1)	12 (+1)	11 (+0)

Skills/Acrobatics +4, Perception +2
Senses/passive Perception 12
Languages/Common and one other

CHALLENGE RATING 4 (1100 XP)

Deflect Missiles. Monks can use a reaction to deflect missiles when hit by a ranged weapon attack. Damage taken is reduced by 1d10 hit points.

Slow Fall. Monks can use a reaction when they fall to reduce the damage by 5d6 hit points.

Flurry of Blows. Monks can use a bonus action three times a day for a fourth unarmed strike.

Actions

Multiattack. The monk can make three melee weapon attacks or two ranged weapon attacks.

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

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

Sling. Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. *Hit:* (1d4 +3) bludgeoning damage.

Orc King

An orc king rules hundreds of orcs. He usually has a number of other orc leaders under his command.

Medium humanoid (orc), chaotic evil

AC19 (plate)	Hit Points 20d8 + 40			Speed 30 ft.	
STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	12 (+1)	14 (+2)	18 (+4)

Skills/

Senses/darkvision 60 ft, passive Perception 12
Languages/Common and Orc

CHALLENGE RATING 8 (3900 XP)

Aggressive. As a bonus action, the orc king can move up to its speed toward a hostile creature that it can see.

Fury. The orc king deals an extra 1d8 damage when it hits with a weapon attack (included in the weapon attacks)

Actions

Multiattack: An orc king can attack three times with its greataxe and twice with the bow.

Greataxe. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* (1d12 + 5 + 1d8) slashing damage.

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

Battle Cry (1/day). Each creature of the orc king's choice that is within 50 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the orc king's next turn. The orc king can then make one attack as a bonus action.

Orc Shaman

Orc shaman are the spiritual leaders and healers of their people.

Medium humanoid (orc), chaotic evil

AC18 (chain mail, shield)	Hit Points 13d8 + 15			Speed 30 ft.	
STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	7 (-2)	16 (+3)	12 (+1)

Skills/Intimidation +3, Religion +5
Senses/darkvision 60 ft., passive Perception 13
Languages/Common, Orc

CHALLENGE RATING 4 (1100 XP)

Aggressive. An orc shaman can take the Disengage or Hide action as a bonus action on each of its turns.

Fury. The orc shaman deals an extra 1d8 damage when it hits with a weapon attack (included in the weapon attacks)

Spellcasting. The orc shaman is a 5th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The orc shaman has the following cleric spells prepared:

Cantrips (at will): guidance, resistance, sacred flame, thaumaturgy

1st level (4 slots): command, cure wounds, detect good, inflict wounds

2nd level (3 slots): blindness/deafness, continual flame, hold person

3rd level (2 slots): bestow curse, mass healing word

Actions

Multiattack. The orc shaman makes two melee attacks or one ranged attack

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: (1d6 + 3 + 1d8) piercing damage, or (2d8 + 3) piercing damage if used with two hands to make a melee attack.

Pirate

Pirates operate on the sea or other large bodies of water. Most pirates in Myrr are human.

Medium humanoid (any race), evil alignment

AC14 (studded leather armor)	Hit Points 4d8 + 4	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	14 (+2)	12 (+1)
Skills/Perception +2					
Senses/passive Perception 14					
Languages/Common					

CHALLENGE RATING 1/4 (50 XP)

Actions

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

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

Reactions

Parry. The pirate adds 1 to its AC against one melee attack that would hit it. To do so, the pirate must see the attacker and be wielding a melee weapon.

Pirate Captain

Pirate Captains are very powerful leaders of pirate bands. They are fierce warriors that are known throughout the land.

Medium humanoid (any race), evil alignment

AC15 (studded leather armor)	Hit Points 16d8 + 46	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
16 (+2)	16 (+3)	16 (+1)	17 (+2)	17 (+2)	18 (+4)
Skills/Deception +6, Intimidation +6, Perception +6, Persuasion +6					
Senses/passive Perception 16					
Languages/Common and two others					

CHALLENGE RATING 8 (3900 XP)

Actions

Multiattack. The pirate captain makes three melee attacks or two ranged attacks.

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

Longbow. Ranged Weapon Attack: +7 to hit, one target. Hit: (1d8 + 3) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the pirate captain can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or saving throw. The creature can add a d4 to its roll provided it can hear and understand the pirate captain. A creature can benefit from only one Leadership die at a time. This effect ends if the pirate captain is incapacitated.

Reactions

Parry. The pirate captain adds 2 to its AC against one melee attack that would hit it. To do so, the pirate captain must see the attacker and be wielding a melee weapon.

Seal

Seals are playful sea creatures found in all kinds of oceans.

Small beast, unaligned

AC13 (natural armor)	Hit Points 1d6	Speed 0 ft., swim 40 ft.			
STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	11 (+0)	10 (+0)	12 (+1)	6 (-2)
Skills/Perception +3					
Senses/passive Perception 13					
Languages -					

CHALLENGE RATING 0 (10 XP)

Hold Breath. The seal can hold its breath for 30 minutes.

Actions

Bite. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: (1d4 - 2) piercing damage.

Sea Lion

Sea lions are peaceful sea creatures often found sunning themselves on rocks.

Medium beast, unaligned

AC12 (natural armor)	Hit Points 1d8	Speed 0 ft., swim 40 ft.			
STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	12 (+1)	2 (-4)	11 (+0)	1 (-5)
Skills/Perception +2					
Senses/passive Perception 12					
Languages -					

CHALLENGE RATING 1/8 (25 XP)

Hold Breath. The sea lion can hold its breath for 20 minutes.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d4 -1) piercing damage.

Slaver

Slavers are engaged in capturing, using, and selling slaves. They often have wealthy sponsors.

Medium humanoid (any race), evil alignment

AC14 (leather armor)	Hit Points 4d8	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	12 (+1)	12 (+1)	12 (+1)
Skills/Intimidation +1, Perception +1					
Senses/passive Perception 11					
Languages/Common and one other					

CHALLENGE RATING 1/8 (25 XP)

Pack Tactics. The slaver has advantage on an attack roll against a creature if at least one of the slaver's allies is within 5 ft. of the creature and ally isn't incapacitated.

Actions

Longsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d8 or 1d10 +2, versatile) slashing damage.

Longbow. Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: (1d8 +2) piercing damage.

Smother

Smothers lurk in dark dungeons or caverns. They usually appear as large black, flat creatures with one eye at the center. However, smothers can camouflage themselves and appear to be the ceiling or floor.

Large monstrosity, unaligned

AC14 (natural armor)	Hit Points 10d10 + 20	Speed 10 ft. Fly 20 ft.			
STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	12 (+1)	1 (-5)	14 (+2)	1 (-5)
Skills/Perception +4					
Senses/darkvision 60 ft., passive Perception 14					
Damage Immunities/psychic					
Condition Immunities/charmed, deafened, frightened					
Languages/None					

CHALLENGE RATING 4 (1100 XP)

Damage Transfer. While is it grappling a creature, it only takes half damage, the victim takes the rest.

False Appearance. When motionless it is indistinguishable from the ceiling or floor.

Actions

Smother. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (4d8 + 4) bludgeoning damage. If the creature is medium or smaller it is grappled. Escape DC 14. The smother can grapple two victims. If the target remains grappled it takes 2d8 bludgeoning damage at the start of each turn.

Thief

Thieves can be found almost anywhere. Many join the powerful Thieves' Guild, but others join different factions or act independently.

Medium humanoid (any race), any alignment

AC15 (studded leather armor)	Hit Points 5d8 + 6	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	14 (+2)	14 (+2)	11 (+0)
Skills/Acrobatics +4, Perception +3, Sleight of Hand +4, Stealth +4					
Senses/passive Perception 14					
Languages/Common, Thieves Cant and other.					

CHALLENGE RATING 3 (450 XP)

Cunning Action. On each of its turns, the thief can use a bonus action to take the Dash, Disengage, or Hide action.

Second Story Work. Climbing does not cost extra movement. When making a running jump the distance they cover increases by a number of feet equal to your Dexterity modifier.

Sneak Attack (1/Turn). The thief deals an extra 3d6 damage if they have advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Actions

Multiattack. The thief can make two melee weapon attacks or two ranged weapon attacks.

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

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: (1d8 + 3) piercing damage.

Whale

Whales are massive mammals found in all kinds of oceans. Some whales can hold their breath for up to two hours.

Gargantuan beast, unaligned

AC10 (natural armor)	Hit Points 10d20	Speed 0 ft., swim 30 ft.			
STR	DEX	CON	INT	WIS	CHA
20 (+5)	6(-2)	18 (+4)	11 (+0)	17 (+3)	3 (-4)
Skills/Perception +6					
Senses/blindsight 120 ft., passive Perception 16					
Languages -					

CHALLENGE RATING 5 (1800 XP)

Echolocation. The whale can't use its blindsight while deafened.

Hold Breath. The whale can hold its breath for one hour.

Keen Hearing: The whale has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Slam. Melee Weapon Attack: +6 to hit, reach 10ft., one target. Hit: (3d10 + 5) bludgeoning damage.

Witch

These powerful spellcasters are very rare. They can only be of good or evil alignment.

Medium humanoid (any race), evil or good alignment

AC13 (15 with mage armor) Hit Points 12d8 + 12 Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	18 (+4)	16 (+3)	16 (+3)

Skills/Arcana +8, Deception +7, Intimidation +7, Perception +7, Persuasion +7, Stealth +7

Senses/darkvision 60', passive Perception 17

Languages/Common, Primordial, Abyssal and Infernal or Celestial and one other.

CHALLENGE RATING 9 (5000 XP)

Evasion. If the witch is subjected to an attack that allows it to make a Dexterity saving throw to take only half damage, the witch instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Spellcasting. The witch is an 11th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +7 to

hit with spell attacks). The witch has the following spells prepared:

Cantrips (at will): acid splash, light, poison spray, prestidigitation, ray of frost

1st level (4 slots): burning hands, detect magic, mage armor, shield

2nd level (3 slots): darkness, detect thoughts, misty step, suggestion

3rd level (3 slots): bestow curse, counterspell, fear, fly

4th level (3 slots): blight, greater invisibility, polymorph

5th level (2 slots): conjure elemental, dominate person

6th level (1 slot): disintegrate

Familiar. The witch will have an animal helper. Choose from; cat, crawling claw, imp, owl pseudodragon, quasit or raven. The witch can use a bonus action to command the familiar to Attack, Dash, Disengage or Help. There is a telepathic link for 10 miles.

Magic items. Some witches will have a Broom of Flying.

Water Susceptibility. For every 5 ft. the witch moves in water, or for every gallon of water splashed on the witch, they take 5 cold damage.

Magic Items. Some witches will have a Broom of Flying.

Actions

Multiattack. The witch can make two melee attacks.

Dagger. Melee Weapon Attack: +7 to hit, reach 5 ft., one target Hit: (1d4 + 2) piercing damage and the target must make a DC 16 Constitution saving throw, or take 5d6 poison damage, half damage on a successful save.

Quarterstaff. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (1d6 + 2 or 1d8 +2, versatile) bludgeoning damage.

New Monster Groups

Stat blocks for individual monsters are listed and the group challenge ratings and XP values are given.

Dark Dwarf Rebels

The Dark Dwarves are groups of the mountain dwarf rebels fighting the Uldan Empire.

Medium humanoids (mountain dwarfs), lawful evil

AC15 (studded leather armor)		Hit Points 3d8	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA	
15 (+2)	10 (+0)	14 (+2)	12 (+1)	12 (+1)	11 (+0)	
Skills/Perception +1						
Senses/darkvision 60 ft., passive Perception 11						
Languages/Dwarf						

CHALLENGE RATING 3 (600 XP)

Actions

Battleaxe. Melee Weapon Attack: + to hit, reach 5 ft., one target. Hit: (1d8 or 1d10 +2 versatile) slashing damage.

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

Elite Guard Patrol

Elite guard patrols have six elite guards.

Medium humanoids (any race), any alignment

AC16 (type of armor varies see Military Groups section)		Hit Points 5d8 + 4	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA	
15 (+2)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)	
Skills/Perception +3						
Senses/passive Perception 13						
Languages/Common						

CHALLENGE RATING 3 (600 XP)

Actions

Melee attack (type of weapon varies see Groups/New Monsters section), +3 to hit, reach 5ft., one target, +2 damage.

Ranged Weapon Attack (type of weapon varies see Groups/New Monsters section), +2 to hit, range varies, one target, +1 damage.

Entertainers

Entertainers are a group of four entertainers. They are less skilled versions of bards.

Medium humanoids (any race), any alignment

AC13 (leather armor)		Hit Points 1d8 + 2	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA	
10 (+0)	10 (+0)	10 (+0)	12 (+1)	12 (+1)	14 (+2)	
Skills Perception +1, Performance +3, Persuasion +3						
Senses passive Perception 11						
Languages Common and one other						

CHALLENGE RATING 1 (200 XP)

Actions

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

Shortbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: (1d6) piercing damage.

Reactions

Monster10

Folk Caravan

A Folk Caravan is a group of eight Folk, the gypsies of Myrr.

Medium humanoids (humans), chaotic alignment

AC13 (leather armor)		Hit Points 2d8 + 4	Speed 30 ft.			
STR	DEX	CON	INT	WIS	CHA	
12 (+1)	13 (+2)	12 (+1)	10 (+0)	12 (+1)	12 (+1)	
Skills/Perception + 3, Performance +2						
Senses/passive Perception 13						
Languages/Common and one other						

CHALLENGE RATING 2 (500 XP)

Keen Hearing and Sight. The Folk have advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d6 +2) slashing damage.

Shortbow. Ranged Weapon Attack. +3 to hit, range 80/320 ft., one target. Hit: (1d6 +2) piercing damage.

The Greens

The Greens are the rebels fighting Stonehelm in the War in the Woods. Each unit contains two druids and five scouts.

Small or Medium humanoids (usually halflings, humans or wood elves), chaotic good

CHALLENGE RATING 7 (2500 XP)

Merchants

Merchants are a group of three merchants with four guards.

Medium humanoids (any race), any alignment

AC13 (leather armor)		Hit Points 1d8 + 4		Speed 30 ft.	
STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	12 (+1)	11 (+0)	14 (+2)
Skills/Perception +1, Persuasion +3					
Senses/passive Perception 12					
Languages/Common and two others					

CHALLENGE RATING 2 (500 XP)

Actions

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

Shortbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: (1d6) piercing damage.

Monk Brotherhood

Monks in Myrr are usually part of one of three brotherhoods. Inner Sons are all lawful good. The Eclipse are all lawful evil. The Zoth are usually lawful neutral.

Medium humanoids (any race), lawful alignment

AC16 (no armor)		Hit Points 6d8		Speed 50 ft.	
STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	14 (+2)	12 (+1)	12 (+1)	11 (+0)
Skills/Acrobatics +4, Perception +2					
Senses/darkvision 60 ft., passive Perception 12					
Languages/Common and one other					

CHALLENGE RATING 11 (6600 XP)

Deflect Missiles. Monks can use a reaction to deflect missiles when hit by a ranged weapon attack. Damage taken is reduced by 1d10 hit points.

Slow Fall. Monks can use a reaction when they fall to reduce damage by 5d6 hit points.

Flurry of Blows. Monks can use a bonus action three times a day for a fourth unarmed strike.

Actions

Multiattack. The monk can make three melee weapon attacks or two ranged weapon attacks.

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

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

Sling. Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. Hit: (1d4 +3) bludgeoning damage.

Pirate Band

Pirate Bands are groups of six pirates.

Medium humanoids (usually humans) evil alignment

AC 14 (studded leather armor)		Hit Points 4d8 + 4		Speed 30 ft.	
STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	14 (+2)	12 (+1)
Skills/Perception +2					
Senses/passive Perception 14					
Languages/Common					

CHALLENGE RATING 3 (600 XP)

Actions

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

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

Reactions

Parry. The pirate adds 1 to its AC against one melee attack that would hit it. To do so, the pirate must see the attacker and be wielding a melee weapon.

Slavers

Slavers are a group of eight slavers.

Medium humanoids (any race), evil alignment

AC14 (leather armor)		Hit Points 4d8		Speed 30 ft.	
STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	12 (+1)	12 (+1)	12 (+1)
Skills/Intimidation +1, Perception +1					
Senses/passive Perception 11					
Languages/Common and one other					

CHALLENGE RATING 2 (500 XP)

Pack Tactics. The slaver has advantage on an attack roll against a creature if at least one of the slaver's allies is within 5 ft. of the creature and ally isn't incapacitated.

Actions

Longsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d8 or 1d10 +2, versatile) slashing damage.

Longbow. Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: (1d8 +2) piercing damage.

Thieves

Thieves are a trio of thieves. They are usually on a mission of some sort.

Medium humanoids (any race), any alignment

AC15 (studded leather armor) Hit Points 5d8 + 6 Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	14 (+2)	14 (+2)	11 (+0)

Skills/Acrobatics +4, Perception +3, Sleight of Hand +4, Stealth +4

Senses/passive Perception 14

Languages/Common, Thieves' Cant and one other

CHALLENGE RATING 7 (2700 XP)

Cunning Action. On each of its turns, the thief can use a bonus action to take the Dash, Disengage, or Hide action.

Second Story Work. Climbing does not cost extra movement. When making a running jump the distance the thief covers increases by a number of feet equal to your Dexterity modifier.

Sneak Attack (1/Turn). The thief deals an extra 3d6 damage if they have advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Actions

Multiattack: The thief can make two melee weapon attacks or two ranged weapon attacks.

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

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: (1d8 + 3) piercing damage.

Other Monster Groups

Type of Group	Number	Challenge Rating	Experience Points
Assassin Trio	3 Assassins	CR 20	23 400 XP
Bandit Patrol	8 Bandits	CR 2	500 XP
Cultists	6 Cultists	CR 2	300 XP
Elite Guard Patrol	6 Elite Guards	CR 3	600 XP
Guard Patrol	8 Guards	CR 2	500 XP
Knights Patrol	3 Knights and 6 Guards	CR 9	4500 XP
Scout Party	6 Scouts	CR 4	1200 XP
Thugs	4 Thugs	CR 3	800 XP



NPC Stats

By Location

Bane

Name	Race/Gender	Class	Align.	STR	DEX	CON	INT	WIS	CHA
Lord Somerset Bane	Human/Male	7 th Bard	NE	14	16	13	17	17	17

Blackcliff

Name	Race/Gender	Class	Align.	STR	DEX	CON	INT	WIS	CHA
Kathryn Krape	Human/Female	4 th Sorcerer	NE	8	15	12	17	15	19

Bladen

Name	Race/Gender	Class	Align.	STR	DEX	CON	INT	WIS	CHA
Brooke Baddock	Human/Female	3 rd Rogue	CE	12	15	16	14	12	16
Zadran Dunn	Human/Male	7 th Anti-Paladin	LE	16	16	15	15	15	16
Claudius Fast	Human/Male	4 th Wizard	CE	12	11	10	15	9	15
Carver Grimes	Human/Male	5 th Fighter	LE	15	16	12	12	11	13
Lavender Grimes	Human/Female	3 rd Bard	LE	13	15	9	12	16	16
Seth Karg	Human/Male	10 th Anti-Paladin	LE	18	15	15	16	15	19
Savious Maug	Human/Male	6 th Sorcerer	LE	8	11	10	16	11	14
Arten Moth	Human/Male	5 th Wizard	NE	9	11	12	17	8	15
Drusilla Moth	Human/Female	1 st Sorcerer	NE	7	14	14	18	11	15
Gypsa Moth	Human/Female	4 th Sorcerer	LE	5	10	9	16	12	17
Sorgan Moth	Human/Male	7 th Wizard	NE	11	12	16	19	15	16
Tollar Rask	Human/Male	8 th Anti-Paladin	LE	17	15	14	15	12	17

Celandin

Name	Race/Gender	Class	Align.	STR	DEX	CON	INT	WIS	CHA
Felenia Amacient	High Elf/Female	11 th Druid	CN	11	13	12	15	16	15
Harivol Amacient	High Elf/Male	8 th Sorcerer	CG	12	15	10	16	12	12
Jelenna Amacient	High Elf/Female	2 nd Fighter	CN	15	15	13	14	15	16
Theshanna Amacient	High Elf/Female	4 th Bard	CG	12	14	16	16	18	16
King Adran Amakiir	High Elf/Male	15 th Druid	CG	15	16	15	15	19	19
Queen Jayleth Amakiir	High Elf/Female	14 th Ranger	CG	12	12	15	16	18	20
Shia Amastion	High Elf/Female	5 th Ranger	CG	15	17	11	15	15	15
Quaren Galacia	High Elf/Male	7 th Druid	CN	12	14	15	14	17	13
Laurivol Galadion	High Elf/Female	4 th Cleric	CG	14	14	15	11	16	11
Menna Galadion	High Elf/Female	6 th Cleric	CN	11	11	11	14	16	16
Madrastian Galakiir	High Elf/Male	8 th Fighter	CG	17	15	14	11	9	11
Valanaira Galakiir	High Elf/Female	10 th Wizard	CG	11	9	13	15	6	17
Althynn Holastion	High Elf/Female	1 st Druid	N	12	13	11	12	16	15
Geren Holastion	High Elf/Male	4 th Fighter	CN	15	16	12	10	7	9
Mindalis Holastion	High Elf/Male	2 nd Fighter	N	16	14	14	9	12	14
Quardan Holastion	High Elf/Male	2 nd Ranger	CN	18	16	15	15	11	10
Thira Holimia	High Elf/Female	8 th Cleric	CG	15	15	16	14	16	13
Kiara Lesterai	High Elf/Female	6 th Bard	CG	15	15	15	15	16	15
Aelar Liados	High Elf/Male	8 th Ranger	CG	13	16	14	14	13	15
Sirius Moonlight	High Elf/Male	9 th Ranger	CG	16	19	15	16	15	16
Althaea Naicient	High Elf/Female	8 th Ranger	CG	15	15	16	13	16	14
Kiarvon Siandos	High Elf/Female	4 th Fighter	CN	17	15	13	12	14	13
Sanaphia Siandos	High Elf/Female	7 th Cleric	CN	14	13	15	16	18	15
Saria Siandos	High Elf/Female	1 st Fighter	CN	16	12	16	14	13	16
Tharia Siandos	High Elf/Female	1 st Fighter	NE	14	16	14	16	15	17
Laucian Siannos	High Elf/Male	7 th Ranger	LG	15	15	17	15	16	18
Quillath Siannos	High Elf/Female	7 th Ranger	CN	16	17	16	13	14	16
Arannis Thorian	High Elf/Female	7 th Rogue		13	18	14	15	12	14

Damos

Name	Race/Gender	Class	Align.	STR	DEX	CON	INT	WIS	CHA
Valeris Kyzan	Human/Female	10 th Warlock	LE	12	15	14	17	17	18

Deep Vale

Name	Race/Gender	Class	Align.	STR	DEX	CON	INT	WIS	CHA
Brother Bodin	Human/Male	10 th Monk	LG	12	17	15	15	16	16
Brother Josun	Human/Male	10 th Monk	LG	14	16	16	15	15	14
Brother Yodun	Human/Male	10 th Monk	LG	15	16	15	13	15	12
Eckhart Messam	Human/Male	10 th Cleric	LG	16	12	15	14	17	15
Seenaa	Human/Female	4 th Cleric	N	12	15	14	12	16	13

Deus

Name	Race/Gender	Class	Align.	STR	DEX	CON	INT	WIS	CHA
Damakai	Tiefling/Male	12 th Warlock	LE	12	13	15	15	15	17
Ekamos	Tiefling/Male	10 th Fighter	LE	16	14	15	13	16	14
Gallos Revere	Tiefling/Male	7 th Sorcerer	NE	11	13	15	16	14	12
Kaisak	Tiefling/Male	9 th Wizard	LE	10	14	15	15	12	15
Malia Morphane	Tiefling/Female	6 th Anti-Paladin	LE	16	13	15	16	14	16
Nao Haidan	Tiefling/Male	6 th Fighter	LE	15	15	15	16	8	15
Phakis	Tiefling/Male	7 th Anti-Paladin	LE	16	14	16	15	14	16
Rallista	Tiefling/Male	10 th Fighter	LE	17	15	14	15	14	15

Nox

Name	Race/Gender	Class	Align.	STR	DEX	CON	INT	WIS	CHA
Ardinn	Dragonborn/Male	5 th Fighter	CE	16	14	14	13	11	15
Agnon Bael	Human/Male	20 th Wizard	N	8	15	13	19	12	15
Flint Balderk	Dwarf/ Male	10 th Fighter	LE	18	15	16	17	12	16
Bartholemew	Human/Male	8 th Rogue	LE	12	18	10	16	11	16
Gothliss Black	Human/Male	8 th Monk	LE	15	17	14	15	12	15
Jannus Black	Human/Female	6 th Monk	LE	14	15	15	12	15	15
Malakar Black	Human/Male	13 th Monk	LE	17	19	14	16	16	16
Rawdun Black	Human/Male	8 th Monk	LE	14	16	14	14	14	12
Sazda Black	Human/Female	7 th Monk	LE	16	17	16	14	16	12
Smailing Black	Human/Male	8 th Monk	LE	14	15	15	15	17	11
Zoran Black	Human/Male	12 th Monk	LE	18	20	17	17	15	16
Brenna	Human/Female	5 th Cleric	LG	12	14	15	14	16	14
Ella Chantry	Human/Female	5 th Paladin	LG	16	15	15	15	17	17
Warrick Chantry	Human/Male	9 th Wizard	CN	11	11	12	17	13	15
Dunne	Dwarf/ Male	4 th Fighter	LG	15	16	15	11	8	11
Alessandra Elmore	Human/Female	1 st Bard	LG	11	15	11	15	15	17
Lawrence Elmore	Human/Male	4 th Wizard	LG	10	12	13	16	12	13
Nicole Elmore	Human/Female	4 th Rogue	CN	12	17	16	10	7	18
Syra Faez	Human/Female	18 th Wizard	CN	11	14	11	17	12	14
Rarrack Goldhammer	Dwarf/ Male	4 th Fighter	LG	16	15	15	13	14	11
Arthur Goodwin	Human/Male	7 th Wizard	CG	9	11	10	16	12	15
Chelsea Goodwin	Human/Female	1 st Wizard	CG	11	10	9	17	10	14
Opha Goodwin	Human/Female	4 th Sorcerer	LG	14	8	11	15	14	12
Godric Grayfield	Human/Male	6 th Paladin	LG	18	16	15	12	15	17
Hogar	Dragonborn/Male	8 th Fighter	CE	17	15	16	14	13	12
Holgarth	Human/Male	7 th Cleric	NE	12	14	13	12	16	11
Haley Jacks	Human/Female	8 th Rogue	CN	15	19	10	16	15	20
Jelessa	High Elf/Female	5 th Fighter	CG	15	16	15	15	15	15

Nox (continued)

Name	Race/Gender	Class	Align.	STR	DEX	CON	INT	WIS	CHA
Kairen	High Elf/Male	4 th Wizard	LG	11	12	12	16	12	11
Kysa Lak	Human/Female	18 th Wizard	CN	8	12	15	17	14	14
Gya Lore	Human/Female	18 th Wizard	LG	12	15	14	19	15	16
Markun	Dragonborn/Male	1 st Rogue	CE	15	14	16	14	12	12
Mialanabalana	Half-Elf/Female	7 th Rogue	LE	16	18	14	13	14	15
Jost Mokar	Human/Male	8 th Fighter	LE	15	16	14	15	15	16
Valareth Naidel	High Elf/Female	6 th Ranger	CN	16	17	15	13	12	14
Adris Naimion	High Elf/Male	4 th Bard	CN	14	15	16	15	16	15
Badarai Naimion	High Elf/Male	3 rd Ranger	CN	15	15	13	16	12	16
Ennastia Naimion	High Elf/Female	1 st Fighter	CN	17	16	16	13	11	14
Harrian Naimion	High Elf/Male	1 st Fighter	N	15	14	17	16	14	15
Quillastra Naimion	High Elf/Female	4 th Wizard	CN	11	13	8	11	17	17
Narbadoth	Wood Elf/Male	4 th Monk	LG	9	17	15	10	16	12
Ramdalan	Human/Male	5 th Sorcerer	CG	12	14	12	16	13	11
Ariel Rathbone	Human/Female	3 rd Fighter	CN	15	18	10	14	14	16
Lord Clyde Rathbone	Human/Male	8 th Anti-Paladin	LE	19	17	17	16	16	18
Damon Rathbone	Human/Male	4 th Fighter	NE	15	18	16	15	13	14
Lance Rathbone	Human/Male	5 th Anti-Paladin	LE	17	15	17	13	11	16
Kali Reeves	Human/Female	6 th Cleric	N	14	14	13	15	17	13
Cyril Sane	Human/Male	19 th Wizard	LG	10	12	12	18	14	15
Sophie Skye	Human/Female	4 th Wizard	NE	13	15	15	17	13	16
Florian Starlock	Human/Male	11 th Wizard	N	11	11	11	19	16	13
Tagog	Half-Orc/Male	6 th Rogue	CE	16	16	14	13	15	15
Tarnarr	Dragonborn/Male	6 th Rogue	CE	15	17	17	15	11	17
Topper	Halfling/Male	4 th Bard	CG	12	15	14	10	15	12
Nevas Tyron	Human/Male	18 th Wizard	N	11	12	14	19	16	14
Bryn Underhill	Halfling/Female	1 st Sorcerer	LG	8	14	12	15	14	15
Carrie Underhill	Halfling/Female	6 th Rogue	CG	12	16	15	16	12	15

Nox (continued)

Name	Race/Gender	Class	Align.	STR	DEX	CON	INT	WIS	CHA
Marret Underhill	Halfling/Male	1 st Fighter	NG	15	16	14	17	10	14
Nora Underhill	Halfling/Female	1 st Fighter	CG	15	16	14	14	12	15
Tani Underhill	Halfling/Female	3 rd Bard	NG	16	13	15	13	14	16
Bardryn Ungard	Dwarf/ Female	7 th Rogue	LE	14	17	16	13	9	17
Fargrim Ungard	Dwarf/ Male	8 th Barbarian	LE	17	16	17	17	12	14
Visrok	Half-Orc/Male	6 th Rogue	LE	16	18	15	15	7	15
Ecto Webb	Human/Male	18 th Wizard	NE	11	14	12	19	14	15
Pandora Wildheart	Human/Female	8 th Sorcerer	CN	14	15	13	17	16	16

Port Telvan

Name	Race/Gender	Class	Align.	STR	DEX	CON	INT	WIS	CHA
Nail Cullen	Human/Male	4 th Rogue	NE	14	17	15	15	14	15
Henley Dodd	Human/Male	6 th Cleric	LG	9	15	12	11	15	13
Christina Fleming	Human/Female	4 th Bard	CN	12	16	12	10	14	19
Aileen Gosford	Human/Female	3 rd Bard	LG	14	15	11	15	16	14
Bo Gosford	Human/Female	1 st Druid	CG	11	16	14	6	17	20
Channing Gosford	Human/Male	4 th Paladin	LG	15	15	16	15	16	16
Reinhold Gosford	Human/Male	3 rd Fighter	LG	16	17	17	13	12	12
Rickard Gosford	Human/Male	4 th Ranger	LG	14	15	15	15	14	14
Duke William Highcliff	Human/Male	5 th Fighter	CG	15	15	16	17	11	17
Hannah Huffman	Human/Female	1 st Bard	CG	14	14	15	15	12	16
Hillary Huffman	Human/Female	1 st Sorcerer	CN	11	10	12	17	15	15
Kipplehoff Kope	Halfling/Male	4 th Cleric	CG	14	15	14	12	17	12
Laurel Layton	Human/Female	1 st Cleric	LG	14	14	15	12	17	15
Alana Ordon	Human/Female	2 nd Rogue	CE	15	16	13	15	11	13
Krista Ordon	Human/Female	3 rd Fighter	CN	14	17	14	9	8	19

Port Telvan (continued)

Name	Race/Gender	Class	Align.	STR	DEX	CON	INT	WIS	CHA
Liberty Ordon	Human/Female	1 st Sorcerer	CE	15	12	11	17	12	15
Mae Ordon	Human/Female	4 th Sorcerer	NE	11	11	8	16	14	11
Tysan Ordon	Human/Male	4 th Warlock	CE	14	15	12	17	14	16
Constance Vespa	Human/Female	4 th Rogue	NE	12	18	16	8	9	19

Rocken

Name	Race/Gender	Class	Align.	STR	DEX	CON	INT	WIS	CHA
Kravok Danrunn	Hill Dwarf/Male	5 th Bard	LN	15	14	16	14	15	14
Horvald Duggan	Human/Male	4 th Warlock	NE	11	12	13	15	15	18
Ronlin Grayhill	Human/Male	4 th Rogue	CE	15	16	15	14	12	15
Welby Grayhill	Human/Male	3 rd Fighter	NE	17	15	16	14	15	14
Gander Lakebottle	Halfling/Male	6 th Wizard	LE	12	11	12	16	11	14
Bram Lamb	Human/Male	7 th Barbarian	LE	17	16	16	14	9	16
Traena Low-Hill	Halfling/Female	3 rd Fighter	LE	15	15	15	14	12	14
Marley Maran	Human/Female	3 rd Bard	N	13	12	15	16	14	17
Helena Owen	Human/Female	3 rd Cleric	LG	13	10	17	13	17	20
Nydal Owen	Human/Male	2 nd Fighter	N	15	16	14	11	12	14
Mena Ville	Human/Female	3 rd Fighter	N	14	15	13	15	10	15

Saran

Name	Race/Gender	Class	Align.	STR	DEX	CON	INT	WIS	CHA
Deanna Hopkins	Human/Female	3 rd Sorcerer	CG	9	9	11	16	14	18

Stonehelm

Name	Race/Gender	Class	Align.	STR	DEX	CON	INT	WIS	CHA
Ademma	Human/Female	6 th Cleric	NG	12	15	12	11	16	12
Altor	Human/Male	9 th Cleric	LE	15	15	15	13	16	13
Godman Armfield	Human/Male	3 rd Cleric	NE	13	13	14	15	15	12
Paulina Armfield	Human/Female	4 th Cleric	NE	11	11	15	11	17	15
Raven Armfield	Human/Female	3 rd Rogue	CN	14	18	11	16	11	19
Jacqueline Barlowe	Human/Female	2 nd Fighter	LG	16	17	12	15	12	20
Nika Barlowe	Human/Female	2 nd Rogue	CN	9	14	10	12	10	15
Dermott Chilcoat	Human/Male	10 th Anti-Paladin	LE	18	17	16	16	15	19
Damon Cross	Human/Male	12 th Rogue	LE	14	19	15	12	8	16
Gardy Hinkson	Human/Male	4 th Ranger	LG	16	15	16	15	12	13
Ruben Hinkson	Human/Male	6 th Fighter	LG	15	11	13	11	10	15
Yannis Hinkson	Human/Male	8 th Sorcerer	LG	12	10	11	16	6	14
Kaitor	Human/Male	12 th Cleric	LE	12	15	12	11	17	17
Mott	Dragonborn/Male	10 th Fighter	CE	17	16	15	10	12	13
Marsak	Human/Male	6 th Cleric	NE	13	11	15	11	18	15
Zuthdor Roth	Human/Male	10 th Cleric	NE	12	14	12	18	18	15
Coral Saltwell	Human/Female	1 st Fighter	NE	15	16	15	12	12	17
Daneca Saltwell	Human/Female	4 th Sorcerer	NE	10	9	11	17	14	15
Myron Saltwell	Human/Male	9 th Fighter	NE	16	15	15	17	11	14
Ty Saltwell	Human/Male	7 th Bard	NE	14	14	16	12	13	15
Fellby Thornbarrel	Halfling/Female	2 nd Rogue	CE	17	16	14	14	16	16
Rander Thornbarrel	Halfling/Male	4 th Fighter	CE	15	15	15	13	17	13
Wellan Thornbarrel	Halfling/Male	4 th Bard	NE	16	14	14	15	15	11
Lord Toldar	Human/Male	16 th Fighter	NE	18	17	16	18	12	16
Vellar Toll	Human/Male	7 th Cleric	NE	10	13	14	15	16	15

Svaldon

Name	Race/Gender	Class	Align.	STR	DEX	CON	INT	WIS	CHA
Bridget Alstrom	Human/Female	3 rd Barbarian	CG	15	13	16	14	14	17
Jens Alstrom	Human/Male	1 st Barbarian	NG	13	15	14	15	16	9
Dag Dunstrom	Human/Male	4 th Cleric	CN	11	11	12	16	13	15
Jarl Baern Ekstrom	Human/Male	15 th Barbarian	CN	19	15	15	17	18	20
Eastar Erickson	Human/Female	4 th Cleric	NE	14	12	16	13	15	11
Gayle Erickson	Human/Female	6 th Barbarian	CG	15	15	12	15	17	17
Velda Forsberg	Human/Female	3 rd Barbarian	LG	16	14	14	11	16	19
Johan Golmar	Human/Male	1 st Fighter	CN	15	16	15	15	10	12
Marten Golmar	Human/Male	5 th Barbarian	NG	14	17	13	15	12	15
Linus Lidstrom	Human/Male	4 th Fighter	LE	16	14	15	13	14	12
Ulf Lidstrom	Human/Male	3 rd Barbarian	CE	17	16	16	15	15	11
Wilma Rikas	Human/Female	5 th Cleric	CN	14	13	11	13	17	8
Steffan Soderberg	Human/Male	6 th Cleric	CN	12	15	15	16	18	15
Yolanda Torgen	Human/Female	4 th Cleric	NG	16	12	13	13	16	12

Tallen

Name	Race/Gender	Class	Align.	STR	DEX	CON	INT	WIS	CHA
Evelyn Bennett	Human/Female	3 rd Fighter	LG	15	16	14	15	16	18
Baren Brawnfish	Hill Dwarf/ Male	4 th Fighter	LN	15	14	17	12	10	14
Bardwynn Brawnfish	Hill Dwarf/ Female	1 st Bard	LG	14	13	15	15	16	15
Gunnra Farran	Hill Dwarf/Female	1 st Fighter	LG	15	15	11	15	12	14
Sathra Farran	Hill Dwarf/ Female	4 th Fighter	LG	16	15	16	15	17	16
Duchess Eliza Hawthorn	Human/Female	7 th Druid	CG	12	14	15	16	18	17

Uldan

Name	Race/Gender	Class	Align.	STR	DEX	CON	INT	WIS	CHA
Vaern Dorunn	Dwarf/ Male	8 th Cleric	LG	15	14	15	12	16	14
Bagran Fireforge	Dwarf/ Male	4 th Fighter	LE	15	16	16	14	12	12
Bruerik Fireforge	Dwarf/ Male	4 th Cleric	LE	14	11	14	15	18	15
Marasa Fireforge	Dwarf/ Female	7 th Warlock	LE	11	14	14	15	15	16
Ulfgar Fireforge	Dwarf/ Male	12 th Barbarian	LE	17	16	17	15	14	18
Kathra Frostbeard	Dwarf/ Female	8 th Cleric	LG	14	13	16	12	16	13
Krystryd Frostbeard	Dwarf/ Female	8 th Fighter	LG	15	10	15	14	16	12
King Morgran Frostbeard	Dwarf/ Male	15 th Fighter	LG	19	17	19	17	18	19
Rorik Frostbeard	Dwarf/ Male	10 th Barbarian	LG	16	15	18	15	14	14
Adrik Ironfist	Dwarf/ Male	10 th Fighter	LG	17	16	17	13	15	11
Flavok Ironfist	Dwarf/ Female	5 th Cleric	NG	14	15	12	12	16	14
Osrik Ironfist	Dwarf/ Male	4 th Barbarian	LG	16	16	15	14	13	12
Raubon Ironfist	Dwarf/ Male	4 th Fighter	N	13	13	15	12	15	11
Thoradin Ironfist	Dwarf/ Male	14 th Fighter	LG	17	15	16	15	15	16
Vongar Ironfist	Dwarf/ Female	4 th Fighter	LG	16	16	15	12	12	12
Ardeth Ironhelm	Dwarf/ Female	9 th Cleric	LG	15	12	13	14	16	15

Vald

Name	Race/Gender	Class	Align.	STR	DEX	CON	INT	WIS	CHA
Falanda Farrell	Human/Female	6 th Cleric	LG	11	15	12	11	17	14
Lord Drake Sheppard	Human/Male	10 th Paladin	LN	18	16	17	16	17	18

Wyld

Name	Race/Gender	Class	Align	STR	DEX	CON	INT	WIS	CHA
Alaniz	Human/Female	8 th Cleric	NE	11	8	12	14	15	12
Red Apple	Halfling/Male	7 th Wizard	NE	9	11	14	18	12	15
Amber Ashmore	Human/Female	3 rd Sorcerer	NE	11	14	15	17	15	15
Candyce Ashmore	Human/Female	3 rd Fighter	CN	14	14	12	9	15	20
Gunnar Ashmore	Human/Male	4 th Fighter	NE	17	15	15	9	8	9
Baldin	Mountain Dwarf/ Male	8 th Fighter	LG	16	16	14	15	10	12
Brother Bean	Human/Male	9 th Cleric	LG	12	14	15	12	18	11
Behalla	Human/Female	4 th Cleric	N	15	12	15	16	16	15
Cronem Berg	Human/Male	8 th Fighter	LN	17	17	15	16	12	16
Morton Buckley	Human/Male	7 th Rogue	NE	11	16	12	17	16	15
Arah Fair	Human/Female	7 th Bard	LG	10	9	15	17	18	18
Jasper Fast	Human/Male	3 rd Fighter	NE	16	15	14	16	12	15
Gorshaw	Human/Male	8 th Cleric	N	13	11	14	14	16	12
Genie Greenwood	Human/Female	4 th Ranger	CN	15	19	17	11	14	20
Rachel Greenwood	Human/Female	5 th Ranger	LG	16	15	15	16	15	17
Wesley Greenwood	Human/Male	3 rd Fighter	CN	15	16	12	14	12	14
Eden Hawkins	Human/Female	8 th Bard	NE	16	14	15	16	15	16
Cora Hilltopple	Halfling/Female	6 th Rogue	CE	15	17	11	14	10	13
Naela Hilltopple	Halfling/Female	5 th Rogue	NE	17	15	15	15	9	16
Reed Hilltopple	Halfling/Male	5 th Sorcerer	NE	12	11	11	16	14	14
Chase Lord	Human/Male	4 th Rogue	CG	15	17	14	11	13	16
Jordan Lord	Human/Female	7 th Anti- Paladin	LE	15	17	15	16	15	17
Justine Lord	Human/Female	9 th Paladin	LG	16	15	16	17	16	17
Malcolm Lord	Human/Male	9 th Fighter	LE	17	15	15	16	13	16
Meghan Lord	Human/Female	4 th Warlock	LE	12	13	12	15	14	15
Tully McFaster	Halfling/Male	3 rd Fighter	LG	15	14	13	11	12	12
Farley Myre	Human/Male	1 st Fighter	CE	16	14	15	14	14	14
Gabriel Myre	Human/Male	5 th Rogue	CE	14	16	15	15	16	16

Wyld (continued)

Name	Race/Gender	Class	Align.	STR	DEX	CON	INT	WIS	CHA
Gavin Myre	Human/Male	4 th Fighter	CE	17	12	14	11	13	13
Jakkard Myre	Human/Male	6 th Fighter	CE	18	14	12	15	15	11
Mabban Myre	Human/Female	7 th Sorcerer	CE	10	11	11	17	17	7
Mylas Myre	Human/Female	3 rd Fighter	CE	15	15	14	15	12	10
Rickar Myre	Human/Male	3 rd Fighter	CE	16	15	16	12	7	16
Caroline Nagg	Human/Female	4 th Rogue	CN	12	16	17	12	10	16
Olivia Nagg	Human/Female	3 rd Rogue	NE	9	14	14	10	9	12
Phandar Nillion	High Elf/ Female	5 th Ranger	CG	15	16	17	17	16	15
Eloise Penn	Human/Female	8 th Cleric	NG	9	15	14	15	16	14
Maria Robbins	Human/Female	4 th Bard	NE	15	19	16	16	15	20
Samantha Stokes	Human/Female	4 th Wizard	CN	9	8	13	17	13	15
Berric Thornlow	Halfling/Female	4 th Fighter	NE	15	12	15	12	14	14
Cade Thornlow	Halfling/Male	4 th Rogue	CE	12	16	16	15	16	11
Morrin Thornlow	Halfling/Male	4 th Rogue	NE	11	17	12	11	14	11
Rinnan Thornlow	Halfling/Male	4 th Rogue	NE	16	18	11	10	15	9
Tinnan Thornlow	Halfling/Male	1 st Rogue	CE	15	16	17	15	10	17
Master Zachary Topping	Human/Male	4 th Fighter	NE	14	9	18	16	12	14
Vanity Woodgrove	Human/Female	1 st Bard	NG	14	14	15	15	16	16

Others

Those characters who don't call a settlement home, including hirelings

Name	Race/Gender	Class	Align.	STR	DEX	CON	INT	WIS	CHA
Ivor Bersk	Human/Male	Cleric	CG	12	13	11	10	16	9
Bock	Human/Male	Ranger	CN	15	16	12	11	6	12
Bodil	Human/Female	Cleric	CG	12	16	14	12	18	10
Davelle Brooks	Human/Female	Fighter	N	15	14	12	7	3	13
Cassandra	Human/Female	Wizard	N	8	7	11	17	11	16

Others (continued)

Thoes characters who don't call a settlement home, including hirelings

Name	Race/Gender	Class	Align.	STR	DEX	CON	INT	WIS	CHA
Elyssa	Human/Female	Bard	CG	12	14	12	12	15	17
Galirai Fallion	Wood Elf/Female	Ranger	CG	17	15	12	8	14	12
Flaven Foss	Human/Female	Wizard	CG	5	11	9	16	9	16
Gorrest	Dwarf/ Male	Barbarian	LG	16	14	14	5	11	12
Gwen Hay	Human/Female	Bard	NG	14	11	7	14	16	15
Hoss	Human/Male	Fighter	CN	17	9	14	12	11	10
Jock	Human/Male	Fighter	CN	15	12	12	9	16	14
Knucks	Dragonborn/Male	Bard	N	14	10	14	12	11	16
Lindy Lostwind	Human/Female	Rogue	N	11	17	12	14	9	15
Malgwen Stormglass	Halfling/Female	Monk		16	14	16	8	8	10
Millayn	Wood Elf/Female	Druid	NG	8	12	13	12	16	9
Nazza Naw	Human/Female	Cleric	LN	11	10	11	15	18	11
Rhogar	Dragonborn/Male	Ranger	CG	15	16	15	11	15	9
Jodelle Sarafin	Human/Female	Ranger	CG	14	15	12	4	14	15
Sabrina	Human/Female	Sorcerer	CG	7	3	11	16	12	14
Sade	Human/Female	Rogue	CN	12	15	16	12	12	17
Sorsha	High Elf/Female	Fighter	CG	18	20	15	18	14	13
Snaps	Gnome/Male	Paladin	LG	18	12	14	13	15	16
Jorgen Stonebear	Human/Male	Barbarian	CN	16	8	16	12	5	12
Mindartis Stormwind	Human/Male	Paladin	LG	17	12	12	11	15	17
Temerity	Tiefling/Female	Warlock	CN	9	11	16	10	8	16
Thumps	Halfling/Male	Bard/Rogue	NG	12	19	9	15	13	14
Vaddock	Half-Orc/Male	Barbarian	CN	18	11	15	7	11	9
Varis	High Elf/Male	Sorcerer	CN	9	13	12	19	10	15
Horst Wulf	Human/Male	Barbarian	CE	17	16	12	6	11	8

Open Game License

Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement. Not for resale. Permission granted to print or photocopy this document for personal use only.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or

distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document, © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson
Skreyn's Register: The Bonds of Magic. © 2002, Sean K Reynolds

5e Options: Rogue Archetypes Shadow Warrior. ©2015, Rogue Genius Games. Designers: Owen K.C. Stephens and Rich E. Howard.

Pathfinder Roleplaying Game Core Rulebook, © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Ponyfinder: 5th Edition © 2015, Silver Games, LLC; Authors: David Silver.

The Book of Experimental Might Copyright 2008, Monte J. Cook. All rights reserved.

Advanced Races: Centaurs. © 2014 Open Design; Author: Karen McDonald. KoboldPress.com

Advanced Races: Dragonkin © 2013 Open Design; Authors: Amanda Hamon Kunz.

Advanced Races: Gearforged. © 2013 Open Design; Authors: Thomas Benton.

Advanced Races: Kobolds © 2013 Open Design; Authors: Nicholas Milasich, Matt Blackie.

Advanced Races: Ravenfolk © 2014 Open Design; Authors: Wade Rockett.

Advanced Races: Shadow Fey. © 2014 Open Design; Authors: Carlos and Holly Ovalle.

Advanced Races: Trollkin. © 2015 Open Design; Authors: Steven T.Helt, Stephen Rowe, and Dan Dillon.

Midgard Heroes © 2015 Open Design; Author: Dan Dillon.

END OF LICENSE

