



ADVENTURE SIDEKICKS

DRAGON HEIST



INTRODUCTION

Do you want to run or play *Waterdeep: Dragon Heist* but you only have two or three people in your gaming group? Do you want an easy way to track and level up NPCs and beasts that join the adventure? Do you want to reintroduce allies later in your urban campaign but aren't sure how to scale their power level? If you answered yes to any of these questions, then this supplement is for you.

ADVENTURE SIDEKICKS

"Adventure Sidekicks: Dragon Heist" is the fourth in an ongoing series that supplies sidekicks based on the major NPCs and potential allies of each of the *DUNGEONS & DRAGONS* adventure hardcovers. On your adventure, the DM might reveal that you've befriended an NPC or other creature who then joins your party as a sidekick. It's up to you and the DM to decide who controls the sidekick in play.

SIDEKICK STAT BLOCKS

A sidekick's game statistics are presented in a box called a stat block, which is essentially a miniature character sheet. A stat block contains things like ability scores and hit points, as well as the actions a sidekick is most likely to take in combat. Like any character, a sidekick can use the action options in the combat rules.

For more information on stat blocks, see the introduction of the *Monster Manual*.

SIDEKICK LEVEL

Your DM will inform you at which level your sidekick starts, usually equal to the average level of the party. As the heroes and their sidekick adventure together, the sidekick gains experience points and reaches new levels the same way a player character does, using the rules found in the *Player's Handbook*.

When a sidekick gains a level, look at the sidekick's progression table, and consult the new level's row, which shows the sidekick's new hit point maximum and features.

If the DM starts a sidekick at a level higher than 1st, use the hit point maximum for its level on the appropriate table on the pages that follow. Also, give the sidekick the features for its current level and any earlier levels on that table.

SIZE

Some sidekicks start as an adolescent version of the creature the sidekick was based on. To reflect this, these sidekicks start as one size and then, at some point in their progression table, grow enough to increase in size.

When size increases, the type of Hit Dice changes. Depending on the sidekick, other benefits may also come with a change in size.

PROFICIENCIES

A sidekick is proficient with any armor, weapons, and tools included in its stat block.

LANGUAGES

If there is a communication problem between the party and their sidekick, such as no shared language, the language barrier may still be overcome. The party must succeed on Wisdom (Animal Handling), or the sidekick on a Wisdom (Insight) skill check, to make themselves understood.

On a success, the sidekick is able to understand the party well enough to comply with their request or get their general meaning. On a failure, the sidekick defends itself from hostile creatures and acts according to its own desires (as determined by the DM), but otherwise takes no actions.

The DM determines the DC of the skill check, using the following table as a guide.

Task	DC	Example
Very easy	5	"Heel" or "fetch"
Easy	10	"Get that out of your mouth!"
Moderate	15	"Find help in town"
Hard	20	"Heel, even if they hurt me"
Very hard	25	"Give this only to the blond elf"
Nearly impossible	30	"Attack only every other gnome"

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JUSTYN RASSK

1st-level Medium humanoid (human)

Armor Class 11 (leather armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages Common, Illuskan

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

Actions

Multiattack. Justyn makes two melee attacks.

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

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

Justyn is a hardened thug angry at the lot in life he has been stuck with believing no one respects him. He is eager to gain money, fame, and status, leaping at the offer should the group give it. For the right price or the right offer, he will jump into the fray with you to show off his skills in hopes of furthering his own name by joining a group on the way to making their own.

Personality. "Give it to me. I'm owed it."

Ideal. "I take what I can. And what I can't, I break."

Bond. "A childhood friend of mine was injured saving my life. They are the only one who softens my rough edges."

Flaw. "Kill first, ask questions later."

EVIL SIDEKICKS

Justyn Rassk is listed as a neutral evil thug in *Waterdeep: Dragon Heist*. If his alignment doesn't jive with your campaign, you can quickly and easily change it.

On the other hand, sometimes it's helpful to have a man of few scruples on the party's side. He can be the one who gets his hands dirty so the party doesn't have to.

Alternatively, redemption arcs make for good roleplaying. Can you turn Justyn to good?



JUSTYN RASSK BEYOND

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	<p>Extra Snarl. Justyn has advantage on Charisma (Intimidation) checks.</p> <p>Brawler. On Justyn's turn, he can use a bonus action to regain a number of hit points equal to 1d10 + his Constitution modifier. If he does so, he can't use this feature again until he finishes a short or long rest.</p>
3rd	26 (4d8 + 8)	<p>Half-Priced Supplier. Justyn can get a creature to drop its prices for goods with a successful Charisma (Intimidation) check against it.</p> <p>Street Rules. When making his first attack on his turn, Justyn can decide to play dirty. Doing so gives him advantage on melee weapon attacks that use Strength during this turn, but he has disadvantage on his next saving throw. On a critical hit, add an extra d6 to the damage.</p>
4th	32 (5d8 + 10)	<p>Action Surge. During his turn, Justyn can push himself beyond normal limits and take one additional action. If he does so, he can't use this feature again until he finishes a short or long rest.</p> <p>Ability Score Improvement. Justyn's Strength score increases by 2. This raises the Strength modifier and melee attack and damage bonuses by 1.</p>
5th	39 (6d8 + 12)	<p>Been Around. Justyn is proficient in thieves' tools. When making an Intelligence (Investigation) check or an ability check using thieves' tools, he can roll a d4 and add the number rolled to the ability check.</p> <p>Proficiency Bonus. Justyn's proficiency bonus increases by 1. This raises the Intimidation skill bonus and attack bonuses by 1.</p>
6th	47 (7d8 + 14)	<p>Black Market Bargain. Justyn can easily find anything considered contraband or illegal. It takes 1d4 days per 100 gp the item is worth.</p> <p>Up Close. When Justyn hits with a melee attack, he can attempt to grapple the creature. The target must succeed on a DC 14 Strength save or be restrained. At the end of each of its turns, the target can repeat the saving throw, ending the effect on itself on a success.</p>



KALAIN

1st-level Medium humanoid (half-elf)

Armor Class 14 (chain shirt)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +3, Wis +3
Skills Acrobatics +3, Perception +5, Performance +6
Senses darkvision 60 ft., passive Perception 15
Languages Common, Elvish

Spellcasting. Kalain is a 1st-level spellcaster. Her spellcasting ability is Charisma (DC 12, +4 to hit with spell attacks). She has the following bard spells prepared:

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

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

Actions

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Kalain is an eccentric artist living in the old converted windmill after being ostracized by her true love. She is mistrustful of strangers and paranoid that everyone is trying to kill her. Gaining her trust is hard, but once held, she is fiercely protective.

Once she joins the party, Kalain spends her rests sketching in a leather-bound journal when she isn't sleeping. If any of the players have artistic talent, they can create an illustrated record of the party's exploits and ascribe its in-world existence to Kalain's efforts.

Personality. The only truth in life is the one shown by art.

Ideal. A perfect painting is worth ignoring all mortal needs.

Bond. My heart was ripped from me, and now my former love and their new partner are my archenemeses.

Flaw. I let my emotions lead me wherever they will.



KALAIN BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8 + 3)	<p>Taunt. Twice a day, Kalain can use a bonus action to target one creature within 30 feet of her. If the target can hear her, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of her next turn.</p> <p>Fast Art. When creating art, Kalain rolls with advantage on Charisma (Performance) checks. On a success, she creates a masterful portrait of a creature she can see.</p>
3rd	22 (4d8 + 4)	<p>Pumped-Up Magic. Kalain learns the <i>friends</i> cantrip and a 1st-level bard spell: <i>thunderwave</i>.</p> <p>I Know Someone. When trying to find out info on a person, object, or location, Kalain can make a percentile roll to see if they know someone with the info, the DC of which is set by the DM. The higher the percentile, the better the relationship with the informant should she succeed on the check.</p>
4th	27 (5d8 + 5)	<p>Art Imitates Life. Kalain can touch a painting and cause its subject to spring forth from the painting, becoming a creature of that kind, provided the creature is CR 3 or lower, and leaving the painting empty. The creature appears in an unoccupied space within 5 feet of the painting. It is friendly only towards Kalain, rolling initiative to determine when it acts. The creature disappears after 1 minute, when reduced to 0 hit points, or when Kalain dies or falls unconscious. Kalain can use this feature three times, regaining expended uses after a long rest.</p> <p>Ability Score Improvement. Kalain's Dexterity score increases by 2. This raises the Dexterity modifier, Dexterity saving throw, Armor Class, Acrobatics bonus, and attack and damage bonuses by 1.</p>
5th	33 (6d8 + 6)	<p>Pumped-Up Magic. Kalain gains one 1st-level spell slot. She also learns another 1st-level spell: <i>sleep</i>.</p> <p>Proficiency Bonus. Kalain's proficiency bonus increases by 1. This raises the saving throw bonus, skill bonuses, passive Perception, spellcasting DC, and attack bonuses by 1.</p>
6th	40 (7d8 + 7)	<p>Erratic Actions. Kalain has advantage on Dexterity saving throws against attacks or spell effects.</p> <p>Mimicking Muse. Kalain can now bring to life a painting of a humanoid. Using a bonus action, the image steps off the canvas. This illusion appears in an unoccupied 5-foot square by the painting. Kalain can have the illusion act out a looped sequence when a trigger condition is met. The illusion cannot cause damage to a target, and any attack passes through it. A successful DC 14 Wisdom (Perception) check reveals that it is an illusion.</p>



MATTRIM MEREG

1st-level Medium humanoid (human)

Armor Class 14 (chain shirt)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	11 (+0)	13 (+1)	16 (+3)	13 (+1)

Skills Acrobatics +3, Perception +5, Performance +3

Senses passive Perception 15

Languages Common, Elvish

Spellcasting. Mattrim is a 1st-level spellcaster. His spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). He has the following bard spells prepared:

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

1st level (2 slots): *charm person*, *healing word*, *heroism*

Tools. Mattrim has thieves' tools and a three-stringed lute.

Actions

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Mattrim “Threestrings” Mereg is a bard with a strong altruistic bent who frequents the Yawning Portal tavern. He seems to always have some worthy project or other going on and offers to join any adventuring party who is willing to help him accomplish his goals.

Mattrim dreams of one day striding into the Yawning Portal, tossing his gold piece to Durnan, and descending into the well to test his mettle and claim some fame in the Undermountain. He knows he isn't powerful enough yet, but he's working toward it.

Personality. Thwarting tyrants and helping the downtrodden.... It doesn't get any better than this!

Ideal. A quiet word is often more powerful than a sword. But I still carry a sword.

Bond. All beings should be able to live without fear; it won't happen in my lifetime, but I'll work toward that goal as long as I live.

Flaw. I have trouble trusting people. I know I'm incorruptible, but are they?



MATTRIM MEREG BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d8)	<p>Bardic Inspiration. As a bonus action, Mattrim can give one chosen creature (other than him) a d6 inspiration die. If he does so, he can't use this feature again until he finishes a long rest. The chosen creature must be within 60 feet of Mattrim and able to hear him. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can use the inspiration die after the roll is made but before the DM says whether it succeeds or fails. Once the inspiration die is rolled, it is lost. A creature can have only one inspiration die at a time.</p> <p>Savvy. Mattrim can add half his proficiency bonus, rounded down, to any ability check he makes that doesn't already include his proficiency bonus. If he does so, he can't use this feature again until he finishes a long rest.</p>
3rd	18 (4d8)	<p>Expertise. Mattrim's proficiency bonus is doubled for Perception and Performance ability checks.</p> <p>Song of Rest. Mattrim can perform a song while taking a short rest. An ally who hears the song regains 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. If Mattrim does so, he can't use this feature again until he finishes a long rest.</p> <p>Spellcasting. Mattrim gains one 1st-level spell slot and learns a 1st-level bard spell: <i>disguise self</i>.</p>
4th	22 (5d8)	<p>Ability Score Improvement. Mattrim's Dexterity and Charisma scores each increase by 2. This raises the Dexterity and Charisma modifiers, Armor Class, Acrobatics and Performance skill bonuses, spell save DC, and attack and damage bonuses by 1. In addition, this grants Mattrim another use of Bardic Inspiration.</p> <p>Spellcasting. Mattrim learns the <i>message</i> cantrip.</p>
5th	27 (6d8)	<p>Bardic Inspiration. Mattrim's inspiration die becomes a d8.</p> <p>Spellcasting. Mattrim gains one 1st-level spell slot and learns two 1st-level bard spells: <i>dissonant whispers</i> and <i>illusory script</i>.</p>
6th	31 (7d8)	<p>Cutting Words. Mattrim can use his wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that he can see within 60 feet of him makes an attack roll, an ability check, or a damage roll, Mattrim can use his reaction to expend one of his uses of inspiration, rolling an inspiration die and subtracting the number rolled from the creature's roll. He can use this feature after the roll but before the DM says whether it succeeds or fails, or before the damage is dealt. The creature is immune if it can't hear Mattrim or if it's immune to being charmed.</p> <p>Proficiency Bonus. Mattrim's proficiency bonus increases by 1. This raises his skills bonuses, passive Perception, spell save DC, and spell and weapon attack bonuses by 1.</p> <p>Spellcasting. Mattrim gains one 2nd-level spell slot and learns two 2nd-level bard spells: <i>magic mouth</i> and <i>suggestion</i>.</p>



OBAYA UDAY

1st-level Medium humanoid (human)

Armor Class 13 (chain shirt)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Arcana +3, History +5, Medicine +5, Religion +3
Senses passive Perception 13
Languages Common, Dwarvish

Spellcasting. Obaya is a 1st-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following cleric spells prepared:

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

1st level (2 slots): *command, cure wounds, detect magic*

Actions

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

Obaya is a priest of Waukeen, the goddess of trade and commerce. As such, she is always on the lookout for valuable items, particularly magic ones, to send home, and is willing to help adventuring parties in exchange for a generous share of the treasure.

Personality. You find the valuables, I'll help you stay alive. Deal?

Ideal. A well-negotiated transaction is the greatest accomplishment.

Bond. The merchant for whom I work has my loyalty...and he pays me well for it.

Flaw. Sometimes the ends really do justify the means.



OBAYA UDAY BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8 + 3)	<p>Spellcasting. Obaya learns two 1st-level cleric spells: <i>bless</i> and <i>guiding bolt</i>.</p> <p>Waukeen's Intuition. As an action, Obaya can tap into a divine well of knowledge and gain proficiency in the Insight skill for 10 minutes. If she does so, she can't use this feature again until she finishes a long rest.</p>
3rd	22 (4d8 + 4)	<p>Spellcasting. Obaya gains one 1st-level spell slot and learns two additional 1st-level cleric spells: <i>identify</i> and <i>shield of faith</i>.</p> <p>Waukeen's Guidance. As an action, Obaya can toss a coin to invoke the power of her goddess to indicate the better path. For example, faced with a choice of passages in a dungeon, she can toss a coin into the air. It lands heads up near the passage more likely to bring her safely to her objective. If she does so, she can't use this feature again until she finishes a long rest.</p>
4th	27 (5d8 + 5)	<p>Ability Score Improvement. Obaya's Wisdom score increases by 2. This raises the Wisdom modifier, passive Perception, spell save DC, and spell attack bonus by 1.</p> <p>Spellcasting. Obaya learns the <i>resistance</i> cantrip.</p>
5th	33 (6d8 + 6)	<p>Proficiency Bonus. Obaya's proficiency bonus increases by 1. This raises her skills bonuses and the bonuses to hit of her spell and weapon attacks by 1.</p> <p>Spellcasting. Obaya gains one 1st-level spell slot and two 2nd-level spell slots. She learns the 1st-level cleric spell <i>sanctuary</i> and two 2nd-level cleric spells: <i>enhance ability</i> and <i>prayer of healing</i>.</p> <p>Waukeen's Smiting. Obaya can expend a 2nd-level spell slot to bring forth a stream of golden coins from each hand. Each stream automatically deals 4 (1d8) points bludgeoning damage to a target, and this feature can be used to attack up to two targets. The coins disappear after they strike.</p>
6th	38 (7d8 + 7)	<p>Spellcasting. Obaya gains a 2nd-level spell slot and learns <i>augury</i>.</p> <p>Waukeen's Wrath. Obaya can expend a spell slot to cause her melee weapon attacks to magically deal an extra 7 (2d6) points radiant damage to a target on a hit. If she expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.</p>



PRISONER

1st-level Medium humanoid

Armor Class 12 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	10 (+0)	13 (+1)	9 (-1)

Saving Throws Con +3, Wis +3

Skills Deception +1, Survival +3

Senses passive Perception 11

Languages Common, plus one of your choice

Marked Exits. The prisoner knows where all the exits are in any given situation. They remember the path they've taken and can retrace it without fail.

Scratch Your Back. The prisoner can source information for the price of a meal and some bribe money, and throwing in a little more buys their silence about it.

Shady Means. As a bonus action, the prisoner can take the Help action for any illegal activities.

PRISONERS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8 + 3)	Improvised Fighter. The prisoner is proficient with improvised weapons. The damage die is a d6 for improvised weapons, and the prisoner adds their Strength modifier to the attack and damage rolls.
3rd	22 (4d8 + 4)	Take 'em Out. After hitting with a successful attack, the prisoner instantly learns the target's damage vulnerabilities, if any.
4th	27 (5d8 + 5)	Danger Sense. The prisoner has advantage on Dexterity saving throws against effects that they can see, such as traps and spells. To gain this benefit, they can't be blinded, deafened, or incapacitated. Ability Score Improvement. The prisoner's Wisdom score increases by 2. This raises the Wisdom modifier, passive Perception, Survival bonus, and Wisdom saving throw by 1.
5th	33 (6d8 + 6)	Quick Learner. The prisoner gains either fluency in one language of their choice or one tool proficiency of their choice. Proficiency Bonus. The prisoner's proficiency bonus increases by 1. This raises the saving throw bonuses, skill bonuses, and attack bonus by 1.
6th	38 (7d8 + 7)	Easy In. The prisoner has an +5 bonus to any Dexterity (Stealth) check that involves breaking and entering. Get 'Em in the Kidney. The prisoner can make an extra attack when taking their Attack action with unarmed strikes or improvised weapons.
d6	What Are You in For?	
1	Treason	
2	Burglary	
3	Highway robbery	
4	Murder	
5	Arson	
6	Wrongfully accused	



TAVERN WORKER

1st-level Medium humanoid

Armor Class 11
Hit Points 9 (2d8)
Speed 30 ft.

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

Saving Throws Dex +3, Cha +3
Skills Intimidation +3, Persuasion +3
Senses passive Perception 10
Languages Common, plus one of your choice

Not My Job. The tavern worker avoids putting himself into dangerous situations and does not engage in combat. If attacked, the tavern worker runs to safety behind the PCs.

Room and Board. The tavern worker works for 5 gp per week plus free room and board. They perform all duties of running a tavern for this wage, unless specifically directed to focus on one area.

Bonus Actions

Evasive Maneuvers. The tavern worker can take the Help action as a bonus action.

d6 Personality Traits

- 1 I'm loyal to a fault and immensely gullible.
- 2 I mutter darkly whenever asked to do anything, but then perform the task.
- 3 I'm endlessly talkative. If there's any silence, I fill it.
- 4 I'm a champion of workers' rights. I was voted most likely to be a union leader.
- 5 I take pride in my immaculate appearance.
- 6 Counting down the hours to the end of my shift.

TAVERN WORKERS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d8)	Improved Customer Service. Add a +5 bonus when you roll on the Running a Business table (<i>Dungeon Master's Guide</i> 129).
3rd	18 (4d8)	Protective Maneuvers. When a creature the tavern worker can see attacks an ally that is within 5 feet, the tavern worker can impose disadvantage on the attack roll. They must be holding a serving tray to perform this maneuver.
4th	22 (5d8)	Ability Score Improvement. The tavern worker's Dexterity score increases by 2. This raises the Dexterity modifier, Dexterity saving throw, and Armor Class by 1. Exceptional Customer Service. Add a +10 bonus when you roll on the Running a Business table.
5th	27 (6d8)	Aggressive Maneuvers. The tavern worker can be directed to attack enemies. They attack with a makeshift weapon from the tavern (mop, heavy ale flagon, frying pan, etc). Makeshift Weapon. <i>Melee Weapon Attack:</i> +2 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (2d4) bludgeoning damage.
6th	31 (7d8)	Outstanding Customer Service. Add a +15 bonus when you roll on the Running a Business table.

