

IMAGINATIVE NPCs



DUNGEONS & DRAGONS

**A VAST SELECTION OF IMAGINATIVE, VIVID
CHARACTERS, WITH EXCITING HISTORIES AND
PERSONALITIES READY TO POPULATE YOUR WORLD**

D&D 5E – IMAGINATIVE NPCs:

Delve right in to your D&D world and populate it with some of the most peculiar, intriguing and imaginative NPCs you can find. Developing a character can take an awful lot of time and effort, and for a good reason; they are people and beings with a history of their own. Any one NPC can have as much background as a player and can add just as much emphasis on any storyline. This document has been specially assembled to help you introduce brilliant characters to your world for you and your players to enjoy without the hassle.

HOW TO USE THIS BOOK:

Every little detail in this book should help streamline the process of producing interactive characters for your world. Each NPC has its own dedicated page for reference. Printing out a single sheet from the book makes the perfect on-hand reference for your games. Every unique item introduced in this book is detailed in the appendixes at the end. This consists of:

- Appendix A. Magic Items
- Appendix B. Weapons and Armour
- Appendix C. Template

This book doesn't just drop NPCs that abide by the original content, be ready to bask in a vast array of brand new items to populate your world with unseen new wonders to really grasp the attention and imagination of your players. Of course most of the NPCs will be easy to adjust in order to use completely original content or completely new content from this book. It's entirely up to you.

Each NPC has a name followed by a flavour title, somewhat of a nickname so you are able to get an instant taste of its personality. It's not their real name, nor has anyone ever likely called them that, but it is useful if you only have a few seconds to pull out a character needed for the situation. It only takes a player 5 seconds to ask for some more detail about a setting's inhabitants. So I gave a go at breaking it even and making it just as easy for you to respond with an NPC full of imagination. Books like these are treasures for those occasions.

If you flick right to the end you'll find a useful template that has been laid out just for you to print off and fill in yourself. That way you'll always have some magnificent NPCs of your own creation at hand.

Some elements of contingency style have been altered to make this book easier to read at speed. Creatures, Significant Items, Damage Types, Conditions and Spell area effects have all been displayed in **Bold** to make them easier to pick out from the text.

WHERE TO PLACE THE NPCs:

When you delve into your campaign I'm sure you'll want to get to trying out as many NPCs as possible. It's always nice to have new utilities to try out. However, there are some guidelines you should keep in mind.

Firstly, be relatively conservative about how many NPCs from this book you add with frequency. One per town or a couple per large city is reasonable. You don't want to overload players with too

many unique characters, as each NPC in its own right has enough to inspire a quest or component to your adventure. You'll want to add just enough flavour to every encounter to make it unique. You won't want to risk overusing them as the world might feel too unusual or busy with so many different personalities. If used in moderation, each encounter with a flavorful experience will feel more exciting, whereas if you drop them in at any given moment the novelty wears off.

A recommendation on how many major NPCs to use it referenced below:

- Per Town: 1-2
- Per City: 2-4
- Per Encounter: 0-1
- Per Village 0-1
- Per 10 days of travel 0-2

A lot of the NPCs have been designed so they make good additions to the party. You won't want 5 or so NPCs following your players everywhere they go as it will make running the game rather hectic. One or Two potential companions are a good number at any given time, there will be reasons for the Companions to depart or move on, allowing more space in the group, all depending on your player's attitudes towards the NPC. If they begin to lose interest, make a plausible reason why they might move on and create a dramatic moment rather than let them run dry and just become a hindrance to the party. If the players are deeply connected to the NPCs it seems logical to continue their companionship. If you want to use some NPCs with slightly more flexibility, try Chapter 4. Extra NPCs, for some general ideas.

TABLE OF CONTENTS:

How to use this Book:.....	1
Where to Place the NPCs:.....	1
Table of Contents:	2
Chapter 1. Knowing your NPCs:	3
Chapter 2. The Directory:.....	4
Challenge Rating:.....	4
Allignment:	4
Race:.....	4
Gender:	4
Chapter 3. The NPCs:	5
Cara Malena, The Brave.....	5
Craggle, The Snitch	7
Embard Rockseeker, The Adventurer.....	8
Grome, The Unsurmountable	9
Jarglefargle, The Bullies.....	10
Jensin Mestir, The Forgemaster	11
Blast, The Maniac	5
Kayna Vale, The Vicious.....	12
Kellic, The Deceptive (DoppelGanger)	13
Nez Shoun, The Blind Warrior	14

Mugnut, The Scummy.....	15
Redge Keise, The Tainted (Werewolf).....	16
Scuzz, The Mercenary (Bugbear)	17
Sen Silva, The Outlander	18
Shamrax, The Mad.....	19
Skigg, The Wasted	20
Voogen Holmshire, the Green.....	21
Vorek, The Bladeless	22
Chapter 4. Additional NPCs:	
Appendix A. Magic Items	23
Elvish Greatblade.....	23
Grome's Incredible X-Bow.....	23
Rockseeker's Might.....	23
Shamrax's Ticking Box.....	23
Soul Stone:	23
The Animating Stone.....	23
The Pouch of Wild Things	24
Vorek's Vulcaniser.....	24
Wildspeak Amulet.....	24
Wildblade	24

CHAPTER 1. KNOWING YOUR NPCs:

To bring you the most detail and insight possible to each and every character, specially designed, yet familiar stat blocks will be shown. They contain every detail you could possibly want to know about your chosen NPC, from Challenge rating to Quirks and Flaws. No need to use the Monster Manual, Dungeon master's guide or the Players Handbook, everything is right here, ready to play right off the page.

<NPC NAME>

<Size> <Type>, <Alignment>

Armour Class. <AC> (<Armour Type>)

Hit Points. <HP> (<Hit Dice>)

Speed. <Speed>ft.

STR	DEX	CON	INT	WIS	CHA
<STR>	<DEX>	<CON>	<INT>	<WIS>	<CHA>

Proficiency Bonus. <Bonus>

Skills. <Skill Proficiencies>

Saving Throws. <Saving Throw Proficiencies>

Damage Immunities. <Damage Immunities>

Damage Resistances. <Damage Resistances>

Condition Immunities. <Condition Immunities>

Senses. <List of Senses>

Languages. <List of Languages>

Challenge. <CR> (<XP> XP)

Feature1. <Feature Description>

Feature2. <Feature Description>

Feature3. <Feature Description>

ACTIONS:

Action1. <Action Description>

Action2. <Action Description>

Action3. <Action Description>

EQUIPMENT:

<List of Equipment>

CHARACTERISTICS:

Appearance. <Visual Description>

History. <Background>

Personality. <Personality, Flaws and Quirks>

Introduction. <How to Introduce this NPC to the world>

CHAPTER 2. THE DIRECTORY:

CHALLENGE RATING:

(CR 0)	Skigg, The Wasted
(CR 1/8)	Mugnut, The Scummy
(CR ¼)	Craggle, The Snitch
(CR ½)	Sen, The Outlander
(CR 1) + (CR ¼)	Kayna, The Vicious + Zombie
(CR 1) + (CR 3)	Shamrax, The Mad + Hook Horror
(CR 2)	Blast, The Maniac
(CR 2)	Cara, The Brave
(CR 2)	Nez, The Blind Warrior
(CR 2)	Voogen, The Green
(CR 3)	Embard, The Adventurer
(CR 3)	Kellic, The Deceptive
(CR 3)	Jensin, The Forgemaster
(CR 3)	Redge, The Tainted
(CR 3)	Scuzz, The Mercenary
(CR 4)	Jarglefargle, The Bullies
(CR 6)	Vorek, The Bladeless
(CR 8)	Grome, The Unsurmountable

ALIGNMENT:

(Chaotic Evil)	Jarglefargle, The Bullies
(Chaotic Evil)	Shamrax, The Mad
(Chaotic Good)	Voogen, The Green
(Chaotic Good)	Vorek, The Bladeless
(Chaotic Neutral)	Craggle, The Snitch
(Chaotic Neutral)	Blast, The Maniac
(Chaotic Neutral)	Sen, The Outlander
(Chaotic Neutral)	Jensin, The Forgemaster
(Lawful Good)	Embard, The Adventurer
(Lawful Good)	Redge, The Tainted
(Lawful Good)	Skigg, The Wasted
(Lawful Neutral)	Grome, The Unsurmountable
(Neutral)	Kellic, The Deceptive
(Neutral)	Nez, The Blind Warrior
(Neutral Evil)	Kayna, The Vicious
(Neutral Evil)	Mugnut, The Scummy
(Neutral Evil)	Scuzz, The Mercenary
(Neutral Good)	Cara, The Brave

RACE:

(Automaton)	Grome, The Unsurmountable
(Bugbear)	Scuzz, The Mercenary
(Derro)	Shamrax, The Mad
(Doppelganger)	Kellic, The Deceptive
(Dragonborn)	Vorek, The Bladeless
(Dwarf)	Embard, The Adventurer
(Elf, Drow)	Kayna, The Vicious
(Elf, High)	Jensin, The Forgemaster
(Elf, Wood)	Sen, The Outlander
(Ettin)	Jarglefargle, The Bullies
(Gnome, Rock)	Blast, The Maniac
(Goblin)	Craggle, The Snitch
(Halfling)	Voogen, The Green
(Half-Orc)	Mugnut, The Scummy
(Human)	Cara, The Brave
(Human)	Nez, The Blind Warrior
(Human)	Redge, The Tainted
(Skeleton)	Skigg, The Wasted

GENDER:

(Female)	Cara, The Brave
(Female)	Kayna, The Vicious
(Female)	Kellic, The Deceptive
(Female)	Sen, The Outlander
(Female)	Shamrax, The Mad
(Male)	Blast, The Maniac
(Male)	Craggle, The Snitch
(Male)	Embard, The Adventurer
(Male)	Jarglefargle, The Bullies
(Male)	Grome, The Unsurmountable
(Male)	Jensin, The Forgemaster
(Male)	Mugnut, The Scummy
(Male)	Nez, The Blind Warrior
(Male)	Redge, The Tainted
(Male)	Scuzz, The Mercenary
(Male)	Skigg, The Wasted
(Male)	Voogen, The Green
(Male)	Vorek, The Bladeless

Name	CR	Race	Gender	Alignment	Occupation
Blast, The Maniac	2	Rock Gnome	Male	Chaotic Neutral	Demolisher
Cara, The Brave	2	Human	Female	Neutral Good	Cleric
Craggle, The Snitch	½	Goblin	Male	Neutral	Common Thief
Embard, The Adventurer	3	Dwarf	Male	Lawful Good	Adventurer
Grome, The Unsurmountable	8	Automaton	Male	Lawful Neutral	Dungeoneer
Jarglefargle, The Bullies	4	Ettin	Male	Chaotic Evil	Toll Guard
Jensin, The Forgemaster	3	High Elf	Male	Chaotic Neutral	Weapon Smith
Kayna, The Vicious	1	Drow	Female	Neutral Evil	Necromancer
Kellic, The Deceptive	3	Doppelganger	Female	Neutral	Spy
Nez, The Blind Warrior	2	Human	Male	Neutral	Martial Artist
Mugnut, The Scummy	1/8	Half-Orc	Male	Neutral Evil	Charlatan
Redge, The Tainted	3	Human (Werewolf)	Male	Lawful Good	Guard Marshal
Scuzz, The Mercenary	3	Bugbear	Male	Neutral Evil	Mercenary
Sen, The Outlander	½	Wood Elf	Female	Neutral	Ranger
Skigg, The Wasted	¼	Skeleton	Male	Neutral	Deceased Adventurer
Shamrax, The Mad	¼	Derro	Female	Chaotic Evil	Mad Inventor
Voogen, The Green	2	Halfling	Male	Chaotic Good	Druid
Vorek, The Bladeless	6	Dragonborn	Male	Chaotic Good	Local Hero

CHAPTER 3. THE NPCs:

BLAST, THE MANIAC

Small Humanoid (Rock-Gnome), Chaotic Neutral

Armour Class. 15 (Chain Shirt)

Hit Points. 16 (3d6+6)

Speed. 20ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	17 (+3)	14 (+2)	12 (+1)	10 (+0)	15 (+2)

Proficiency Bonus. +2

Skills. Investigation +3, Perception +2, Intimidation +4

Senses. Darkvision 60ft., Passive Perception 10

Languages. Common, Dwarfish, Gnomish, Undercommon

Challenge. 2 (450 XP)

Physician. Blast can forage or salvage materials required to make 1d4 **Shrapnel Bomb**, **Fire Bomb**, **Caltrop Bomb** or **Glue Bombs** after 1 hour of searching or foraging.

Insanity. Blast has **advantage** against saving throws against being **Charmed** or **Frightened**.

ACTIONS:

Multiattack. Blast makes two ranged attacks.

Shrapnel Bomb. *Ranged Weapon Attack:* Blast throws a small iron bomb at a space within 30ft. The bomb explodes; each creature within 15ft of the bomb must make a DC13 **Dexterity** saving throw, taking 6 (2d6) **Piercing** damage on a failed and half as much on a successful one.

Iron Bomb. *Ranged Weapon Attack:* Blast throws a small iron bomb at a space within 30ft. The bomb explodes; each creature within 15ft of the bomb must make a DC13 **Dexterity** saving throw, taking 6 (2d6) **Fire** damage on a failed save or half as much on a successful one. Flammable objects within the Bomb's range ignite that aren't being worn or carried.

Caltrop Bomb. *Ranged Weapon Attack:* Blast throws a small iron bomb at a space within 30ft. The bomb bursts and scatters **Caltrops** in a 15ft **cube** centered on the explosion.

Glue Bomb. *Ranged Weapon Attack:* Blast throws a small iron bomb at a space within 30ft. The bomb explodes; each creature within 15ft of the bomb must make a DC13 **Dexterity** saving throw, on a failed save the creature becomes covered with glue and is **Restrained**. On a successful save the creature is doused with glue and has its movement speed halved. After 1d6 rounds the glue dries and flakes off the targets.

EQUIPMENT:

Bomb Pouch; 1d6+2 Shrapnel bombs, 1d6+1 Fire Bombs, 1d4 Caltrop Bombs, 1d4 Glue Bombs.

A War Pick, Chain Shirt, Shabby Gnome Clothing, a Large flask of oil.

45gp, 75sp, 130cp

CHARACTERISTICS:

Appearance. Blast has thick lensed, black tinted welding goggles. His clothes are filthy, dusted with gunpowder and stained by smoke (It certainly smells that way too). There is this crazy grin on his face most of the time, revealing yellow stained crooked teeth. He has a bold head, devoid of even a single strand of hair. His skin stained grey from his experiments and weaponry.

Blast has a metal leg that clanks and screeches as he walks, frequently having to apply grease to it with a flask of oil. He is also missing a couple of fingers on each hand.

Blast has a loud cackling voice that almost always seems to be expressing immense excitement. This becomes even more emphasized when he has the opportunity to use his weapons and gadgets or engaging in combat. Blast is 40 years of age.

History. Blast has and always will be kind of a maniac. His home town became afraid and suspicious of his behavior, he came to the conclusion of leaving the town and allowing them to carry on with their usual lives. What Blast didn't anticipate was how his life would become consumed by his obsession with explosions and powerful gadgets. He spent a lot of his time tinkering with his creations and learning how to build them with items scavenged from towns and cities as well as naturally from the forests.

One day, Blast realized how his madness was consuming him, so he decided to return home to seek help. Upon his arrival, he was presented with a mass of flames and creeping smoke towers that consumed his village. The culprits: Orcs, known as the **Grumsh Prodigy**, flattened his home town as they plundered it for supplies. In that moment, Blast experienced his last moment of sanity and went into a blind rage, hurling masses of his bombs at the attackers. A storm of explosions and flying metal consumed a vast number of them. He laughed and howled madly. Right before he reared his arm back for another throw it was grasped by an Orc. The fuse counted down as Blast struggled to break his arm free. He slipped his arm out and dropped the bomb accidentally before the Orc, no more than 5 feet away. It exploded, killing the Orc and blowing off Blast's leg and fingers, as well as staining his skin.

Blast made an unlikely recovery after crawling away from his ruined village. Over time he practiced his art more and more. Living in the alleys of cities and in the woods he experimented with many ideas, one of which was a robotic leg; inspired to restore his natural movement.

To this day Blast is driven by the insane hunger for destruction of Orcs and the ever growing evolution of his arsenal.

Personality. Blast is well and truly mad. He has this massive grin at most of the time and nothing phases him; barely having any concept of trust or mentality. He simply does whatever he can do to destroy orcs and work on his projects. If the characters share any similar interests, Blast invites himself into their ranks and attempts to join them., otherwise he shoves past and ignores them (However, he is not spontaneously violent towards others).

Introduction. Blast simply would make the perfect introduction for an Orc based quest. Otherwise he fits in pretty much anywhere. Rummaging through piles of garbage and bins in large cities or digging up minerals in the woods.

CARA MALENA, THE BRAVE

Medium Humanoid (Human), Neutral Good

Armour Class. 15 (Chain Shirt, Shield)

Hit Points. 27 (5d8+5)

Speed. 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Proficiency Bonus. +2

Skills. Arcana +3, Medicine +5, Persuasion +3, Religion +4

Senses. Passive Perception 13

Languages. Common, Elvish,

Challenge. 2 (450 XP)

Spectral Companion. Cara has a Spectral companion that only she can see. It is a tall asexual humanoid with blue luminescent skin. The companion has an **Intelligence** score of 19 (+4), a **Wisdom** score of 23 (+6) and a **Charisma** score of 17 (+3). It can speak to Cara and she can speak to it. Any brief exchange of information requires 6 seconds (or one round). For example, her companion might notice sneaking enemies before her and can alert her by telling her over the course of 6 seconds.

Spellcasting. Cara is a 5th level Spellcaster. Her spellcasting ability is **Wisdom** (spell save 13, +5 to hit with spell attacks). Cara has the following spells prepared:

Cantrips (At will): light, sacred flame, thaumaturgy

1st Level: (4 slots): cure wounds, guiding bolt, sanctuary

2nd Level: (3 slots): lesser restoration, spiritual weapon

3rd Level: (2 slots): dispel magic, spirit guardians

ACTIONS:

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

EQUIPMENT:

A Mace, **Soul Stone** (See Appendix A. Magic Items), Chain Shirt, Shield.

A Spell Book, a Book on Arcane History.

40gp.

CHARACTERISTICS:

Appearance. Cara has long blonde hair, gleaming blue eyes and a shining silver circlet on her head. She is as beautiful as she is prevalent in battle.

Her silver armour is marked with elegant religious symbols with gleaming cyan tints. Navy cloth marks hang from her waist.

Cara can often be spotted talking at thin air and plucking incredible knowledge and awareness as if it was out of nothing. Her voice is calm and smooth at virtually all times.

Cara is 33 years of age.

History. Cara was raised from a highly religious background and lived a life of privilege with her family, but had little interest in family traditions. She was more curious about her own studies; learning more about the world around her and what arcane secrets lay buried in it.

Cara lived her life as normal, receiving quality education, lifestyle and safety. However, she wanted more from the world. She felt isolated in a confined and close minded system where she would learn and do what was expected of her.

In private she studied various books and items that link to unorthodox studies of magic, one item of which changed her life. Cara uncovered a diamond like stone that glistens with a cyan tint. After weeks of delving into the items magic correspondence, she unlocked an incredible connection. She became linked to a familiar named sigil. Sigil is vastly intelligent and has a close bond to Cara. However, Sigil refuses to tell Cara where they came from. Whether Cara created them, whether they were a being in a past life or if they were some form of divine presence. Sigil in all of their vast knowledge simply does not say and keeps it a secret, perhaps making the judgment that Cara will be safer, saner or better off not knowing the truth.

With Sigil's help, Cara made the decision to leave home and adventure out into the land to explore new places and unlock more secrets of the magical world.

Personality. Cara has her greatest trust in her familiar and not many others, however, she still builds bonds and wants no more than to unlock more in the world. If this means others can help her, then she happily accepts their cooperation.

Cara generally keeps to herself, feeling right at home with Sigil at her side at all times. She rarely asserts herself beyond the group and simply follows the flow of events, hoping each step will unearth history for her to learn from.

Overtime Cara becomes more and more anxious. She doesn't consciously realize it. It is affecting her because Sigil is corrupt and descends into this unstable state. Because Cara relies on Sigil so much, she almost considers them part of her own conscious and is unaware of the damage Sigil is causing. Although Sigil is usually calm, they're slowly become less well accustomed to real life situations, becoming less sane and less aware. Sigil causes Cara to have terrible nightmares, causing serious stress.

The reason for this is because Sigil is a personality that was created by magic one time before. Their conscious floating adrift through time and space until Cara's stone pulled them into a stable situated form. However, Sigil is no perfect creation and is slowly decaying. Destroying the stone releases the persona, left to once again drift through time, where they can corrupt no-one. Otherwise, Sigil slowly turns to a Chaotic Evil alignment.

Introduction. Cara can turn up just about anywhere, however she may be found in some state of study over arcane knowledge, a library, dungeon or other ancient locations are appropriate.

CRAGGLE, THE SNITCH

Small Humanoid (Goblinoid), Chaotic Neutral

Armour Class. 10

Hit Points. 14 (4d6)

Speed. 30ft.

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

Proficiency Bonus. +2

Skills. Stealth +6, Sleight of Hand +4

Senses. Darkvision 60ft., Passive Perception 9

Languages. Common, Goblin

Challenge. ¼ (50 XP)

Nimble Escape. Craggle can take the Disengage or Hide action at the end of each of its turns as a bonus action.

Pickpocket. Craggle has advantage on **Dexterity** (Sleight of Hand) checks used to pick someone's pocket.

ACTIONS:

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/60ft., one target. *Hit:* 4 (1d4+2) **Bludgeoning** damage.

EQUIPMENT:

Dagger

12gp, 7sp, 45cp

CHARACTERISTICS:

Appearance. Craggle, has brownish dusty skin and stumpy features. He is covered with filth and tatty clothes. His head is almost devoid of any hair and has a chin and neck covered with bristly short hairs.

He wears vestments improvised out of a potato sack, rope, string and stolen purses altered to be pockets.

Craggle has constantly twitchy movements and is always speaking with a croaky, yet quiet voice.

Craggle is roughly 25 years of age.

History. Craggle, in essence, is an urchin that lives off the streets. Unlike other goblins he moved into urban territory as he believed he'd live a richer life in the city. However, this was a miscalculation and simple delusion. He now lives in alleys and stinking sewers, he creeps on to the streets to pick pockets each day for a living wage.

He used to partake in begging, but no being had sympathy for a goblin and often brushed him away. Craggle has developed a great distaste in humanoids in the city and now knows it is down to him to take what he needs to survive.

For his entire life in the city he has lived and communicated with no-one and has little trust for anyone.

Personality. Craggle is Cowardly and secretive, rather than engage in conversation he attempts to scamper away and he is just as likely to do so when even an extended glance is put upon him. He doesn't like to communicate as it usually ends up in Craggle being slurred at or insulted.

Craggle is not very honest nor direct. He is usually very secretive even if he doesn't need to be, simply because he feels society will shame him for everything he says. It's very easy to see when he is being dishonest as he avoids eye contact, which is most of the time. He frequently lies, even when it is completely unnecessary:

"Goblin, your clothes are looking a bit tatty? Have you had them for long?"

"No! Craggle had these just a yesterday. Erm, yes, just then, no actually it was two suns ago, yes."

"Come on... Craggle? It wasn't an invasive question, exactly. Why so secretive?"

"Craggle not secretive! Craggle already told you everythings. Now leaves Craggle alone. He has important message for king, yes, very important."

"That's a pretty big role for someone who just picked that old man's pocket."

"What!? No. What are pockets? What's that? Craggle no knows... bye now."

Introduction. Craggle makes for an interesting addition to a city or large town, likely to be spotted picking the pockets of someone in a bustling marketplace. He might even make for a reward if players are able to turn him in to the authorities.

EMBARD ROCKSEEKER, THE ADVENTURER

Medium Humanoid (Dwarf), Lawful Good

Armour Class. 18 (Chain Mail, Shield)

Hit Points. 58 (9d8+18)

Speed. 25ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	10 (+0)	13 (+1)	13 (+1)

Proficiency Bonus. +2

Skills. Athletics +5, Perception +3

Senses. Darkvision 60ft., Passive Perception 13

Languages. Common, Dwarvish, Elvish, Undercommon

Challenge. 3 (700xp)

ACTIONS:

Multiattack. Embard makes two **Rockseeker's Might** attacks, or a **Rockseeker's Might** attack and a **Shield Bash**.

Rockseeker's Might. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 8 (1d8+4) **Bludgeoning** or **Piercing** damage, or 9 (1d10+4) **Bludgeoning** or **Piercing** damage if used with two hands.

Shield Bash. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 6 (1d4+4) **Bludgeoning** damage. If the target is a **medium** or smaller creature it must succeed a DC 14 **Strength** saving throw or fall prone.

Javelin. *Ranged Weapon Attack:* +6, range 30/120ft., one target. *Hit:* 7 (1d6+4) **Piercing** damage.

EQUIPMENT:

Explorer's Pack; Backpack, a bedroll, a mess kit, a tinderbox, 8 days' rations, 1 torch, a waterskin, 15ft hempen rope.

Rockseeker's Might (See Appendix A. Magic Items) Shield, 4 Javelins, Chain Mail.

A Pickaxe, A Gallon barrel of Mead.

25gp, 50sp, 120cp.

CHARACTERISTICS:

Appearance. Embard is an intimidating looking dwarf at first, powerful tools and armour are always at his disposal. His huge unique Warhammer is a powerful device that has been passed down the Rockseeker family line for centuries. His beard is large and black, his hair tied into corn-rows. The hulking armour he dons is attached with plates engraved with many traditional Dwarvish markings and symbols, echoing his family's vast history.

Embard is not as menacing as he looks, he is jolly and charismatic, always looking to bring good things to people who need them. His tone of voice is booming and delightful simultaneously.

Embard is over 70 years of age. Still well into his youth.

History. Embard has a vast history. He lived with his family back home and worked as a blacksmith. However, he found that he wanted more from life. He didn't want to just build weapons, he

wanted to be the one using them. He spoke on the matter to his father, expecting some brash response, his father actually admired his courage and ambition and said he will be the one to continue the family's ambitious and adventurous history. He passed down a weapon that has been carried by the family's most memorable and adventurous dwarfs, "Rockseeker's Might". Each owner added their own unique property to the weapon. Religious icons for spellcasting, a pickaxe head for mining, tough metal for endurance, the list goes on. Embard was delighted and set out the next day to seek adventurer and bring great honor to the name "Rockseeker".

Personality. Embard is a delightful character who is ethical, polite and charismatic. This dwarf is every man's best friend in arms. Embard cracks friendly jokes and often takes the righteous path through every social situation.

Embard is usually the dwarf who socializes with every face in the tavern, sending drinks around to brighten everyone's evenings. He is a helper of the homeless and sympathizer of each man or woman in need. Embard is the face of a hero.

Introduction. Embard can be found exploring the lands or be in cities or towns making a stop or looking for his next big challenge. It is easy to introduce Embard just about anywhere. So, at your discretion, make any appropriate introduction you can think of.

GROME, THE UNSURMOUNTABLE

Medium Construct, Lawful Neutral

Armour Class. 17 (Natural Armour)

Hit Points. 142 (15d10+60)

Speed. 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	18 (+4)	21 (+5)	8 (-1)

Proficiency Bonus. +4

Skills. Athletics +8, History +9, Investigation +12, Perception +13

Senses. Darkvision 60ft., Passive Perception 19

Damage Immunities. Poison

Condition Immunities. Exhaustion, paralyzed, poisoned.

Languages. Common, Dwarvish, Gnomish, Giant, Undercommon

Challenge. 8 (5,900xp)

Expert Meta. Grome is immune to being Charmed or Frightened.

Dungeoneer. Grome's Proficiency bonus for **Intelligence**

(Investigation) checks and **Wisdom** (Perception) checks are doubled.

ACTIONS:

Multiattack. Grome makes 3 Attacks, 2 with **Grome's Incredible X-Bow** and one with his **Warhammer**.

Grome's Incredible X-Bow. *Ranged Weapon Attack:* +6 to hit, range 200/800., one target. *Hit:* 13 (2d10+2) **Piercing** damage and 3 (1d6) **Fire** damage. This X-bow has no "Loading" feature and requires an Action to reload after 8 shots have been fired.

Warhammer. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 8 (1d8+4) **Bludgeoning** damage or 9 (1d10+4) **Bludgeoning** damage when held with two hands.

EQUIPMENT:

Dungeoneer's Pack; a backpack, a crowbar, a hammer, 10 pitons, 9 torches, a waterskin and 60ft of Hempen rope.

Grome's Incredible X-Bow (See *Appendix A. Magic Items*)
Warhammer, Rugged Hooded Vestments.

A Pickaxe.

7cp.

CHARACTERISTICS:

Appearance. Grome has an alien and deeply intimidating appearance. He represents a form long lost and never before seen by most beings, an Automaton.

Grome has deep green glowing eyes and rusting skin. His minimally featured face only sheds a serious, fearsome look.

His clothes are tattered and worn from his years of exploring the deepest depths of the world. His arms and body clanks when he moves. His voice rumbles and echoes from somewhere within, sounding somewhat calm at all times, only breaking into fury in dire situations.

Every one of Grome's movements are expert and precise, even when in no danger or suspense. Centuries have forged an indefinite state of professional consistency in Grome's actions.

Grome is over 950,000 years of age.

History. Grome has an incredible past. He has walked the world and watched hundreds of empires rise and crumble in a single lifetime. World shaking events changed the land around him and only he has the undeniable experience of these events. Although nobody remembers his name as the generations passed, he was always there to step in and cease the peril. He doesn't know why he does it, it is almost like he has some sort of alternate sub-conscious hardwired into his mind. He doesn't remember how he was built, who by or even exactly when, all he knows is that he has a duty to fulfil.

Grome has seen every beast and realm the multi-verse contains. He is a vast library of knowledge, knowing almost all there is to know about the history of the world and many of those beyond it.

Grome has been etched into many ancient arts. Sightings are detailed, prophecies and tales written. Grome is an echo in the world's history. A legendary presence on the world. Although many do not know the stories, some marvel in the presence of the "Primal Metal Man".

Personality. Grome comes across as intensely professional. He has no humor, sense of appreciation or ambition. He is strictly focused on tackling events that shake the world in attempt to restore peace.

Grome is likely to take any plausible paths to achieving his goals. If that means temporarily teaming up with the adventurers, it may be so, and he will help them if it benefits getting him closer to his goal.

Grome is very capable and independent. He will often deviate from any path decided by the adventurers if he believes his path is quicker. If the party attempts to sneak through a castle, Grome will more likely favor a full fired assault, charging over foes in combat if it means victory will be brought closer, quicker.

Grome is rarely up for sharing his knowledge. He sees no reason why anyone needs to know about a lost empire with no impact on recent history or relevance to his goals, however, if knowing the weakness of a Grick will help them clear through a nest blocking their path he will gladly share his knowledge as it strongly benefits his progress.

Introduction. Grome will always be near the presence of a world shaking event, doing everything he can to stop harm to the world. Adventurers might run into him while attempting the same thing at any step in the adventure.

JARGLEFARGLE, THE BULLIES

Large giant (ettin), Chaotic Evil

Armour Class. 12 (Natural Armour)

Hit Points. 85 (10d10+30)

Speed. 40ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	6 (-6)	10 (+0)	8 (-1)

Proficiency Bonus. +2

Skills. Perception +4

Senses. Darkvision 60ft., Passive Perception 14

Languages. Common, Giant, Orc

Challenge. 4 (1,100 XP)

Two heads. Jarglefargle has **advantage** on **Wisdom** (Perception) checks and on saving throws against being **blinded, charmed, deafened, frightened, stunned** and knocked **unconscious**.

Wakeful. When one of Jarglefargle's heads is asleep, its other head is awake. It loses its "Two Heads" property while taking advantage of this one.

ACTIONS:

Multiattack. Jarglefargle makes two attacks: one with its battleaxes and one with its morning star.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 14 (2d8+5) **Slashing** damage.

Morningstar. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 14 (2d8+5) **Piercing** damage.

EQUIPMENT:

Battleaxe (Large), Morning Star.

A Coin Purse; 75gp, 240sp, 350cp

CHARACTERISTICS:

Appearance. Jarglefargle is a hideous Ettin. He has black markings along his body where he has used ink to produce sloppy tattoos. His hair and beards flow together in a twisted mess of stringy brown hairs. One of Jargle's tooth has snapped off, he has this perpetual scowl that wrinkles his angry face. Fargle has a sincerer look, well, as sincere as sincere gets with ettins anyway. The tattoos course more over Jargle's side and his hair is evidently less well kept. Fargle has somewhat tidier hair; it is much less riddled with muck and dead insects; he is still messy at best.

Jargle speaks with angry barks and spits on every consonant.

Fargle speaks down on others with gritty tones.

Jarglefargle is around 60 years of age.

History. Jarglefargle's background goes as most ettins' go. Born out in the wild, Jarglefargle hunted convoys that passed carelessly through his land wreaking havoc whenever he could. However, his forest being the busy course of passage it is, eventually lead to travelers passing through heavily armed after having heard word of the infamous ettin. So Fargle decided they needed a new plan.

Each time a formidable group would pass through Jarglefargle would tell them about his new road toll. Even though the convoy could likely overpower the ettin, he'd let them believe he has a whole family hiding out in the forest, and if they pay ransom, they would be allowed to pass safely. It's rare that his word goes unheeded, and the convoys pay up front large sums of money. Not as much as could be rummaged from the wreckage, but with the same convoy returning every few days, or even hours, large sums of loot are consistently provided. A very adequate plan.

Jarglefargle, to this day, operates in his mountainside forest and barter for high tolls before allowing anyone to pass through, and squashing the occasional careless travelers not smart enough to go well armed through Jarglefargle's land.

Personality. Jarglefargle are two vicious characters, however, they still have their differences. Jargle is a brute who only wishes to squash the puny travelers. He often barks this at Fargle during negotiations, which certainly speeds up the process. Fargle likes to tear down carriages as much as Jargle, but he has more cunning and knows they will be better off wringing the convoys dry, especially if they continue to use their route. Fargle is cruel, articulating with travelers how he will make their bodies limp sacks of broken bones before throwing them in his meat storage for days of agony before meeting their demise in his famous "Morsel Stew". He knows threats go better heeded when they are all the better described. They do frequently break out in arguments over how their raids should go.

Introduction. If the party ever tries to navigate through a forest route, this would be the perfect introduction. Ettins also sometimes occupy mountains, so this could be a fair substitute.

JENSIN MESTIR, THE FORGEMASTER

Medium Humanoid (High Elf), Chaotic Neutral

Armour Class. 18 (Plate)

Hit Points. 52 (8d8+16)

Speed. 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	11 (+0)	11 (+0)	12 (+1)

Proficiency Bonus. +2

Saving Throws. Strength +5

Senses. Darkvision 60ft., Passive Perception 10

Languages. Common, Elvish

Challenge. 3 (700 XP)

Blacksmith. Jensin can craft weapons in half the usual amount of time.

ACTIONS:

Multiattack. Jensin makes two melee weapon attacks.

Elvish Greatblade. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 10 (2d6+3) **Slashing** damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320ft., one target. *Hit:* 5 (1d8+2) **Piercing** damage.

EQUIPMENT:

Elvish Greatblade (See *Magic Items: Appendix A*), Light Crossbow, 35 bolts, Smith's Kit.

35gp, 60sp, 120cp

CHARACTERISTICS:

Appearance. Jensin has flowing white hair, surprisingly unstained from the hours of blacksmith work he performs. His eyes are covered by black tinted goggles when he works, he rests them on his forehead when not in use, revealing his positively luminous blue eyes. Similarly, he wears a black mask which he pulls down to speak.

His body is muscular for an elf and is covered in black plate armour, decorated with beautiful elvish decals.

His words are silky smooth, yet always somehow patronizing. Jensin is 283 years of age.

History. Jensin was a part of a glorious army, his post operated out in the wilderness, fending off from a faction of Orc called the **Grumsh Prodigy**. One day Jensin faced more than he could ever have imagined. He and his squad were right on the frontier of a deadly Orc assault. A fleet of Ogres and Orcs collided with his post. With no chance of survival, he slipped away, the rest of his men perished in the vicious swinging weapons of the Orc attack squadron and the crushing fists of the ogres.

Knowing that returning to his people would result in the harshest punishments and greatest shame, he laid low and moved out into the world to find a new life. The **Grumsh Prodigy** was, in the

meantime, defeated by armies of the High Elves, but Jensin and his men were declared killed in action.

Jensin still considers himself foolish and cowardly and is very outward with his disgust, however, he directs it at others more than himself. He has never told anyone his secret and often substitutes his true story with the fact he was banished, something that deep down he believes should have happened as it is exactly what he would have deserved.

He made it as a blacksmith, forging weapons of finesse rather than weapons of strength. His blades are light and fine; he often states it's the dominant alternative to clumsy Dwarfish blades.

Personality. Jensin is particularly arrogant, even more so towards Dwarves and Orcs. He hates Orcs for ruining his career and hates dwarves their idea of the perfect weapon. Calling them clumsy oafs with no accuracy in the art of the forge.

Jensin gets extremely riled up when the topic of conversation moves to Orcs and he is unprofessionally insulting when Orcs or Half-Orcs are in his company. When, in comparison, he is simply just out right rude to dwarves. Otherwise he is just rather patronizing. If he does happen to see another High Elf, he gets extremely nervous until he realizes they are not a part of his old faction. Then he begins to treat them the same as everyone else.

Introduction. Jensin offers an interesting alternative to your typical Dwarfish or Human blacksmith. Something to perhaps get the players more interested in why he is a blacksmith to start with. This can trigger some of Jensin's hasty remarks. Otherwise, if the players do not focus on his history, Jensin sells only weapons of beauty, elegance and swiftness, and due to their high quality, can fetch a very high price. This can trigger some interesting social interactions. Placing Jensin in a community where he is particularly out of place can create a greater sense of mystery and intrigue.

KAYNA VALE, THE VICIOUS

Medium Humanoid (Drow), Neutral Evil

Armour Class. 12 (Padded Armour)

Hit Points. 44 (8d8+8)

Speed. 30ft

STR	DEX	CON	INT	WIS	CHA
11(+0)	13 (+1)	14 (+2)	16 (+3)	14 (+2)	15 (+2)

Proficiency Bonus. +2

Saving Throws. Dexterity +3

Skills. Animal Handling +4

Senses. Darkvision 120ft., Passive Perception 12

Languages. Common, Abyssal

Challenge. 1 (200 XP)

ACTIONS:

Multiattack. Kayna Makes 3 attacks with her **Light Repeating Crossbow** and uses **Command Snapper** or **Reloads** her **Light Repeating Crossbow**.

Light Repeating Crossbow. *Ranged Weapon Attack:* +3 to hit, range 40/60 ft., one creature. *Hit:* 5 (1d6+1) **Piercing** Damage. (No Loading Property, must use an Action to reload after 6 shots have been fired)

Command Snappers. Kayna gives a simple one-word command to **Snapper**, her zombie companion; **Attack**, **Move**, **Dodge** and **Grab** are a good choice, however, he will attempt to follow any command she issues him.

Revive Snappers (Recharge 6): If **Snappers** dies, Kayna can use her action to douse his body with a potion, returning him to life with full Hit Points.

Self-Resurrection: If Kayna is dealt a killing blow, she uses her reaction to drink her Potion (If she has any left). After dying, she re-animates as a zombie on the next round, she retains her statistics except **Wisdom**, **Intelligence** and **Charisma** scores, which are 6, 3 and 5 respectively. In addition, Kayna gains the **Undead Fortitude** feature.

Undead Fortitude (Zombie Form Only): if damage reduces Kayna to 0 hit points, she must make a **Constitution** saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On success, Kayna drops to 1 hit point instead.

EQUIPMENT:

A Light Repeating Crossbow, 1d6+3 *Vials of "Snapper's Medicine".

20ft Hempen Rope, 5 Torches, A Tinderbox.

Tattered Black Robes.

15gp, 25sp, 90cp

*Snapper's Medicine: A potion especially designed to fit his anatomy. Giving him powerful revival capabilities and a mental bond with Kayna.

CHARACTERISTICS:

Appearance. Kayna is certainly one to be picked out from a crowd. Being a Drow is often something people will notice, no more, however, than her zombie **Snappers**.

Kayna has dark greyish skin and long silver hair. Her eyes are a pink-red shade and her clothes are long, dark and tattered. Kayna holds back a ravenous zombie who is bound by an iron collar and a rusty chain lead. His name is **Snappers**, he wears rotten and decayed common clothes. Skin peels from his face, leaving a nasty gash that spreads over his maw, revealing his chattering teeth at all times.

Kayna speaks with brash tones in fast succession. Snappers only grunts and growls, while in the presence of others.

Kayna is well over 220 years of age.

History. Kayna was never considered a normal Drow. Refusing to accept the belief systems her people so "blindly" follow. She was one day sent to the surface, branded an embarrassment before the entirety of the Underdark due to her immoral practices. Accepting her sentence, she lived on above the surface. Kayna was not one to take this sentence lightly. Furious with the "ignorance" of her own people she plots every day a scheme to get back at them.

Kayna is a neophyte necromancer. She brews potions using her kit at home to produce death defying fluids that return life to corpses. Her master intention is to find a way to mass resurrect the dead, whom the Drow made foes. Kayna could then stand back and watch her people be destroyed in an ironic twist.

Personality. Kayna is pretty delusional and even potentially mad. She doesn't like letting anyone stand in her way and has a short temper. She very comfortably unleashes her undead pet on anyone who stands in her way. She keeps her head up and most times in attempt to feel as if she is looking down on those she deems unworthy.

Introduction. Kayna could be found in the Underdark towards the climax of her scheme and could actually make a villain for a campaign plot or sub-plot. It's more likely she will be spotted scouring the surface, looking for bodies or ingredients to better her brews. She wouldn't likely be near any civilized areas, so Dungeons and Forests would be a fair choice.

KELLIC, THE DECEPTIVE (DOPPELGANGER)

Medium Monstrosity (Shapeshifter), Neutral

Armour Class. 14

Hit Points. 52 (8d8+16)

Speed. 30ft

STR	DEX	CON	INT	WIS	CHA
11(+0)	18 (+4)	14 (+2)	11 (+0)	11 (+0)	12 (+1)

Proficiency Bonus. +2

Skills. Deception +6, Insight +3

Senses. Darkvision 60ft., Passive Perception 11

Languages. Common

Challenge. 3 (700 XP)

Shapechanger. Kellic can use her action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. It's statistics, other than its size remains the same in each form. Any equipment Kellic is wearing or carrying is not transformed. She reverts back to her true form if she dies.

Ambusher. Kellic has advantage on any attacks against creatures that it has surprised.

Surprise Attack. If Kellic surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

ACTIONS:

Multiattack. Kellic makes two melee attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 7 (1d6+4) **Bludgeoning** damage.

Read Thoughts. Kellic magically reads the surface thoughts of one of the creatures within 60ft of her. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches or metal or a thin sheet of lead blocks it. While the target is in range, Kellic can continue reading its thoughts, as long as Kellic's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the Doppelganger has advantage on **Wisdom** (Insight) and **Charisma** (Deception, Intimidation, and Persuasion) checks against the target.

EQUIPMENT:

Burglar's Pack; Included a backpack, a bag of 1,000 ball bearings, 10ft of string, a bell, 5 candles. A crowbar, a hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 5 days' rations, a tinderbox, a waterskin and 50ft of Hempen rope.

A Dagger.

40gp, 65sp, 130cp

CHARACTERISTICS:

Appearance. Doppelgangers may be asexual, but Kellic always assumes female forms, one in particular is her favorite persona. Kellic often assumes the form of a beautiful and lusty looking young woman with hair as black as night and stunning red lips. She has dark hazel eyes and pure white teeth which are frequently

seen seductively biting her lip. She wears a clean and well-kept brown cloak. A Leather corset is laid over her long sleeve black vestments and tall boots reach the higher part of her thighs.

In doppelganger form, which she rarely reverts to, she has grey creased skin and a sinister featureless face, only displaying two deep colorless eyes.

History. Kellic has lived a life of deceit, misdeeds and trickery and all for a cost or prize. The woman's form she assumes was a decorated leader of an assassin's cult. Kellic, through wild, impulsive ambition, rose to the challenge to wipe out the legendary guild. Although it was an act that she hopes help brand her name in legend, she wasn't going to do it for nothing. She sought out groups that wanted the guild ridden of. Corrupt politics, rulers and illegal operationalists. Finding a disguise, she approached each group individually, demanding bounty if she could destroy the cult's infamous leader. After a few hard fought weeks Kellic infiltrated the deepest connections of the guild and eventually came to her target. She was able to perform an excellent assassination, then, while disguised as the woman she sought out to defeat, she wiped out the entire guild, one by one. Afterwards she reaped a massive reward from each individual party for her deed. Leaving her very wealthy indeed.

To this day she operates as an assassin, spy or mercenary to increase her pool of wealth. She very willingly co-operates with clients that put forth a bounty, but sometimes she'll do it for free if they split the winnings. As she is mostly in it for the thrill and pleasure of infiltration, as well as the hope that her name eventually echoes the streets from the utterings of many.

Personality. Kellic as an especially seductive character. She tries to reel in clients by pulling attractive moves in order to initiate a deal. After the fun has finished and she has someone willing to pay for her service, she quickly turns into a more professional character and creates a proposition for what she'll get paid and how she wants to go about her task at hand.

Kellic is very true to her word, as the only deceit she partakes in is that of cleverness. She never plays dirty and always works by the rules. She takes pride in her profession and wants to be known as the spy with incredible prowess.

Introduction. Kellic will usually operate in a populated area, like a city tavern or in a crowded market. She will be near an area that is densely populated as it grants her a larger pool of clients. If the characters have anything in mind that her service can provide she instantly approaches them, having read their minds she will instantly bring up the matter that she knows what they want to do and can help them for a cost.

It's likely she won't be very secretive about her form to the characters, likely rippling her skin a subtle display to briefly show her form. Or, to create a sense of mystery, she might keep it hidden for as long as possible.

She makes a good side character for a difficult quest that involves infiltration. The characters will likely be seeking help if it seems like a challenge, which would be an excellent time to drop in Kellic. Or, to turn the tables, somebody might hire Kellic to act against the players' wishes.

NEZ SHOUN, THE BLIND WARRIOR

Medium Humanoid, Neutral

Armour Class. 17 (Leather Vest)

Hit Points. 54 (10d8+10)

Speed. 35ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	13 (+1)	14 (+2)	18 (+4)	9 (-1)

Proficiency Bonus. +2

Saving Throws. Dexterity +6

Skills. Acrobatics +6, Perception +6,

Condition Immunities. Blind

Senses. Blindsight 60ft., Passive Perception 18

Languages. Common, Elvish

Challenge. 2 (450 XP)

Impossible Senses. Nez is able to pinpoint the exact location of a creature or objects making noise within 60ft. He can discern features such as race, materials, weight, size, speed and direction from sound. While **Deafened** Nez is **Blind**.

Near Blind. Nez is **Blind** beyond a 60ft radius.

ACTIONS:

Katana. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 8 (1d8+4) **Slashing** damage, or 9 (1d10+4) **Slashing** damage if used with two hands.

EQUIPMENT:

Explorer's Pack; Backpack, a bedroll, a mess kit, a tinderbox, 8 days' rations, 1 torch a waterskin, 15ft hempen rope.

Xoulan Monk Vestments, *Katana, a Small ornamental knife with a bronze handle shaped like a serpentine coiled dragon (worth 50gp).

5gp, 10sp, 30cp

*Katana: The Katana is a **Longsword** with the **Finesse** property.

CHARACTERISTICS:

Appearance. Nez has Black vestments with no sleeves and red trimming, grey baggy leggings and flexible black shoes. He has bandages wrapped around his arms. Nez always has his hood up to shroud himself when he is not in the presence of those he knows personally. He has thin, short black hair and smooth olive skin. He always wears a blindfold to hide his whitewashed eyes. His Katana rests on his back, hilted. Under his arm bandages are scars in the form of a tally. The way he keeps track of his misdeeds, carving

them into his own arm with his ornamental knife. He is 29 years old.

History. Nez has no memory of his life as a child, his parents or time before he found himself in Xoulan, an oriental city. He was adopted and trained by his sensei from a young age in complex martial arts in an underground community.

Nez, believes that his foreign blood offers him little place in such a respectable community, so he lies down everything to perfection.

Perfection was all that was in his vision. However, he made the same continual mistake. Nez fell out with other members of the community because he saw their differences and could only discern a conflict. His sensei confronted him and stated that Nez is allowing his eyes to show the illusory contrasts in life, and that he must look less with his eyes, but more with his heart to determine what really matters. So ashamed of his flaw, Nez blinded himself with acid, so that sight would no longer slow him down. Soon did he realize that his insecurity was more so in his head. He trained harder than ever to become the perfect warrior in attempt to wash out the stains of his sin. But all it did was smear it like a black mark on his soul. After finding no amount of training could save him, he went on a path of redemption, hoping to one day clear his conscious. To this day he travels across the lands, looking for any opportunity to redeem his honor.

Nez does not wish for his sight back, he misses being able to see every day, but he would not want to return to a life where he is reminded of his flaw every time he blinked.

Personality. Nez is generally a very secretive character. He is usually reluctant to share his history or motives with anyone. However, if a player is able to earn his trust he reveals his past in the hope that the players will be able to save him. Nez is the very image of social anxiety. He considers himself a lesser, always that orphan bought in from another land. However, if the players manage to get him to open up, he not only cooperates, but becomes more confident and sociable. He goes from a silent stranger to a laughing, bold and talkative being. Something that never changes, however, is his unparalleled skill, security and performance in the face of battle. He is, however, never outspoken and has an undying loyalty for those he calls friends.

Introduction. The most likely place to find Nez would be wandering lost in the forest. Being blind, it tends to be what he spends him time doing most, being lost that is.

Players will likely try to help him out, which is a good way to develop trust with him. If they show him any hostility, they will find themselves in a tough fight. He steps down if he is clearly losing. If they win but do not kill him, he will carve another tally into his arm for lashing out.

MUGNUT, THE SCUMMY

Medium Humanoid (Half-Orc), Neutral Evil

Armour Class. 11 (Leather Vest)

Hit Points. 16 (3d8+3)

Speed. 30ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	14 (+2)	15 (+2)	19 (+4)

Proficiency Bonus. +2

Saving Throws. Charisma +6

Skills. Deception +8, Persuasion +8

Senses. Passive Perception 12

Languages. Common, Dwarvish, Elvish, Gnomish., Orc,

Undercommon

Challenge. 1/8 (25 XP)

Sly Dealer. Mugnut doubles his Proficiency bonus on **Charisma** checks done to **Persuade** or **Deceive**.

Nasty Companionship. If Mugnut hits a target with his **Shank**, while his **Rat** companion is in his inventory, it can make a bite attack as a bonus action on his turn. His Rat occupies a place after Mugnut on the initiative chain.

"Potion" Trader. Once for every 5 days spent in a city, Mugnut finds somewhere to buy 1d8 **Mad Black** potions for 1d10+5 **gp**.

ACTIONS:

Shank. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit:* 3 (1d4+1) **Piercing** damage.

EQUIPMENT:

Charlatan's Pack; a satchel, a scroll case, a book on psychology, 6 vials of *fake potion, a set of scruffy clothes, 20 fake gold coins, 3 days of rations.

A live pet **Rat** called "Chum-Chum".

A ***Shank**, 24 Vials of ***Mad Black** potions.

36gp, 130sp, 250cp

***Shank:** Use Dagger Statistics.

***Mad Black:** A potion that, when consumed, increases movement speed by 10ft and grants a +5 bonus to all Saving throws and Ability Checks that require **dexterity** and **strength**. After 1 hour of consumption the drinker is **Poisoned** for 2 hours and has their base movement speed reduced by 15ft to a minimum of 5ft. Each time it has been consumed the creature must make a DC10 **Constitution** saving throw or become addicted. If the creature goes 24 hours without having some **Mad Black**, they gain a form of **Indefinite Madness** (*Dungeon aster's Guide. Page.260*)

*Fake Potion: A successful DC14 **Persuasion** check can lead any individual to believe that these fake potions are legitimate.

CHARACTERISTICS:

Appearance. Mugnut is a scruffy charlatan with a black bandana, one broken tooth and scrappy green-brown skin. He always wears

this big fake smile when interacting with others, and a big drooping frown at other times. He has made a poor attempt to make himself look presentable; he has a dead flower pinned to his brown jacket, a crushed pocket watch that lacks hand dangles from his hole ridden breast pocket, and old shoes and buckles which he has polished himself with his phlegmy spit and a dirty cloth. His voice is part smooth, yet part croaky, much like gruel in texture.

He is 47 years old.

History. Unlike other Half-Orcs, Mugnut is not outwardly violent. He is a smooth talking wise cracking charlatan, or as he calls himself, a "salesman". He has a tame voice which he has trained over the years with countless interactions with strangers. He sells off fake potions to "chumps", while slightly more respectable "customers" get his pitch for a product called **Mad Black**. The selling of Mad Black is what keeps his financially afloat. One day of particularly poor business, much like always, he was confronted by a shady figure who had him sign a contract and invite him to an underground network of Mad Black sellers and producers. Since then he has been fair off, but still under society's boot.

He moves from town to town, city to city to sell off his products. He longs for a life of riches and takes any opportunity to do so. However, he will betray anyone who takes him there as it means there is more for him.

Personality. Mugnut tries to sweet talk random strangers on the street into buying his goods. He never lets them believe they've had a bad deal and always charges and barter to extortionately high or low prices.

He has this cheeky fake grin on his face all the time he is interacting with party members of strangers, it's pretty easy to tell it is put on.

He is a strange fellow, often talking to and feeding his pet rat which he keeps in his satchel during sales and on his shoulder in more laid back situations.

Mugnut is smug, above all else. He frequently betrays or tricks party members as a result to reap gold and goods, but not if Mugnut can foresee more of a benefit to being patient. Mugnut is certainly no fool. He is above average mentally and could likely outwit any one individual party member.

Introduction. No better a place to put Mugnut than in a busy inn or street. He is the embodiment of a charlatan and adds a cliché, yet tasteful twist to his character to break up inner city travel.

REDGE KEISE, THE TAINTED (WEREWOLF)

Medium Humanoid (human, Shapechanger), Lawful Good

Armour Class. 11 in humanoid form

Hit Points. 58 (9d8+18)

Speed. 30ft. (40ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	15 (+2)	11 (+0)	14 (+2)

Proficiency Bonus. +2

Saving Throws. Charisma +4

Skills. Perception +4. Stealth +3

Damage Immunities. Bludgeoning, Piercing and Slashing from nonmagical weapons that aren't Silvered.

Senses. Passive Perception 14

Languages. Common (Can't speak in wolf form)

Challenge. 3 (700 XP)

Oblivious. Redge is secretly a werewolf. However, he is completely unaware. **Insight** checks cannot reveal his true identity.

Sporadic Shapechanger. Once it reaches the middle of the night Redge must make a DC10 **Wisdom** saving throw or be forced to use his action to polymorph into a wolf-hybrid form. When in this form he loses all of his memories and becomes hostile towards the players. All statistics except AC stay the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts back into his true form at next dawn or when he dies.

ACTIONS:

Multiattack (Werewolf Form Only). The werewolf makes two attacks: one with its **Bite** and one with its **Claws**.

Bite (Werewolf Form Only). *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 6 (1d8+2) **Piercing** damage. If the target is a humanoid, it must succeed a DC12 **Constitution** saving throw or be cursed with werewolf lycanthropy.

Claws (Werewolf Form Only). *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 7 (2d4+2) **Slashing** damage.

Unarmed Strike (Human Form Only). *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit:* 1 **Bludgeoning** damage.

EQUIPMENT:

Torn military clothes.

CHARACTERISTICS:

Appearance. With the exception of his tattered clothes, ruffled and scratched arms and legs, Redge appears to be a well-groomed man with evenly cut hair and a finely shaved Van Dyke beard. His hair is all of a dark shade of brown, and eyes are of a peculiar green colour. He has a very fit muscular build, yet smooth pale skin. Redge has a firm voice and is 41 years old.

Upon what scraps of clothes are not torn apart a military crest is visible.

History. Redge is a decorated marshal and has been for a long time, he is likely linked to the nearest city. Although he is in a military

position, he mostly is confined to paperwork in his office and assessing training trips. One trip, however, resulted in a tragic incident, of which he has no memory.

On a trip with 8 soldiers and his superior officer, all was going well. Until his officer began to panic as he had lost his "Medicine". His commanding officer is infected with lycanthropy he cannot control and therefore relies on a potion with a formula to control his heartrate in order to prevent unwanted transformations. He untruthfully declares it is for his "Heart Condition". After a panicked few hours the officer's Lycanthropy overtook him and he uncontrollably slaughtered everyone except Redge, accidentally leaving him alive and unconscious, left with the lycanthropy curse. The officer made it back to the city in human form, declaring the group tragically killed by orcs. He continues to live his secret life under the shroud of his medicine. None of which the Marshal knows about.

Redge experiences amnesia during his transformations, hence transforming into a werewolf he cannot control or remember.

It is possible the players will follow Redge's request to take him back to the city, only to cause havoc as he turns into a werewolf and turns on them against his own will. And of course, the officer is still a werewolf too. This could form an exciting mystery plot.

If he returns to the city, he may go on a rampage. Three things can happen. The players can Lock him up/kill him, get him outside the city or cure the curse. If they remove him from the city or try to negotiate with him after he discovers his true form, he asks to go with them on their adventures, pledging that he will find a way to control his lycanthropy, which comes easily after he learns about it. As he feels he does not fit in with society any more, he only wishes to continue life in the form of adventure, especially after what people have seen he truly his.

Personality. Redge is a very courteous, laid back and polite man. He pays respect to all and does as much as he can possibly do to help, even when he is the one in a dire situation.

He is an honorable man and rewards the players handsomely for his return and ensures them any great privileges he can provide with regards to his high ranking status.

The Marshal is an incredibly likable person; he never disrespects anyone or even jokes with people if it may offend them. He abides by the customs of those he is with. Hopefully his characteristics will lead to the players wanting to save him from his Lycanthropy rather than kill him outright.

His flaw is that he will not lie or be deceptive in any manor or use foul play, even if the stakes are high. It simply isn't in his nature. Even if he does attempt to do so, he is poor at it and will likely do so at disadvantage.

Introduction. If players are passing by a large city this would be the perfect place to encounter Redge. You won't want to place him more than 1 or 2 nights away from the city, closer if you can, if you want to maintain a good mystery. Redge might just be a more complex NPC for a werewolf that you might want to introduce, simplifying him works pretty well too for a one-off encounter.

SCUZZ, THE MERCENARY (BUGBEAR)

Medium Humanoid (Goblinoid), Neutral Evil

Armour Class. 17 (Chain Shirt, Shield)

Hit Points. 65 (10d8+20)

Speed. 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	11 (+0)

Proficiency Bonus. +2

Skills. Intimidation +2., Stealth +6, Survival +3

Senses. Darkvision 60ft, Passive Perception 11

Languages. Common, Goblin

Challenge. 3 (700 XP)

FEATURES:

Brute. A melee weapon deals one extra dice of its damage when Scuzz hits with it (Included in the attack).

Heart of Hruggek. Scuzz had advantage on saving throws against being **Charmed, Frightened, Paralyzed, Poisoned, Stunned** or put to **Sleep**.

Surprise Attack. If Scuzz surprises a creature and hits it with an attack on the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS:

Multiattack. Scuzz makes two melee attacks.

Morningstar. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 12 (2d8+3) **Piercing** damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 10 (2d6+3) **Piercing** damage in melee or 6 (1d6+3) **Piercing** damage at range.

EQUIPMENT:

A Shield, 4 Javelins, a Morningstar, chain shirt.

6 days' rations.

7gp, 3sp, 17cp.

CHARACTERISTICS:

Appearance. Scuzz is pretty much your typical grotesque bugbear, but has a couple of striking features. Both shoulders are donned with intimidating spiked armour, the body is overlain with many straps. Clacking armour covers most of his lower body. The most notable features are his mechanical right arm, strung together with clunky hydraulics and rusted plates. His lower jaw is completely missing, instead replaced by a metal mouth with unnecessarily pointed teeth.

Scuzz's fur is oily and clumped, stained blacks, greens and yellows from oil and other fluids from his mechanical parts.

His voice is somewhat automated, many computerized syllables can be heard over his groaning voice, as substitutes for the ones he can no longer pronounce.

Scuzz is roughly 50 years of age.

History. Somewhat obvious from his appearance, Scuzz has had his fair share of combat. He rules over a large tribe of goblins, whom of which he has risen to command after his impressive service. Scuzz has adopted a different approach to retrieving bounty; Scuzz is a mercenary who charges extortionate amounts for his services. He is willing to volunteer for the most infamous crimes, but will ultimately do anything required for his share of the coin, as long as it lies within acceptable standards.

Scuzz lost his arm in a deadly fight against a rival gang of goblins run by a ruthless leader. They were, in essence, complete contrasts of each other's nature; Scuzz is cunning and sly, while his rival was mercilessly violent and short witted.

In an attempt to seek vengeance Scuzz hunted down his rival several years later. This supposedly ill-conceived battle led to Scuzz having his lower jaw torn off. However, in the process, his rival punctured his hand on Scuzz's tooth, of which was tainted by a deadly poison that is only fatal when exposed to the blood stream. Scuzz had the intention to bite his foe, however, this by chance did the trick.

To this day Scuzz continues to take advantage of his most powerful weapon: His cunning.

Personality. Scuzz inherits many features from your typical bugbear. He is unconditionally evil, a formidable combatant and a menace to society. Scuzz, however, is a sly character and likes to work for his prizes rather than take them. He offers himself and his gang as agents to undertake tasks. He is often picked out to perform raids, meaning he can reap expensive goods from his targets and get a hefty paid reward at the same time.

Scuzz has a rule: "Don't kill what might pay out." He will not hesitate to ambush any convoy or party moving through the woods, but he won't kill anyone who will benefit him.

Introduction. Scuzz can be sighted in large cities searching for wealthy clients. However, he might also spring the party with a hugely overpowering group of Bugbears, Hobgoblins and Goblins, then making negotiations with the players after they have surrendered.

SEN SILVA, THE OUTLANDER

Medium Humanoid (Wood-Elf), Chaotic

Armour Class. 13 (Leather Armour)

Hit Points. 13 (3d6+3)

Speed. 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	16 (+3)	7 (-2)

Proficiency Bonus. +2

Skills. Animal Handling +7 Stealth +4, Survival +5

Senses. Darkvision 60ft, Passive Perception 15

Languages. Common, Elvish

Challenge. ½ (100 XP)

FEATURES:

Wildspeak Amulet. Sen possesses an amulet that grants her the ability to communicate telepathically to any **Beast** within 30ft.

ACTIONS:

Multiattack: Sen makes two melee attacks or two ranged attacks.

Wildblade. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target, *Hit:* 4 (1d6+2) **Piercing** damage. This weapon has a +2 attack bonus against beasts and always lands a critical hit against them.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600ft., one target. *Hit:* 6 (1d8+2) **Piercing** damage.

EQUIPMENT:

Wildblade (See Appendix A. Magic Items), **Wildspeak Amulet** (See Appendix A. Magic Items), Longbow, 35 arrows.

12 days' rations.

3cp.

CHARACTERISTICS:

Appearance. Sen has long wavy hazel hair, around which a twig circlet rests. Brown and leafy green clothes wrap her, and basic leather boots are worn on her feet. She has a beautiful amulet around her neck with an origin that could only be ancient.

Sen has a curious look, always peering with wide green eyes and standing braced or crouched most of the time when in unfamiliar territory. Her general behavior could almost be described as primal.

History. Sen is an outlander from the farthest reaches of the forest. From a young age she had to fend for herself in the woods. She lived alongside wolves and often hunted with them. This capability came from her farthest memory, sitting on the forest floor as a young child with no mother, father or anyone to care for her, all she had was a beautiful amulet that allowed her to speak with beasts. Using this to her advantage, she was able to coexist with creatures and have them assist her in her survival.

Seriously adept at living with nature, Sen made a comfortable life for herself out in the forest. However, she was driven by the wanderlust of what stood outside of the woods. So she left to see

the world outside. Never to be satisfied by the little things Sen drove to the extreme and explored towering snowy mountains as well as the deepest shadows of the Underdark. With a hunger for the most vibrant adventures, Sen reaches out to the world even to current day.

Personality. Sen is extremely primitive with regards to social ability. Having spent most of her days in a forest with no intelligent company, she has never been the most effective person at communication.

Sen has a soft spot for animals. It pains her to see unnecessary death or mistreatment in her furry companions. She will go to great lengths to protect or avenge even the smallest creatures.

Otherwise she is simply a very excitable person when it comes to exploration and adventure and she keeps as enthusiastic as she possibly can throughout. However, she does become on edge when in the presence of those who she is not familiar with, especially in the presence of a large city, bustling with local characters.

Introduction. She will likely encounter the characters out on one of their adventures through a natural landscape, especially a forest. She won't approach them but will likely follow them out of curiosity, being spotted eventually is an inevitability. The characters can then attempt an interaction.

SHAMRAX, THE MAD

Small Humanoid (Derro), Chaotic Evil

Armour Class. 17 (Chitin Armour)

Hit Points. 45 (10d6+10)

Speed. 30ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	6 (-2)	10 (+0)

Proficiency Bonus. +2

Skills. Stealth +4

Senses. Darkvision 120ft, Passive Perception 8

Languages. Dwarvish, Hook Horror, Undercommon

Challenge. 1 (200 XP)

FEATURES:

Armoured Companion. If an attack is made that will be a hit against Shamrax, her **Hook Horror** companion can use its reaction to give Shamrax an additional 2AC.

Hook Horror Servitude. If a **Hook Horror** is within 30ft to Shamrax she can use her bonus action to command one of them to move up to 15ft and perform an action (This counts as the selected Hook Horror's Reaction).

Insanity. Shamrax has advantage on saving throws against being charmed or frightened.

Magic Resistance. Shamrax has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, Shamrax has disadvantage on attack rolls, as well as on **Wisdom** (Perception) checks that rely on sight.

Shamrax's Clicking Box. This magic item allows Shamrax to communicate with **Hook horrors** as if they share a language. If this item ever leaves Shamrax's Inventory or reach, she loses her ability to speak **Hook horror** and both her **Armoured Companion** and **Hook Horror Servitude** traits.

ACTIONS:

Multiattack. Shamrax can make up to two Light Repeating Crossbow attacks.

Hooked Shortspear. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit:* 1 (1d4-1) **Piercing** damage. If the target is a creature, the derro can choose to deal no damage and try to trip the target instead, in which case the target must succeed on a DC 9 **Strength** saving throw or fall prone.

Light Repeating Crossbow. *Ranged Weapon Attack:* +4 to hit, range 40/60 ft., one creature. *Hit:* 6 (1d6+2) **Piercing** Damage. (No Loading Property, must use an Action to reload after 6 shots have been fired)

EQUIPMENT:

Hooked Shortspear, Light Repeating Crossbow, Chitin Armour (Chain Shirt), **Shamrax's Tricking Box** (See Appendix A. Magic Items).

17sp, 82cp.

CHARACTERISTICS:

Appearance. Shamrax is extremely noticeable visually, even amongst other derro. She has long white hair, weaved with brass coloured beads and sunken white washed eyes. She wears a Purple and Green Bandana with weaving stitches stretching uncoordinatedly across it. Under her Chitin armour made from fallen Hook Horrors she has donned long purple and black colored wear that is tattered and filth ridden. Something that comes across as most notable is her abundance of brass makeshift jewelry, made from clock components and other mechanical devices.

Something that shocks and surprises all is that she is followed by a large fully grown male Hook Horror. She has its undying loyalty.

Being over 100 years of age, Shamrax is a cranky old lady who spits and hisses with her words.

History. Just as mad as any other Derro, Shamrax is innately intelligent and spent most of her time assembling bizarre inventions and contraptions. All the way through her life she has isolated herself while she devises inventions that match her fascinations, one of which being hook horrors. Using Magic crystals and complex machinery she forged a device that allowed her to speak with the Hook Horrors and developed an unlikely partnership.

Through life Shamrax continues to study creatures of the Underdark, she can even now extend her capabilities further with the protection of her faithful companion, allowing her to stretch her knowledge of beasts of the Underdark further than ever. She could likely tell you where to find any beast under the surface, their weaknesses and any other fascinating facts about their lives.

Personality. Shamrax is not very sociable and doesn't get along with many people, especially if they are from the surface. She loves beasts of the Underdark, that may well be the only way to get close to her personally. Not that anyone would really want that, but she is a vast bank of knowledge on safe passage in the Underdark and would prove as an incredibly useful ally.

She is just very dismissive and spends most of her time talking to her Hook Horror friend. She is cruel in every other regard, just like a typical derro. Accompanied by her hook horror companion, there is very little that gets in her way.

Introduction. It's unlikely Shamrax would be spotted on the surface. It is far more likely that she would be found in the Underdark somewhere in an inhabited region full of wildlife. She would likely be nearby a Derro settlement, but not necessarily.

SKIGG, THE WASTED

Medium Undead, Lawful Good

Armour Class. 13 (armour scraps)

Hit Points. 13 (2d8+4)

Speed. 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+1)	15 (+2)	18 (+4)	9 (-1)	11 (+0)

Proficiency Bonus. +2

Saving Throws. Intelligence +6, Charisma +2

Damage Immunities. Poison

Senses. Darkvision 60ft., Passive Perception 9

Languages. Common

Challenge. 0 (10 XP)

Conscious. Skigg was returned to life by a magic item he has on his person, **The Animating Stone** (See Appendix A. Magic Items). He has been given complete consciousness and memory from his past life. If Skigg dies he magically reanimates one minute later.

ACTIONS:

Unarmed Strike *Melee Weapon Attack:* +0 to hit, reach 5ft., one target. *Hit:* 1 **Bludgeoning** damage.

EQUIPMENT:

Armour Scraps.

Wallet; 5gp, 7sp, 15cp.

The Animating Stone (See Appendix A. Magic Items)

CHARACTERISTICS:

Appearance. Skigg is a simple skeleton, yet has a much calmer and more passive appearance. He walks upright and with a confident stride as opposed to a skeleton's limp movements and hunched stances. His bones are relatively clean, suggesting he has not been dead for as long as your average animated skeleton.

Skigg is very well spoken and has a moderately posh accent. He fluently speaks with long words in confidence (If you can):

"Oh my, if it wasn't for you immaculately timed appearance I would surely have been incarcerated by those brutish bugbears."

"A certainly ominous place; I feel an impending sense of damnation for us all... well, you chaps anyway."

"Such a peculiar apparatus, are you actually capable or operating it?"

History. Skigg was a very well educated man who lived a fine life with good food and plenty of wealth. However, it was not enough to quench the thirst for his true ambitions; to explore the world and become a famous adventurer like many of his ancestors, like: Sir. Alexandra Stellion; Airship Master and Explorer of the Forgotten realm, Mistress Veilia Adomonia, Explorer and founder of rare treasures and artefacts, lastly, but not least: Master Stralix Venton, master of guard, dragon slayer. In the past few centuries that past of Skigg's family line has decayed and formed more so into politics.

He wanted to bring that glorious reputation back to the family line. He set out to explore and bask in the rich life of an adventurer. However, he delved curiously into the first dungeon he saw and was mauled to death by an angry mimic.

The last echo of Skigg's adventurous family line is on his person, **The Animating Stone**. It is a rare gem that was founded by Master Stralix Venton when he plundered the dragon's hoard. It was its most prized possession, but he never found out why. Skigg keeps it on him at all times as a trinket, to bring him good luck on his adventures, and it's clear to see that luck isn't its special trait.

While Skigg lay dormant on the cold floor his stone awakened, bringing him to life. He never moved from the spot he lay as his memory is hazed and he forgot the way out. Out of fear of being slain by a Mimic again, he stayed put.

When he sees the players he might put a jump scare on them as he tries to introduce himself. He should be able to get some words out before they butcher him. When attempting to recall his name he simply stutters.

"No, no, please don't eviscerate me. I'm a courageous adventurer like you. The name's... oh... good gracious I can't recollect my own title. S, s, s, s, it begins with an S, I'm certainly sure of it, adamant, even. Skigg? No, no, no. That's not it... Skigg? What? Why Skigg? What is Skigg? Haha, on goodness no."

Hopefully the players continue to name him Skigg as it is the only name he can think of. He doesn't so much appreciate it, but it is all he can think of.

Personality. Skigg is a polite, well-spoken and very honest man. He is easily startled or frightened and immediately stands by the adventurers and offers his loyalty. He can be extremely annoying and sometimes offensive as he is simply not very accustomed to the social expectations of other people. Having been isolated in a small wealthy community, he has never had extended conversations with people. He often unintentionally insults others' intelligence and mannerisms.

In the face of combat Skigg is cowardly and often runs flailing his arms, or cowering in barrels or behind rocks.

Introduction. Skigg is very easy to place into an adventurer, even better so, he is introduced where you would very rarely place NPCs. In a dungeon or dangerous cave. It's the perfect way to introduce your players to something new and unexpected.

Skigg simply wants to return to the surface so he can continue adventuring. It's likely he will die a couple of times, but when he finally leaves he wants to head off alone. It is possible that the players will want him to stay with them, but he is a truly useless asset to the team as he is so unexperienced.

If the players rescue Skigg and return him to the surface he hands forth a tribute, stating it's not much, but is actually a massive amount of wealth to them. Depending on your players' levels, adjust the rewards accordingly (This amount isn't included in the inventory, so it is up to you introduce an appropriate amount). It will likely be valuable artefacts and gold coins. Also put forth a nice XP reward correlating to the dungeon's difficulty.

VOOGEN HOLMSHIRE, THE GREEN

Small Humanoid (Halfling), Chaotic Good

Armour Class. 11 (16 With Barkskin)

Hit Points. 27 (5d8+5)

Speed. 25ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Proficiency Bonus. +2

Skills. Medicine +4, Nature +4, Perception +4

Senses. Passive Perception 14

Languages. Common, Druidic, Halfling

Challenge. 2 (450xp)

Spellcasting. Voogen is a 4th level Spellcaster. His spellcasting ability is **Wisdom** (spell save DC 12, +4 to hit with spell attacks). He has the following druidic spells prepared:

Cantrips (at will): Druidcraft, Produce Flame, Shillelagh.

1st Level (4 slots): Entangle, Longstrider, Speak with Animals.

2nd Level (3 slots): Animal Messenger, Barkskin.

ACTIONS:

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with Shillelagh), reach 5ft., one target. *Hit:* 3 (1d6) **Bludgeoning** damage or 4 (1d8) **Bludgeoning** damage with Shillelagh or if wielded with two hands.

EQUIPMENT:

Explorer's Pack; a backpack, a bedroll, a mess kit, a tinderbox, 2 day's rations, a waterskin, 20ft of hempen rope.

Long brown robes, various twig accessories; necklace, 4 bracelets and 3 pins.

The Pouch of Wild Things (*See Appendix A. Magic Items*)

CHARACTERISTICS:

Appearance. Voogen is a truly primitive looking being. His long grey beard dangles and frays continuously, some strands having been braided or knotted with twigs. His oversized brown robe trails behind him as he scurries across the ground.

Voogen often is seen walking on all fours, howling, hooting, scratching primitively and adopting other animalistic behavior.

He absolutely stinks as he claims to have not taken a single bath for over a decade. He talks with a rough tone voice which is often delighted in tone.

Voogen is roughly 80 years of age.

History. Simply put, Voogen is obsessed with nature in all its forms and wishes only to embrace it. Being raised in a town surrounded by a thick forest in the isolated regions of the land, Voogen always studied and embraced wildlife. Other town dwellers were more interested in orthodox activities, but Voogen was strangely enticed by the very nature of all living things.

Voogen decided to leave home at a young age to learn more about the natural wonders outside his town. To this day he is still more than fascinated by it all and continues to study, learn and embrace what he has always loved.

Personality. Voogen is certainly a strange fellow. He is incredibly excitable and active almost all of the time, constantly behaving like some sort of animal.

His ambitions are rather unclear, even he knows that, however, he is likely to get involved with anything that can get him closer to new unique natural elements. Traveling to the Underdark or to other realms gets him acting very enthusiastically.

He can otherwise be quite territorial when players move in to his domain, and is outright outraged when characters show any disregard to nature or lack of respect towards it. Likewise, towards living creatures, Voogen is a complete pacifist. He won't kill or support in the killing of wild creatures and plants, but won't object to the shattering of a reanimated skeleton every now and then.

Introduction. If the players happen to be scouring a natural area, this would be the perfect introduction point. Especially if it a place of natural beauty, where NPC encounters are unlikely.

VOREK, THE BLADELESS

Medium Humanoid (Dragonborn), Chaotic Good

Armour Class. 14 (Half Plate)

Hit Points. 210 (20d8+120)

Speed. 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	23 (+6)	12 (+1)	11 (+0)	10 (+0)

Proficiency Bonus. +2

Saving Throws. Constitution +9

Skills. Intimidation +3, Perception +3

Damage Resistances. Acid

Senses. Passive Perception 13

Languages. Common, Draconic, Dwarvish, Elvish

Challenge. 6 (1,800 XP)

ACTIONS:

Breath Weapon (Recharge 3-6). Vorek uses one of the following breath weapons:

Acid Breath (Line). Vorek exhales **Acid** in a 30ft long **line** that is 5ft wide. Each creature in that line must make a DC 22 **Dexterity** saving throw, taking 15 (5d6) **Acid** damage on a failed save, or half as much on a successful one.

Acid Breath (Cone). Vorek exhales **Acid** in a 15ft **cone**. Each creature in that area must make a DC 22 **Dexterity** saving throw, taking 15 (5d6) **Acid** damage on a failed save, or half as much on a successful one.

Acid Breath (Bolt). Vorek fires an **Acid** bolt at a space within 30ft. It explodes into a 15ft **Sphere**. Each creature in that area must make a DC 22 **Dexterity** saving throw, taking 15 (5d6) **Acid** damage on a failed save, or half as much on a successful one.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5ft. one creature. *Hit:* 1 **Bludgeoning** damage.

EQUIPMENT:

Explorer's Pack; a backpack, a bedroll, a mess kit, a tinderbox, 2 day's rations, a waterskin, 20ft of hempen rope.

Black vestment, half-plate armour (dark grey), ***Vorek's Vulcaniser** (See Appendix A, Magic Items).

24gp, 37sp, 127cp

CHARACTERISTICS:

Appearance. Vorek has an intimidating appearance. The black Dragonborn is donned with dark tinted apparel that is riddled with scratches, scruffs and puncture marks, echoing a lengthy experience with combat. By far his most definitive feature, Vorek wears a shimmering brass helmet that is shaped like a dragon's head. It is covered with intricate engravings and incredible detail.

Vorek speaks with choked words that spill out of his mouth his hisses, croaks and coughs. He is 34 years of age.

History. Vorek is somewhat of a decorated hero in his local area. He was born into a rough town and folks always had something to say about the colour of his scales.

Living in the rut, Vorek had no place in life. He lived as an urchin, begging on the cold streets for food. Through his childhood he learned what it was like to live off the streets and in poverty. But he rose up against it and decided to set an example. He was adamant he would become a hero. A simple dream so brittle it would be easy for it to be crushed by the harsh truths of reality. But Vorek has a certain trait, he never listens to the odds.

He gathered screws, trash and pieces of metal off the streets to build his weapon, The Vulcaniser. Dragonborn had the renowned ability to breathe deadly weapon attacks, alas a Dragonborn only has so much in them. Their attacks were limited in shape and usability. His device would fix that. He built a mask capable of amplifying breath attacks, allowing the weakest coughs to become mighty storms, therefore allowing frequent usage. A dial on the side could be adjusted to change the shape of the attack as well, making it as versatile as it is deadly.

Through his teens he proved himself to the world, by standing against trolls, giants, orcs and other vicious enemies of the town, felling them every time. He became a powerful hero and role model for his town. Exactly what he wanted.

Personality. He is sentimentally attached to his town and does everything he can for it. Vorek takes his own word for things, it is what made him the hero he is today. He is difficult to sway and sometimes comes across as arrogant. He is snappy and doesn't like be told what to do. He stands as a rogue in the world. At heart he is a good being and will never hurt anything that doesn't mean him harm, but he will come across as hostile and often rude. Vorek does what Vorek wants.

He speaks with long hissing tones and coughs frequently due to illness he picked up when he lived as an orphan on the streets, it has damaged his lungs. Even though he is only 34, Vorek does not have long left to live, especially since he relies on his breath weapon. Vorek is a walking glass cannon.

One big thing that sets off Vorek is racism towards him and others. He cannot bare the idea as it is the very thing he set out to neutralize. He has vicious outbursts if he ever feels that him or others are being discriminated against, especially other Dragonborns.

Introduction. Vorek would likely encounter the players on their long journeys through dangerous territory. Vorek never strays too far from his town, and so you should pick one to become his domain. It is possible he will be encountered there too, but running into an NPC can make travel more interesting if the players seem bored.

You may also choose to gradually show Vorek's illness become more apparent. If nothing is done, he will die from the terminal illness, finding help for him or trying to cure him is a sure way to set up a side quest if needed. Vorek disagrees with the use of magic, so healing him might not be as straight forward as initially thought.

APPENDIX A. MAGIC ITEMS

ELVISH GREATBLADE

Weapon (Greatsword), Rare (Requires attunement by an elf)

A majestic blade built in the very image of apex elvish weaponry. This dark bladed sword weaves elegant iron tendrils alongside its brilliant sharp blade. The Hilt has impossible detail and is studded with various blue and jade gems. Although the weapon should weigh well over 6 pounds, it barely weighs a third of that.

The incredible light weight sword means this weapon can use **Dexterity** for its Attack and Damage rolls. This sword has 20 charges, with 1d10 recharging at each dawn. The user can spend charges to activate any of the following effects, requiring no Material Components: (Intelligence is your ability modifier for these rolls)

- Cast **Compelled Duel**: Costs 2 Charges
- Cast **Misty Step**: Costs 4 Charges
- Cast **Daylight**: Costs 6 Charges
- Cast **Conjure Fey**: Costs 12 Charges

GROME'S INCREDIBLE X-BOW

Weapon (X-Bow), Legendary

A brilliantly intricate X-Bow that has many technical modifications. It is made of Black coloured steel and is covered with Gold and Red engravings. Topped with a set of magnifying lenses this deduct the imposition of **Disadvantage** when attacking at long range. This weapon has no **Loading** feature, as a result of the added **Bolt Rack**, which contains 8 Bolts and requires a Bonus action to reload once the 8th bolt has been fired. Lastly, the X-Bow is equipped with a **Bolt Super Heater**, which heats metallic bolts until white hot. Only bolts that are made of Metal activate the Heater. **Superheated** bolts deal an additional 1d6 **Fire** damage.

ROCKSEEKER'S MIGHT

Weapon (Warhammer), Rare (Requires Attunement)

Redesigned over the course of centuries by dwarfs of the family Rockseeker. This hammer was passed down the family line to each bold adventurer of the Rockseeker clan, each one adding their own unique flavour to the weapon, causing it to evolve over the course of the years.

The Rockseeker's Might has attained these benefits:

- Rockseeker's Might has a Pickaxe head on one end of the hammer, thus the user can choose to deal **Piercing** damage instead of **Bludgeoning**.
- This weapon also acts as an **Arcane Focus**.
- This weapon has been imbued with incredible materials; It cannot receive Attack or Damage modifier penalties.
- Once per day, on a hit with this weapon, the user can choose to deal 2d10 **Thunder** damage in addition to the normal damage.

SHAMRAX'S TICKING BOX

Wondrous Item, Uncommon (Requires Attunement)

A beautifully designed brass box, one side has a complex set of dials, much like a combination lock, but instead of numbers, many Undercommon characters are present. One face of the box is made of murky transparent glass, inside is a dimly glowing purple crystal that shimmers in the dark, lighting up a mass of tiny gears, coils, hammers and dials inside the receptacle. The top of the box has a small slit in the top for speaking in to.

While attuned to this item you can speak in Undercommon through the hole on the top. Once you have finished the gem flickers, and the box begins to produce a clacking sound; translating what you spoke into the box to the unique Hook Horror language.

If Hook Horrors communicating is audible, the gem shimmers and the dials on the front of the box rapidly spell out, in Undercommon, what the Hook Horrors are saying.

SOUL STONE:

Wondrous Item, rare (Requires Attunement)

A beautiful diamond like stone with lights that refract wildly though its form.

When this stone is attuned to a creature they are always accompanied by a Familiar (controlled by the DM) when it is on their person. The Familiar is only visible to the attuned creature, has the same alignment as them and appears to be a tall luminescent asexual humanoid.

The Humanoid has a colour tint relating to the attuned creature's alignment:

- Chaotic Evil: **Red**
- Chaotic Good: **Green**
- Chaotic Neutral: **Yellow**
- Lawful Evil: **Black**
- Lawful Good: **Purple**
- Lawful Neutral: **Navy**
- Neutral: **Silver**
- Neutral Evil: **Orange**
- Neutral Good: **Cyan**

Once attuned, the gemstone also becomes the colour associated to the attuned creature's alignment.

The Familiar has an **Intelligence** score of 19 (+4), a **Wisdom** score of 23 (+6) and a **Charisma** score of 17 (+3). They can communicate a message to the attuned creature in 6 seconds (1 round). Alerting them of foes, giving them advise or reminding them of something. The Familiar can also make Wisdom or Intelligence checks. The Familiar cannot move more than 10ft away from the attuned creature. They can't move through surfaces or walls but can occupy the same space as other creatures. The Familiar cannot be targeted, detected or affected by spells as they occupy some other plane of existence. If the stone itself is subjected to an Anti-Magic effect, the familiar disappears until the effect no longer influences the stone.

THE ANIMATING STONE

Wondrous Item, Legendary

This is an incredibly beautiful gemstone with peculiar properties. It is a shade of impossible whiteness, capable of making any other white object appear incredibly discolored in comparison and is encased in a golden bracket that is attached to a short, thin gold chain.

When this stone is placed within 5ft of a dead body that died less than a century ago It reanimates it over the course of 1 round. The undead creature regains all of its stats, except it becomes an **Undead** type creature. The stone has a single charge that is regained after 1 hour of its previous use.

Any creature reanimated by the stone has the strange tendency to keep the item as safe as possible, hiding it and never letting it leave their grasp. If it does manage to allow the stone to move 5ft away from them the creature instantly dies.

THE POUCH OF WILD THINGS

Wondrous Item, Common

An old leather pouch with various natural accents and details like twigs and dried flowers. When opened a mass of smells exudes from the bag (Of which can be smelled from up to 30ft away). A creature can use its action to pull out any flower, seasoning or piece of natural plant matter it could possibly imagine. None of these items will be enough to sustain enough for a whole meal, but can substitute any plant material component for a spell, such as flowers, herbs and twigs etc.

Items from the bag can have extreme effects, such as beautiful smelling flower petals and mushrooms capable of making someone very ill. Chances are, if it exists in the material plane, it's in the bag.

The Contents of the bag are occupying an extradimensional space.

VOREK'S VULCANISER

Wondrous Item, Very Rare

A gleaming bronze helmet shaped and designed for a **Dragonborn** wearer. A Dragonborn wearing this helmet while attuned to it can adjust the dials on the side of the helmet to alter the shape of their Dragon Breath attack (No action required). They can choose from 15ft **Cone**, 30ft Long 5ft Wide **Line** or a 15ft **Sphere** that appears in a space that you spit a bolt of your damage type at within 30ft that you can see. Your breath attack also does 3d6 of your breath attack damage type. In addition, roll a d6 at the start for your turn. If the result is 6 your **Breath Attack** recharges.

WILDSPEAK AMULET

Wondrous Item, Uncommon (Requires Attunement)

An elegant twig like necklace with an incredible jade emerald hanging from its delicate lace. Any person attuned to this item while they wear it can effectively communicate with any **Beast** within 30ft telepathically.

WILDBLADE

Weapon (Dagger), Common

A magnificently designed dagger with vine like details around the handle and blade as well as a wolf face with tiny jade gems for eyes rests at the bottom of the handle. The wielder has a +2 attack bonus against **Beasts** and always deals a critical hit against them.

APPENDIX B. WEAPONS AND ARMOUR

Exploding. A weapon with this property explodes after landing in the chosen place. This property tag is followed by a range in feet that represents the **Sphere** area effect and a damage type. All creatures within the area of effect make a saving throw which is

equal to 8 + the attackers **Strength** or **Dexterity** Modifier (Which ever was used in the attack roll) + Proficiency (If they are proficient with that weapon). Succeeding the save halves, the damage.

Weapon Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Shank	1cp	1d4 (P)	0.5lb	Finesse, Light
<i>Martial Melee Weapons</i>				
Katana	25gp	1d8 (S)	3lb	Finesse, Versatile (1d10)
<i>Simple Range Weapons</i>				
Ball Bearing Bomb	3gp	--	1lb	Thrown, (range 30/45); Exploding (15ft 1d4 Piercing), Special
Caltrop Bomb	4gp	--	1lb	Thrown, (range 30/45); Exploding (10ft 1d4 Piercing), Special
Fragmentation Bomb	5gp	--	2lb	Thrown, (range 25/40); Exploding (25ft 5d4 Piercing)
Fire Bomb	3gp	--	1lb	Thrown, (range 30/45); Exploding (15ft 2d6 Fire)
Glue Bomb	4gp	--	1lb	Thrown, (range 30/45); Special
<i>Martial Ranged Weapons</i>				
X-Bow	27sp	2d10 (P)	12lb	Ammunition, (range 200/800), heavy, two handed.

Ball Bearing Bomb. After the initial explosion, **Ball Bearings** become scattered in a 15ft square centred on the initial explosion. *Player's Handbook Page.151*

Caltrop Bomb. After the initial explosion, **Caltrops** become scattered in a 10ft square centred on the initial explosion. *Player's Handbook Page.151*

Glue Bomb: Each creature within 15ft of the exploding bomb must make a DC13 **Dexterity** saving throw, on a failed save the creature becomes covered with glue and is **Restrained**. On a successful save the creature is doused with glue and has its movement speed halved. After 1d6 rounds the glue dries and flakes off the targets.

Armour Name	Cost	AC	Stealth	Weight
<i>Light Armour</i>				
Armour Scraps	1cp	11+Dex Modifier	Disadvantage	5lb
Leather Vest	5gp	11+Dex Modifier	----	6lb.
<i>Medium Armour</i>				
Chitin Armour	900gp	15+Dex Modifier (max 2)	----	20 lb.

Armour Class. _____ (_____)

Hit Points. _____ (___d___+___)

Speed. _____ ft.

STR DEX CON INT WIS CHA

Proficiency Bonus. + _____

Skills. _____

Saving Throws. _____

Damage Immunities. _____

Damage Resistances. _____

Condition Immunities. _____

Senses. _____

Languages. _____

Challenge. _____ (_____XP)

_____.

_____.

_____.

ACTIONS:

_____.

_____.

_____.

EQUIPMENT:

CHARACTERISTICS:

Appearance.

History.

Personality.
