

SIC PARVIS MAGNA



The Complete Guide to Level 0

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Using This Document

Greatness from Small Beginnings is a comprehensive guide for groups who wish to begin their 5th Edition campaign with Level 0 PCs.

PLAYER'S GUIDE

WHAT IS LEVEL 0?

Level 0 (to this guide's specifications) refers to PCs who have yet to become adventurers. Such characters could be children, apprentices, or even simple townsfolk.

Characters at this level are not yet ready to handle the dangers of the adventuring life. Creatures like dragons or giants are nothing more than fantasies to these characters. At least, for now...

Why Start at Level 0?

Whether or not a campaign should start at level 1 (let alone level 0), is a frequently debated topic. At level 1, a character has a limited pool of abilities, low skill modifiers, and a dangerously small number of hit points. One unlucky crit from a goblin's bow can end a level 1 PC's adventuring career before it even has a chance to start.

Yet at the same time, many groups enjoy the journey from low-level underdogs to high-level heroes. Seeing a character grow and develop, from both a mechanical and a role play perspective is half the fun for many players. Hence, low-level play remains an interesting option for these groups.

This guide provides rules for groups who wish to see their characters grow into capable adventurers during play. The intention of this guide is not solely to start the PCs off as weak, but to put a focus on their growth both mechanically, and as characters.

PRE-CAMPAIGN

Once your group has decided to play as level 0 characters, you should sit down and discuss the following.

Choose your Class

Level 0 is designed to allow players to roleplay their journey from commoners to adventurers. As such, players should choose their level 1 class prior to the first session of the campaign. This will make things like writing backstories or prepping future content much easier.

Choose your Age

Though level 0 is most combatable with younger PCs (adolescent to young adult), it can easily be flavored to work with adult PCs. If the PCs are young, they might be childhood friends, or even siblings. If the PCs are already adults, they likely have a profession, like apothecary, baker, or even blacksmith. This can help your group establish their place in the starting location, as well as their relationships with the area's NPCs or each other.

Choose Your Race & Background

Level 0 characters have all of the abilities provided to them by their race and background. Though in this case, background is more of a profession. If your background is sailor for example, it's likely you're still sailing. If your background is soldier, you may be a recruit, or a squire.

Choose a Starting Location

The inherent weakness of level 0 characters makes them unsuitable for life on the road. It is highly recommended to set the events of level 0 in a single location. This would preferably be some form of small to medium sized settlement. Settlements give the players and dungeon master a contained space that holds a semblance of familiarity while granting access to a slew of characters and locations for the PCs to interact with. A premade town: Snowpeak, is detailed on page **8** of this guide.

Create your Mentor

Each player should work in tandem with the DM to create a mentor-figure for their character. If your character is learning the ways of Druidry, who is teaching it to them? Is it a family member, a nature spirit, the old hermit out in the woods? Mentors should be built in the PC fashion of the class they teach. It is not necessary to make a mentor an epic-level character, for even level 3 or 4 NPCs wield incredible power in comparison to their disciples. A list of pre-made mentors can be found on page **10** of this guide.

THE FOUR STAGES

The journey from level 0 to level 1 is just that, a journey. Hence, making the jump from squires and apprentices to fighters and wizards in one sitting would defeat the purpose of level 0.

The mechanics of level 0 follow a 4-stage structure. Each stage represents a period of development for the PCs towards their classes. The PCs begin the campaign at stage 1 and gain new abilities from their chosen class as they progress from stage to stage.

- **Stage 1:** PCs at this stage have yet to seriously begin any formal training. They have no special abilities outside those provided by their background and race.
- **Stage 2:** PCs at this stage have made the first step towards their respective classes, gaining additional hit points and several of the minor features of their class.
- **Stage 3:** PCs at this stage have made serious development towards their respective classes. At this point, some of the more potent class abilities begin to manifest, such as weapon proficiencies or 1st level spells.
- **Stage 4:** PCs at this stage are on the cusp of becoming their respective classes. Things limited-use abilities or even class powers begin to manifest.
- **Level 1:** The PC has fully become their chosen class. They gain their remaining class powers, along with their classes' starting equipment.

Approaching Level 1

At the beginning of each stage, the PCs gain a portion of the benefits associated with their level 1 classes. This reflects their progress towards becoming adventurers. This is typically done before each subsequent game session. Upon completion of the fourth stage, the PCs gain the last of the level 1 benefits for their class. They retain the hit dice and hit points from their time spent as the Novus Class.

One Stage per Session

It is recommended that each stage last no longer than a single game session. While gaining experience and knowledge takes time, spending too long with so few abilities can become frustrating, or worse, boring. Conversely, moving faster may force the group to stop mid-session while the players jot down their new powers or choose spells.

Time Between Sessions

Just as there is time between gameplay sessions, there should also be time between the events of the sessions. If the PCs begin the campaign as adolescents, consider having several months or even years pass between sessions. How have the PCs grown in this time span? How have they progressed towards their goals?

THE NOVUS CLASS

A young half-orc lays sprawled out across the sands of the training yard; the wind torn from her lungs. Her sire towers over her, a confident grin adorning his face.

A dragonborn kneels in front of the giant skull at the back of a temple, reciting his daily prayers.

A genasi peers through the trees, their eyes set upon a tall woman muttering some strange incantation. The woman stops, mid-sentence, and beckons the genasi with a gesture and a smile.

These people, though miles apart, share several things in common. They each hold great potential, and their journeys have yet to begin.

The Beginning

No hero begins their life a hero. No villain begins their life a villain. They all came from somewhere. The novus represents the people who have yet to leave their mark on the world. They are the youths, the commoners, but most importantly, they are the dreamers.

Creating a Novus

When creating a novus character, think about your characters' upbringing and what they want to achieve. Talk with your DM about potential goals they may have, or if the adventuring life is something they actively seek.

Is your character currently content with living a peaceful life within the towns' walls? Or have they dreamed of one day leaving this backwater village? What does your character have in common with the other PCs?

Class Features

As a novus, you gain the following class features.

Hit Points

Hit Dice: 1d4

Hit Points at Level 0: 4 + your Constitution modifier.

***Note:** You retain your Novus Hit Dice and Hit Points even after reaching level 1 in your selected class. So a 1st Level Fighter with a +2 Constitution modifier would have 18 (1d4+2) + (1d10+2) hit points and would have an additional d4 hit dice.

Proficiencies

Proficiency Bonus: Your proficiency bonus is +1

Armor: None

Weapons: Clubs, Daggers, Slings

Tools: None

Saving Throws: None

Skills: None

Background / Race Benefits

You gain the benefits and proficiencies of your selected background and race.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a club or (b) a dagger
- A sling and 5 stones
- 20 silver pieces

Spellcasting

You have begun the long process of learning to wield the magical arts, whether they be arcane or divine.

Spellcasting Ability

Your spellcasting ability is the same as your chosen 1st level class. You use this ability whenever a spell refers to your spellcasting ability.

Spell save DC = 8 + your proficiency bonus + your 1st Level classes' spell modifier

Spell attack modifier = your 1st Level classes' spell modifier

Spell Slots: You only have a single 1st level spell slot.

Unrefined Magic: The art of spellcasting is one you have yet to fully grasp. Sometimes your spells work flawlessly. Sometimes... not so much.

When attempting to cast a spell of any level while level 0, make an ability check using your spellcasting ability. On a success, the spell works as intended. On a fail, the spell fizzles out and has no effect. Any used spell slots are wasted.

Cantrip DC: 6

1st Level DC: 11

Optional Rule: Ability Scores

The players generate their characters' Ability Scores using the Point Buy method. They begin the first stage with 19 points to spend as opposed to the usual 27 and gain an additional 2 points upon the completion of a stage. Characters will have the full 27 points upon reaching level 1.

CLASS STAGE BENEFITS

The following section displays the class powers gained by PCs when entering a new stage.

Hit Points: when reaching a new stage, a PC gains a fraction of the HP provided by their classes' Hit Dice. Upon reaching level 1, they gain the remainder of the Hit Dies' HP as well as the HP provided by their Constitution bonus.

Ex. A Ranger has a d10 hit dice. A level 0 PC gains +2 HP at Stage 2, +3 HP at Stage 3, and another +3 HP at Stage 4. Upon reaching level 1, the Ranger gains the remaining 2 HP from their Hit Dice, as well as the HP provided by their Constitution Mod. Hence, a level 1 ranger with a 12 Constitution would have 16 (1d4 + 1) + (1d10+1) HP.

Key

Stage. The PCs' current Stage of Level 0.

+HP. The increase to HP PC receives upon reaching the stage.

Proficiencies. The skills, tools, languages, or equipment proficiencies a PC receives upon reaching the stage.

Powers. The class powers a PC receives upon reaching the stage.

Spells. The number of spells a PC learns upon reaching the stage (all level 0 spellcasters have a single 1st. level spell slot).

Barbarian

Stage	+HP	Proficiencies	Powers	Spells
1	-	-	-	-
2	3	L. Armor, S. Weapons	-	-
3	3	M. Weapons, Skill x1, Shields	-	-
4	3	M. Armor, Skill x1	Rage (1 Use)	-
Lv. 1	3+C. Mod	STR Saves, CON Saves	Rage (Full Use), U. Defense	-

Bard

Stage	+HP	Proficiencies	Powers	Spells
1	-	-	-	-
2	2	Skill x1, Instrument x1	-	C. x1
3	2	Instrument x1, S. Weapons	-	1 st x1
4	2	Skill x1, Instrument x1, L. Armor,	-	C. x1, 1 st x1
Lv. 1	2+C. Mod	Skill x1, Remaining Weapons, DEX+CHA Saves	Bardic Inspiration	1 st x2

Cleric

Stage	+HP	Proficiencies	Powers	Spells
1	-	-	-	-
2	2	L. Armor	-	C. x1
3	2	Skill x1, S. Weapons	-	C. x1
4	2	M. Armor, Shields	-	1 st (all)
Lv. 1	2+C. Mod	Skill x1, WIS+CHA Saves	Domain	C. x1

Druid

Stage	+HP	Proficiencies	Powers	Spells
1	-	-	-	-
2	2	Skill x1, L. Armor	-	C. x1
3	2	Herbalism Kit, Shields	-	C. x2
4	2	Skill x1, M. Armor	-	1 st (all)
Lv. 1	2+C. Mod	Druidic, Remaining Weapons, INT+WIS Saves	-	-

Fighter

Stage	+HP	Proficiencies	Powers	Spells
1	-	-	-	-
2	2	Skill x1, S. Weapons, L. Armor	-	-
3	3	Skill x1, Shields	-	-
4	2	M. Armor, M. Weapons	Fighting Style	-
Lv. 1	3+C. Mod	H. Armor, STR+CON Saves	Second Wind	-

Monk

Stage	+HP	Proficiencies	Powers	Spells
1	-	-	-	-
2	2	S. Weapons	Martial Arts (d2 damage)	-
3	2	-	Martial Arts (d3 damage)	-
4	2	Shortswords	Martial Arts (d4 damage)	-
Lv. 1	2+C. Mod	STR+DEX Saves	Unarmored Defense	-

Paladin

Stage	+HP	Proficiencies	Powers	Spells
1	-	-	-	-
2	2	Skill x1, S. Weapons, L. Armor	-	-
3	3	M. Armor, Shields	Lay on Hands (5 HP)	-
4	2	Skill x1, M. Weapons, H. Armor	-	-
Lv. 1	3+C. Mod	WIS+CHA Saves	Divine Sense	-

Ranger

Stage	+HP	Proficiencies	Powers	Spells
1	-	-	-	-
2	2	Skill x1, S. Weapons, L. Armor	-	-
3	3	Skill x1, M. Armor	Favored Enemy	-
4	2	M. Weapons	-	-
Lv. 1	3+C. Mod	Skill x1, STR+DEX Saves	Natural Explorer	-

Rogue

Stage	+HP	Proficiencies	Powers	Spells
1	-	-	-	-
2	-	Skill x1, S. Weapons	-	-
3	-	Skill x1, L. Armor, Thieves' Cant	-	-
4	-	Skill x1, Thieves' Tools	Expertise (1 Skill), S. Attack (1d3)	-
Lv. 1	-	Skill x1, Remain. Weapons DEX+INT Saves	Expertise (1 Skill), S. Attack (Full)	-

Sorcerer

Stage	+HP	Proficiencies	Powers	Spells
1	-	-	-	-
2	1	Skill x1	-	C. x1
3	2	Remain. Weapons	-	C. x1, 1 st x1
4	1	Skill x1	-	C. x1,
Lv. 1	2+C.Mod	CON+CHA Saves	Sorcerous Origin	C. x1, 1 st x1

Warlock

Stage	+HP	Proficiencies	Powers	Spells
1	-	-	-	-
2	2	Skill x1, S. Weapons	-	C. x1
3	2	L. Armor	-	1 st x1
4	2	Skill X1	-	C. x1
Lv. 1	2+C.Mod	WIS+CHA Saves	Patron	1 st x1

Wizard

Stage	+HP	Proficiencies	Powers	Spells
1	-	-	-	-
2	1	Skill x1, Quarterstaff	-	C. x1, 1 st x1
3	2	Darts, L. Crossbows	-	C. x1, 1 st x2
4	1	Skill x1	Arcane Recovery (1 slot)	C. x1, 1 st x1
Lv. 1	2+C.Mod	INT+WIS Saves	-	1 st x2

DUNGEON MASTER'S GUIDE

The following portion of this guide is for the **DMs' eyes only**. Here you will find several guidelines for beginning your campaign with a group of level 0 PCs.

LIFE AT HOME

Provided you followed the steps on page **2**, the level 0 portion of your campaign will take place within a single location. The easiest option is to make this the PCs' hometown, as it gives them a pre-established connection to both the area and its people. If you would rather go in a different direction with your campaign, consider what setups might provide similar benefits. Perhaps the PCs are students at an academy, or servants in the royal castle?

Once you've decided on a location, think about what situations will challenge the PCs. It is recommended that a greater focus be placed on exploration or roleplay as opposed to direct combat, as even CR 1 monsters can be deadly to the PCs at this level. If you prefer to keep combat a prominent theme in your campaign, think about what creatures might make fair challenges for the PCs. Wild animals, large insects, or even childhood bullies can all make for enjoyable encounters. A list of low-CR adversaries is provided on page **16** of this guide.

LEAVING HOME

Though the PCs may call their starting location home, it is inevitable that one day, they will set out to see the greater world as an adventuring party. Consider the ways in which you can help them towards this outcome. Some PCs may be itching to leave home for the adventuring life, while others may be completely content to remain farmers and merchants. There are several methods you can use to make the transition from commoner to adventurer more organic. Different aspects of these methods can be mixed and matched to your preference.

Our First Adventure. The events of the four stages happen in a relatively short amount of time. The PCs undergo their class training between small adventuring sessions. The nature of that adventure is up to you. Maybe the PCs are searching for some mythical creature, or perhaps a treasure hidden in a cave outside of town? Maybe the PCs' exploits lead them to discover clues about a much greater treasure out in the world? Regardless of the outcome, the PCs have gained a taste for the adventuring life and set out from home upon completing their training.

Growing Pains. The four stages take place across the PCs' childhoods. Their mentors may be their parents or siblings, and they are likely childhood friends. Whether the PCs become adventurers by choice or by circumstance is up to them. DMs should talk to their players before choosing this method, as it can greatly limit a PCs' potential for secrets or plot hooks where backstories are concerned.

The Catalyst. The PCs do not become adventurers by choice. Some greater power beyond their capabilities has forced them to leave their home. Though the PCs may have their own individual goals, this method gives them a common motivation for adventuring together.

SAMPLE TOWN: SNOWPEAK

Snowpeak is a pre-generated town that you can use or modify for the level 0 portion of your campaign. Below is a description of Snowpeak, a list of NPCs and landmarks, as well as several potential adventures.



GENERAL INFORMATION

Settlement Type	Population	Ruler
Village	800	Ser Garreth Inoch

Snowpeak is a quiet mountain village that is far removed from the greater world. Tucked within the woods of the Silver Mountains, Snowpeak sees mildly warm summers and dangerously snowy winters. The village consists mostly consists of farmers and woodman. The lumber mill located on the east end of the village acts as Snowpeak's greatest source of income.

The villages' relative isolation makes visitors a rarity, save for the merchant caravans that pass through twice per year. Despite the proximity of the unforgiving mountains, the village rarely comes under any hostility. Not much excitement ever happens in Snowpeak, and its residents prefer it that way.

Snowpeak has spent the past several years under the authority of Ser Garreth Inoch, an elderly knight who was granted rulership over the village as a sort of retirement. Ser Inoch has taken to his new post with enthusiasm, quickly earning the friendship of Snowpeaks' denizens. He is known for dealing with situations sternly, but fairly. He spends the majority of his days amongst the villagers, drinking, hunting, or regaling the Snowpeak's youth with stories of his glory days as a knight.

PROMINENT BUILDINGS

Bernard's General Goods. Snowpeak's general store, selling everything from hunting weapons to travel rations. Run by Bernard Wolfe.

The Chantry. A small church where the more pious residents of Snowpeak gather to pray. (Choice of deity can be modified to suit your setting/PCs)

The Hunter's Lodge. A large, competently made log cabin used to store the equipment (and beer) of the hunters and trappers that call Snowpeak home. The cabin's most notable feature is the stuffed direwolf head mounted above the hearth.

The Icebox. Snowpeak's jailhouse. Holds a capacity of six prisoners and is rarely used.

Ser Inoch's Manor. Manor by Snowpeak's standards just means "house with more than four rooms." A well-built three story wooden building with fine furniture.

Mabel's Apothecary. A small establishment that sells all manner of potions and tonics. Run by Mabel Abernathy.

The Snowbird's Nest. A small tavern located in the middle of town. Run by the Whiteleaf family, the Snowbird's Nest is known for its apple hotcakes, making it a popular spot for the elderly and youth's alike.

The Tower. A four-story tower that acts as the home/laboratory of Arcanist Morgan. Closed to the public.

The Whitepine Lumbermill. With over one-hundred employees, this lumbermill is by far the largest operation in Snowpeak. The mill is run by Nathia Whitepine, who is known for the strict, yet careful treatment of her workers.

***Note.** Feel free to add or remove any establishments to Snowpeak to suit your campaign or the interests of the PCs. You may also swap the owners of said establishments with NPCs with personal attachments to the PCs. Perhaps one PC is the daughter of Nathia Whitepine, or the younger brother of Arcanist Morgan?

LANDMARKS

Lake Aurora. A small lake located several miles south of Snowpeak. A popular spot for ice fishing in the winter. An old village legend speaks of the great monster that dwells at the lake bottom, but such things are surely just rumors.

The Blue Caves. A small network of caves located just East of Snowpeak. Once a silver mine, now all but abandoned. Children are frequently warned not to play inside the caves, as no doubt dangerous creatures now call the caves home.

The Circle of Ghosts. A completely circular forest clearing five miles north of Snowpeak. The snow and wind that blows through the clearing at night gives the impression of dancing apparitions.

The Clawed Ravine. A deep ravine just to the west of Snowpeak. One wrong tumble will drop you over one hundred feet down, where gods know what's waiting for you...

VILLAGERS

The villagers of Snowpeak. Feel free to add or remove villagers as you see necessary or change their names/races to suit your campaign.

Arcanist Morgan. Wizard of the Tower – Tiefling

Bernard Wolfe. Runs the General Store – Half Elf

Mabel Abernathy. Apothecary – Stout Halfling

Miles Caldwell. Skilled Hunter – Wood Elf

Nathia Whitepine. Runs the Lumbermill – Goliath

Priest Xavia. Runs the Chantry – White Dragonborn

Ser Garreth Inoch. Village Ruler - Human

Vasha Whiteleaf. Runs the Snowbird's Nest – Gnome

Warden Kip. Village Guard – Mountain Dwarf

POTENTIAL ADVENTURES

Left for Dead. One of the village hunters (a friend of the PCs) has fallen down the Clawed Ravine. With a blizzard impending, his companions were forced to leave him behind. The hunters assure the villagers that their friend surely died in the fall, but the PCs remain unconvinced.

Against the wishes of their elders, the PCs set out into the howling wind, determined to save their friend. Little do they know something else is after the hunter, something with more sinister intentions...

The Heist. It's caravan season in Snowpeak, and merchants from across the land have come to hawk their wares. Rumor has it that one of the merchants has a rare magical item for sale. Eager for the shot at treasure, the PCs formulate a plan to steal it...

The Lake Monster. One of the villagers fell through the ice on Lake Aurora while fishing. His companions, for all their efforts, were unable to locate him. One remains convinced that he was pulled beneath and consumed by the fabled monster of the lake.

Led by Ser Inoch, the people of Snowpeak have begun preparations for a great hunt. The PCs, not ones to be left out of the excitement, eagerly volunteer...

The Stranger. The PCs find an unconscious traveler just outside the village, a young man in their age group. The PCs return the man to the village and nurse him back to health, establishing a friendship with him over the course of several weeks as he recovers.

As the weeks pass, several villagers begin disappearing. As more people vanish, suspicions turn to the traveler. Whether or not he's the one responsible, he's certainly acting strange...

The Treasure Down Below. The PCs hear rumors of a strange glint at the bottom of the blue caves. Assuming it to be treasure, they embark on a journey through the caves, unaware of what truly lies beneath...

The Tree that Walks. A villager has been telling stories of seeing a strange tree walking through the circle of ghosts. Determined to see if his stories hold true, the PCs sneak out after dark, unaware of what they're getting themselves into...

MENTORS

Below is a list of 13 Level 5 NPCs that can act as mentor figures towards the PCs. Mentors are built to the same specifications as a player character. You can include as many or as few of these NPCs as you wish for your version of Snowpeak. **The archetype of a mentor is the decision of the DM.**

KYLEIGH PRIMROSE (BARBARIAN)

Medium Humanoid (Mountain Dwarf), Chaotic Good

Armor Class 15 (unarmored defense)

Hit Points 55 (5d12+20)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	8 (-1)

Saving Throws STR +7, CON +6

Skills Athletics +7, Insight +4, Intimidation +2, Survival +4

Damage Resistances. Poison; Bludgeoning, Piercing, and Slashing (while raging)

Senses Darkvision 60 ft., Passive perception 11

Languages Common, Dwarvish, Giant

Challenge 3 (700 XP)

Danger Sense. As the Barbarian power.

Dwarven Resilience. Kyleigh has advantage on Saving Throws against poison.

Rage (3/Day). As the Barbarian power.

Reckless Attack. As the Barbarian power.

Actions

Multiattack. Kyleigh makes 2 greataxe attacks.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage or 8 (1d12 + 6) slashing damage if raging.

Synopsis. As ferocious as she is jovial. Once a member of the outlander tribes north of Snowpeak, Kyleigh settled down in Snowpeak after losing a fight to one of her raiding party. Found and nursed back to health by Priest Xavia, she now calls Snowpeak her home, and protects it fiercely.

As a Mentor. Kyleigh is genuinely surprised if a PC requests to train under her, being the strange outlander that she is. Should the PC prove themselves however, she accepts their request with great enthusiasm. Her training methods are effective, if not harsh by the villagers standards.

ALPHONSE COPPERTAIL (BARD)

Medium Humanoid (Copper Dragonborn)

Armor Class 14 (studded leather)

Hit Points 33 (5d8+5)

Speed 30 ft.

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

Saving Throws DEX +5, CHA +6

Skills Acrobatics +5, History +8, Insight +4, Performance +6, Persuasion +9

Damage Resistances Acid

Senses Passive perception 12

Languages Common, Draconic

Challenge 3 (700 XP)

Bardic Inspiration. As the Bard power.

Jack of all Trades. As the Bard power.

Song of Rest. As the Bard power.

Spellcasting. Alphonse is a 5th level spellcaster. His spellcasting ability is Charisma (Spell Save DC 14, +6 to hit with spell attacks).

Cantrips. Message, prestidigitation, vicious mockery
1st Level (4 slots). Charm person, dissonant whispers, healing word

2nd Level (3 slots). Heat metal, hold person, phantasmal force

3rd Level (2 slots). Sending, major image

Actions

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

Acid Breath (1/Rest). Alphonse exhales a line of acid that is 30 feet long and 5 feet wide. Creatures within the line must make a DC 12 Dexterity saving throw. A creature suffers 7 (2d6) acid damage on a failed save, or half as much damage on a successful one.

Synopsis. Calm, charismatic, and the life of the party. Alphonse has been stranded in Snowpeak since missing the departure of his caravan. He currently bides his time, renting a room in the Snowbird's nest while waiting for the caravans to return. Though he misses the hustle and bustle of the big city, he has warmed to the quiet village, and has become a renowned performer and storyteller within its walls.

As a Mentor. Alphonse has an eye for talent (at least he claims to) and will eagerly take up the chance to train a PC in the ways of the bard should they show any interest. His training methods mostly involve routine trips to the Snowbird's Nest, with the occasional swordplay lesson.

XAVIA WHITEPINE (CLERIC)

Medium Humanoid (Goliath)

Armor Class 15 (natural armor)

Hit Points 38 (5d8+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	12 (+1)	16 (+3)	12 (+1)

Saving Throws WIS +5, CHA +3

Skills Athletics +5, Insight +6, Medicine +6, Nature +4, Religion +4

Senses Passive perception 13

Languages Celestial, Common, Giant, Sylvan

Challenge 3 (700 XP)

Channel Divinity: Turn Undead. As the Cleric power.

Stone's Endurance (1/Rest). As a reaction, Xavia can reduce oncoming damage by 1d12+2.

Spellcasting. Xavia is a 5th level spellcaster. Her spellcasting ability is Wisdom (Spell Save DC 14, +6 to hit with spell attacks).

Cantrips. Guidance, sacred flame, spare the dying, toll the dead

1st Level (4 slots). Any

2nd Level (3 slots). Any

3rd Level (2 slots). Any

Actions

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

Synopsis. Born and raised in Snowpeak, Xavia inherited her role as priest from her mother, while her elder sister took up running the lumber mill. Calm, caring, and a skilled healer, Xavia takes her duties as priest seriously.

As a Mentor. Xavia is hesitant to take on a PC as an apprentice, if only because a life of religious service is not the most exciting or glamorous. Regardless, she will happily mentor a PC who shows promise in the divine arts. Her training methods consist of lessons in religious text, medicine, and the occasional combat lesson. She is firm, but fair.

WOODSPEAKER SHEI (DRUID)

Medium Humanoid (Half-Orc)

Armor Class 15 (natural armor)

Hit Points 38 (5d8+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	14 (+2)	16 (+3)	9 (-1)

Saving Throws INT +5, WIS +6

Skills Arcana +5, Intimidation +2, Medicine +6, Nature +5, Perception +6

Senses Darkvision 60 ft., Passive perception 16

Languages Common, Druidic, Orc, Primordial, Sylvan

Challenge 3 (700 XP)

Improved Wildshape (2/Rest). As the Druid power.

Relentless Endurance (1/Day). As the result of being reduced to 0 Hit Points, Shei can instead drop to 1 Hit Point.

Savage Attacks. When Shei scores a critical hit, she rolls an additional damage dice.

Spellcasting. Shei is a 5th level spellcaster. Her spellcasting ability is Wisdom (Spell Save DC 14, +6 to hit with spell attacks).

Cantrips. Druidcraft, mending, produce flame, shillelagh

1st Level (4 slots). Any

2nd Level (3 slots). Any

3rd Level (2 slots). Any

Actions

Club (Shillelagh). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Synopsis. The adoptive mother of Mabel Abernathy, it seems as though Woodspeaker Shei has lived in Snowpeak longer than anybody. Though appearing old and cantankerous on a surface level, those who get to know her will discover her as a kind-hearted woman with a deep love for animals. Her magic has been the ward against disease or hunger for the people of Snowpeak on several occasions.

As a Mentor. Shei is outright dismissive towards any PC who claims any interest in the druidic arts. Many have tried to learn her ways, but none possessed the skill nor the patience. A PC who strives to impress her may find themselves under her tutelage in time. Her training methods are slow and specific, with long lessons on meditation, herbalism, and biology.

SER GARRETH INOCH (FIGHTER)

Medium Humanoid (human)

Armor Class 18 (chain mail, shield)

Hit Points 44 (5d10+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	13 (+1)	9 (-1)	15 (+2)

Saving Throws STR +6, CON +5

Skills Athletics +6, History +4, Intimidation +5, Persuasion +5

Senses Passive perception 9

Languages Common, Dwarvish, Elvish

Challenge 3 (700 XP)

Action Surge (1/Rest). As the Fighter power.

Fighting Style (Dueling). Ser Inoch deals an additional 2 damage when wielding only a single-handed melee weapon.

Second Wind (1/Rest). As the Fighter power.

Actions

Multiattack. Ser Inoch makes 2 longsword attacks.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage or 10 (1d10 + 5) slashing damage if used with two hands to make the attack.

Crossbow, Light. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Synopsis. The assigned ruler of Snowpeak. Ser Garreth Inoch was granted rulership over the village as a sort of pseudo retirement for his services to the crown. Ser Inoch has taken to his new post with enthusiasm, quickly earning the friendship of Snowpeaks' denizens. He spends the majority of his days amongst the villagers, drinking, hunting, or regaling the Snowpeak's youth with stories of his glory days as a knight.

As a Mentor. Any PC who begs Ser Inoch's tutelage is unlikely to be taken seriously. Youth's approach him every week with their fantasies of knighthood, why should this one be any different. A PC who shows promise in the ways of the sword may earn his notice in time, however. His training methods are intense, involving rigorous exercises and combat exercises. When not training, the apprentice PC likely acts as a sort of Pseudo-Squire to Inoch, assisting with his day-to-day responsibilities.

KAGA (MONK)

Medium Humanoid (Tabaxi)

Armor Class 15 (unarmored defense)

Hit Points 38 (5d8+10)

Speed 40 ft.

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

Saving Throws STR +4, DEX +6

Skills Acrobatics +6, Athletics +4, Insight +5, Perception +5

Senses Darkvision 60 ft., Passive perception 15

Languages Common, Elvish, Primordial

Challenge 3 (700 XP)

Deflect Missiles. As the Monk power.

Feline Agility. Kaga can double her speed until the end of her turn when she moves in combat.

Ki (5 Points). As the Monk power.

Martial Arts. As the Monk power.

Slow Fall. As the Monk power.

Unarmored Defense. As the Monk power.

Actions

Unarmed Strike. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Dart. Ranged Weapon Attack: +6 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Synopsis. An oddity amongst the villagers, Kaga originally intended to pass through Snowpeak as part of a pilgrimage. She was forced to cut her journey short due to the wounds she sustained on the road. She currently bides her time, waiting for the day she is strong enough to resume her travels. She spends her days working at the Snowbird's nest as a tavern hand in exchange for room and board.

As a Mentor. Kaga is surprisingly willing to take on a PC as an apprentice... at first. Little to the PC's knowledge however, she fully expects them to give up within the first week. Her training methods are severe, dangerous by most people's standards. But should the PC endure, she eventually accepts them as an apprentice, and perhaps even a friend.

BRYCE CORRICH (PALADIN)

Small Humanoid (Stout Halfling)

Armor Class 19 (chain mail, shield, fighting style)

Hit Points 44 (5d10+10)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	9 (-1)	13 (+1)	16 (+3)

Saving Throws WIS +4, CHA +6

Skills Athletics +5, Intimidation +6, Persuasion +6, Religion +2, Intimidation +6

Damage Resistances Poison

Senses Passive perception 11

Languages Common, Halfling

Challenge 3 (700 XP)

Brave. Bryce has advantage on saving throws against being frightened.

Divine Health. Bryce is immune to disease.

Divine Sense (4/Rest). As the Paladin power.

Divine Smite. As the Paladin power

Halfling Nimbleness. Bryce can move through the space of any medium or larger creature.

Lay on Hands (25 Points). As the Paladin power.

Lucky. Bryce can reroll 1s on attack rolls, ability checks, or saving throws.

Stout Resilience. Bryce has advantage on saving throws against poison.

Spellcasting. Bryce is a 5th level spellcaster. His spellcasting ability is Charisma (Spell Save DC 14, +6 to hit with spell attacks).

1st Level (4 slots). Any

2nd Level (2 slots). Any

Actions

Multiattack. Bryce makes 2 longsword attacks.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if used with 2 hands to make the attack.

Synopsis. An old companion of Ser Inoch, Bryce returned to his childhood home of Snowpeak five years prior with the intention of recovering from his battles. Bright, cheerful, and vigilant, he intends to enjoy his recovery process to the fullest. He spends much of his time in Ser Inoch's company, drinking, gambling, and discussing old stories.

As a Mentor. Bryce is more than willing to accept a PC as an apprentice, provided they can meet his standards. Bryce is a cheerful individual, but he wears his title of paladin with pride, and recruiting someone as a divine soldier is not something that should be taken lightly. His training methods are strict, with a balance between martial and magical study.

GWYN RYDEL (RANGER)

Medium Humanoid (Wood Elf)

Armor Class 14 (studded leather)

Hit Points 44 (5d10+10)

Speed 35 ft.

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

Saving Throws STR +4, DEX +5

Skills Animal Handling +6, Athletics +4, Nature +4, Perception +6, Stealth +5, Survival +6

Senses Darkvision 60 ft., Passive perception 16

Languages Common, Elvish, Sylvan

Challenge 3 (700 XP)

Favored Enemy (Monstrosities). As the Ranger power.

Fey Ancestry. Gwyn has advantage on saving throws against being charmed and cannot be put to sleep through magical means.

Natural Explorer (Mountain). As the Ranger power.

Primeval Awareness. As the Ranger power.

Spellcasting. Gwyn is a 5th level spellcaster. Their spellcasting ability is Wisdom (Spell Save DC 14, +6 to hit with spell attacks).

1st Level (4 slots). Hunter's mark, longstrider

2nd Level (2 slots). Cordon of arrows, pass without trace

Actions

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

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Synopsis. Considered the best hunter in Snowpeak, Gwyn is respected as a true guardian of the village. Striking a balance between friendliness and seriousness, they take to their job with pride and skill. Gwyn spends most of their time away on hunting expeditions or gathering ingredients for Mabel's Apothecary, though they are known to have a weakness for the hotcakes served at the Snowbird's Nest.

As a Mentor. Gwyn will only accept an apprentice who respects the wild as much as they do. The PC will need to learn patience and precision. A PC who apprentices under Gwyn will spend much of their time out in the wilds, learning various weaponry and tracking methods.

FLYNN (ROGUE)

Small Humanoid (Forest Gnome)

Armor Class 15 (studded leather)

Hit Points 38 (5d8+10)

Speed 30 ft.

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

Saving Throws DEX +6, INT +4

Skills Acrobatics +9, Deception +4, Investigation +5, Perception +4, Sleight of Hand +9, Stealth +6

Senses Darkvision 60 ft., Passive perception 14

Languages Common, Gnomish, Thieves' Cant

Challenge 3 (700 XP)

Cunning Action. As the Rogue power.

Gnome Cunning. Flynn has advantage on INT, WIS, and CHA saves against Magic.

Natural Illusionist. Copper can cast the minor illusion cantrip (intelligence-based).

Sneak Attack. As the Rogue power.

Uncanny Dodge. As the Rogue power.

Actions

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

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Synopsis. Were there ever someone who defined the phrase; up to no good, it would be Flynn. Claiming to be a simple traveler down on his luck, Flynn stumbled into Snowpeak several months back after a job in the city went awry. He plans to lay low in Snowpeak for the rest of the year when his pursuers have forgotten about him. He has taken up work at the Lumbermill in the hopes of funding his return to the city.

As a Mentor. A PC is as likely to be approached by Flynn as he is to be approached by them. Either under the promise of "easy coin," or the promise of learning some new tricks. A PC that shows promise in the ways of subterfuge peaks Flynn's interest to the point that he's willing to show them the ropes, provided they repay him when the time comes...

LAPIS (SORCERER)

Medium Humanoid (Water Genasi)

Armor Class 12

Hit Points 32 (5d6+10)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	15 (+2)	11 (+0)	14 (+2)	16 (+3)

Saving Throws CON +5 CHA +6

Skills Deception +6, Intimidation +6, Investigation +3, Persuasion +6

Damage Resistances Acid

Senses Passive perception 12

Languages Common, Primordial

Challenge 3 (700 XP)

Amphibious. Lapis can breathe air and water.

Font of Magic (5 Points). As the Sorcerer power.

Metamagic. Careful Spell, Subtle Spell.

Spellcasting. Lapis is a 5th level spellcaster. Her spellcasting ability is Charisma (Spell Save DC 14, +6 to hit with spell attacks).

Cantrips. Booming blade, friends, mage hand, ray of frost, shape water, shocking grasp

1st Level (4 slots). Ice knife, magic missile

2nd Level (3 slots). Misty step, shadow blade

3rd Level (2 slots). Haste, lightning bolt

Actions

Dagger. *Melee/Ranged Weapon Attack:* +5 to hit, reach 5 ft., range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Synopsis. Capable and outgoing, Lapis arrived in Snowpeak as a child, abandoned by her human parents. Raised as an adoptive child of the Whitepine family, it was not long before her inherent magical abilities began to manifest. Through a great deal of effort, she has learned to harness her magic for the good of the village. Her beauty has made her the desire of Snowpeak's young men and women alike. Rumor has it that she's recently become involved in a relationship with Gwyn...

As a Mentor. Given the inherent magic of sorcerers, a PC is as likely to be approached by (or brought) to Lapis as they are to approach her. No stranger to the struggles of controlling such potent abilities, she accepts her role as mentor without question. Her training is less about the study of magic and more about minimizing the potential explosions.

WILLOW (WARLOCK)

Medium Humanoid (Half Elf)

Armor Class 14 (studded leather)

Hit Points 33 (5d8+5)

Speed 30 ft.

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

Saving Throws WIS +5, CHA +6

Skills Arcana +5, History +5, Medicine +5, Nature +5, Religion +5

Senses Passive perception 12

Languages Abyssal, Common, Elvish, Infernal

Challenge 3 (700 XP)

Eldritch Invocations. Agonizing Blast, Devil's Sight, Sign of Ill Omen.

Fey Ancestry. Willow has advantage on saving throws against being charmed and cannot be put to sleep through magical means.

Pact of the Chain (Imp Familiar). As the Warlock power.

Spellcasting. Willow is a 5th level spellcaster. His spellcasting ability is Charisma (Spell Save DC 14, +6 to hit with spell attacks).

Cantrips. Eldritch blast, minor illusion, toll the dead
1st – 3rd Level (2 slots). Armor of agathys, bestow curse, crown of madness, find familiar (imp), hellish rebuke, hold person, summon lesser demons, vampiric touch

Actions

Dagger. *Melee/Ranged Weapon Attack:* +4 to hit, reach 5 ft., range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Synopsis. Not many have claimed to talk to Willow, the odd half elf who lives two miles north. There's a reason for that. Any who sees the secluded hut Willow calls home will recognize him as an odd individual. Those who do talk to him consider him friendly enough, helpful even. Shei and Xavia speak of his strange magic, of his connections to the underworld. Whether or not they're right... well, only Willow knows.

As a Mentor. Willow is surprised should a PC wish to apprentice under him but is more than willing to pass down his ways. Though he does warn them of the demands placed upon mages such as they. His training consists of intense study, and cryptic rituals.

ARCANIST MORGAN (WIZARD)

Medium Humanoid (Tiefling)

Armor Class 14 (mage armor)

Hit Points 32 (5d6+10)

Speed 30 ft.

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

Saving Throws INT +6, WIS +5

Skills Arcana +6, History +6, Medicine +5, Nature +6

Damage Resistances Fire

Senses Darkvision 60 ft., Passive perception 12

Languages Common, Elvish, Infernal, Primordial

Challenge 3 (700 XP)

Arcane Recovery (3 Spell Slots). As the Wizard power.

Spellcasting. Morgan is a 5th level spellcaster. Their spellcasting ability is Intelligence (Spell Save DC 14, +6 to hit with spell attacks).

Cantrips. Fire bolt, mage hand, message, shocking grasp

1st Level (4 slots). Any

2nd Level (3 slots). Any

3rd Level (2 slots). Any

Actions

Dagger. *Melee/Ranged Weapon Attack:* +3 to hit, reach 5 ft., range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Synopsis. Avid scholar and practiced mage, Arcanist Morgan settled down in Snowpeak twenty-something years ago. Taking advantage of the peace and quiet, they spend much of their time secluded in their laboratory, dubbed "the tower" by the villagers. Morgan has also been known to provide arcane solutions for the people of Snowpeak, and also runs a small school for it's children.

As a Mentor. It is likely that a potential apprentice will be a student who shows promise in the study of the arcane. Morgan is happy to pass down her teachings but is a demanding mentor even by wizards standards. Their training consists of extensive study sessions and arcane practice.

ADVERSARIES

You can use the following adversaries to provide combat encounters to your PCs without the constant threat of an instant kill. You may also make use of the numerous CR 0 creatures found in the official Monster Manual

***Note.** The following creatures, like the PCs, have proficiency bonuses of 1.

BLOB

Small Ooze, Unaligned

Armor Class 8

Hit Points 15 (3d6 + 6)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	6 (-2)	14 (+2)	1 (-5)	6 (-2)	1 (-5)

Skills Stealth +2

Damage Resistances Acid, Cold, Fire; bludgeoning, piercing, and slashing damage from nonmagical attacks

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 8

Languages -

Challenge 1/2 (100 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the ooze remains motionless, it is indistinguishable from an ordinary puddle.

Actions

Pseudopod. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage plus 2 (1d4) acid damage.

Synopsis. The early stages of an adult ooze. Feeds off small animals.

BLUE STIRGE

Tiny Beast, Unaligned

Armor Class 12

Hit Points 3 (1d4+1)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	12 (+1)	2 (-4)	8 (-1)	6 (-2)

Senses Darkvision 60 ft., Passive perception 9

Languages -

Challenge 0 (10 XP)

Actions

Blood Drain. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 1 hit point due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 5 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

Synopsis. A strain of stirge found in the Blue Caves.

BULLY

Medium Humanoid (Any Race, Any Alignment)

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	11 (+0)	8 (-1)	9 (-1)	11 (+0)

Senses Passive perception 9

Languages Common

Challenge 0 (10 XP)

Actions

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

Synopsis. Confident in numbers, all talk.

CAVE BAT

Small Beast, Unaligned

Armor Class 11

Hit Points 3 (1d6)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	13 (+1)	10 (+0)	3 (-4)	12 (+1)	4 (-3)

Senses Blindsight 60 ft., Passive perception 11

Languages -

Challenge 0 (10 XP)

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

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

Actions

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

Synopsis. Glides through the Snowpeak forests at night. Carnivorous.

DEVILSHADOW

Medium Fiend, Lawful Evil

Armor Class 11

Hit Points 9 (2d8+1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	8 (-1)	8 (-1)	3 (-4)

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 9

Languages -

Challenge 1/4 (50 XP)

Actions

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d3 + 1) slashing damage.

Smoldering Orb. *Ranged Spell Attack:* +0 to hit, range 30 ft., one target. *Hit:* 3 (1d6) fire damage.

Synopsis. The shadow of a lesser devil. Preys on those who wander off.

EMBER

Small Elemental, Neutral

Armor Class 12

Hit Points 7 (2d6)

Speed fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	4 (-3)	8 (-1)	6 (-2)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire, Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft., Passive Perception 10

Languages understands Ignan

Challenge 1/4 (50 XP)

Fire Form. The ember can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 1 fire damage.

Illumination. The elemental sheds bright light in a 15-foot radius and dim light in an additional 15 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 3 cold damage.

Actions

Burn. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d3 + 2) fire damage.

Synopsis. The juvenile form of a fire elemental. Drawn to light sources.

EYE STALK

Small Aberration, Lawful Evil

Armor Class 12

Hit Points 6 (3d4)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	10 (+0)	8 (-1)	12 (+2)	6 (-2)

Skills Perception +2

Senses -

Languages understands deep speech

Challenge 1/8 (25 XP)

Observer. The eye stalk has advantage Perception checks that rely on sight.

Actions

Eye Ray. Ranged Weapon Attack: +3 to hit, range 60 ft., one target. *Hit:* 3 (1d6) force damage.

Synopsis. The spies of greater aberrations. Attempts to vaporize witnesses.

GHOST WOLF

Small Beast, Unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +2, Stealth +3

Senses Passive Perception 12

Languages -

Challenge 1/8 (25 XP)

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

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

Actions

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

Synopsis. Wild canines found in the Snowpeak region. Aggressive when their territory is threatened.

SPRIG

Tiny Plant, Neutral Evil

Armor Class 11

Hit Points 3 (2d4-2)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	12 (+1)	8 (-1)	5 (-3)	12 (+1)	2 (-4)

Skills Stealth +2

Damage Vulnerabilities Fire

Condition Immunities Blinded, Deafened

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 11

Languages -

Challenge 0 (10 XP)

False Appearance. While the sprig remains motionless, it is indistinguishable from a dead shrub.

Actions

Scratch. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d3 + 1) slashing damage.

Synopsis. The remains of once-animated plants.

WISP

Tiny Undead (Chaotic Evil)

Armor Class 12

Hit Points 4 (3d4-3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	8 (-1)	2 (-4)	8 (-1)	1 (-5)

Damage Resistances Acid, Cold, Fire, Necrotic, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft., Passive perception 9.

Languages -

Challenge 1/8 (25 XP)

Ephemeral. The wisp can't wear or carry anything.

Incorporeal Movement. The wisp can move through other creatures and objects as if they were difficult terrain. It takes 3 (1d6) force damage if it ends its turn inside an object.

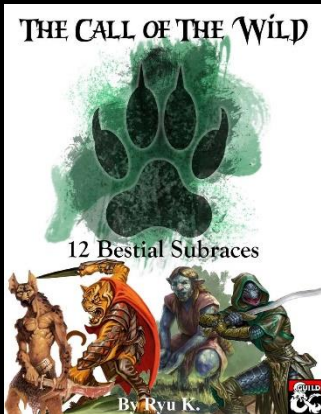
Actions

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

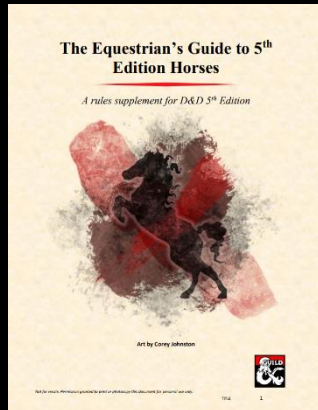
Synopsis. The remains of long-since dispersed apparitions. They lash out against whatever life they encounter.

THANKS FOR READING!

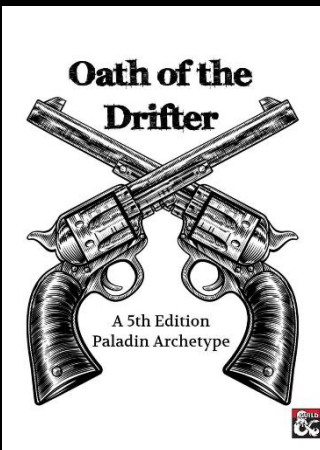
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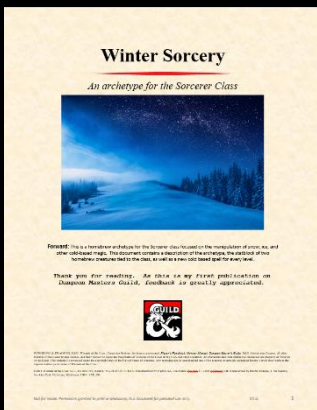
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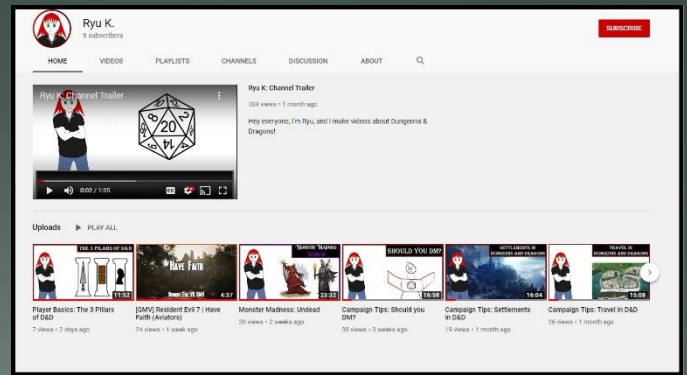
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The Treasure Trove: 25 New Magic Items



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