



ADVENTURE SIDEKICKS

TYRANNY OF DRAGONS



INTRODUCTION

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

ADVENTURE SIDEKICKS

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

SIDEKICK STAT BLOCKS

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

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

SIDEKICK LEVEL

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

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

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

SIZE

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

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

PROFICIENCIES

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

LANGUAGES

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

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

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

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

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GNOME ARTIFICER

1st-level Small humanoid (gnome)

Armor Class 11

Hit Points 9 (2d6 + 2)

Speed 25 ft.

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

Saving Throws Int +4, Wis +2

Skills Arcana +4, History +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, Gnomish

Gnome Cunning. The artificer has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Spellcasting. The artificer's spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The artificer has the following wizard spells prepared:

Cantrips (at will): *mending*, *true strike*

1st level (2 slots): *identify*

Energy Instability. The artificer does not yet have full control over their abilities. When using their enchanting features, roll on the table below to determine the infused energy type.

d4	Energy
1	Acid
2	Cold
3	Fire
4	Lightning

Actions

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



GNOME ARTIFICERS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d6 + 3)	Minor Enchantment. The artificer can spend 10 minutes to infuse a weapon with a little magic energy. For the next 24 hours, the weapon deals an additional 3 (1d6) damage. The damage type is determined by the Energy Instability feature. Before using this feature again, the artificer must take a long rest.
3rd	18 (4d6 + 4)	Spellcasting. The artificer learns another 1st-level spell: <i>mage armor</i> .
4th	22 (5d6 + 5)	Volatile Enchantment. The artificer can spend 10 minutes to infuse a set of armor with unstable energy. The next time a creature wearing the armor is hit, the attacking creature must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) damage. The damage type is determined by Energy Instability. Only one of these enchantments can be active at anytime. The artificer can use this feature three times, regaining expended uses after a long rest.
5th	27 (6d6 + 6)	Spellcasting. The artificer gains one 1st-level spell slot. The spellcaster also learns another 1st-level spell: <i>detect magic</i> .
6th	31 (7d6 + 7)	Ability Score Improvement. The artificer's Intelligence score increases by 2. This raises the Intelligence modifier, Intelligence saving throw, the spell save DC, the bonus to hit of spell attacks, and the skills bonuses by 1. Energy Control. The artificer gains control of one energy type from acid, cold, fire, or lightning. The artificer may now choose this energy type instead of rolling when determining infused energy type.

GNOME ARTIFICER

7th-level Small humanoid (gnome)

Armor Class 11 (14 with *mage armor*)

Hit Points 36 (8d6 + 8)

Speed 25 ft.

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

Saving Throws Int +5, Wis +2

Skills Arcana +5, History +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Gnomish

Gnome Cunning. The artificer has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Spellcasting. The artificer's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The artificer has the following wizard spells prepared:

Cantrips (at will): *mending*, *true strike*

1st level (4 slots): *detect magic*, *identify*, *mage armor*

2nd level (2 slots): *magic weapon*

Energy Control. The artificer has control of one energy type from acid, cold, fire, or lightning. The artificer may now choose this energy type or roll when determining infused energy type.

d4	Energy
1	Acid
2	Cold
3	Fire
4	Lightning

Minor Enchantment. The artificer can spend 10 minutes to infuse a weapon with a little magic energy. For the next 24 hours, the weapon deals an additional 3 (1d6) damage. The damage type is determined by the Energy Instability feature. Before using this feature again, the artificer must take a long rest.

Volatile Enchantment. The artificer can spend 10 minutes to infuse a set of armor with unstable energy. The next time a creature wearing the armor is hit, the attacking creature must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) damage. The damage type is determined by Energy Instability. Only one of these enchantments can be active at anytime. The artificer can use this feature three times, regaining expended uses after a long rest.

Actions

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

Bryst, the gnome artificer can easily be found in any sizable city, such as Baldur's Gate or Waterdeep, perhaps as an apprentice in a magic shop or blacksmith's. He may also be found traveling, selling his services on the road or in a local tavern. No matter where encountered, he jumps at the opportunity to join a party of adventurers, keen to see his enchantments in action and experiment with new ones.

Bryst dresses in fine, clean, nobles clothes, drenched in a bright turquoise cloak slightly too big for his short frame. Pouches of various powders, oils and other components for his enchantments dangle from his belt, and are stuffed into his pockets.

AS A SIDEKICK

Bryst is timid amongst strangers, but becomes friendly and excitable once familiar. Endlessly curious, almost to a fault, he is also fairly cowardly, avoiding direct confrontation where possible. He prefers to bolster his friends from afar, rather than get between them and danger.



GNOME ARTIFICERS BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	40 (9d6 + 9)	Energize Weapon. The artificer can spend 10 minutes imbuing a weapon with an energy type's properties. If it does so, it must take a long rest before using this feature again. The exact effect is determined by a Energy Instability roll and lasts for 12 hours: <i>Acid.</i> The weapon hisses with dripping acid. A creature hit with this weapon and wearing nonmagical armor takes a permanent and cumulative -1 penalty to AC to a maximum of -5. <i>Cold.</i> The weapon sparkles with glittering frost. A creature hit with this weapon must succeed on a DC 12 Constitution saving throw or become stunned for 1 round as they freeze in place. <i>Fire.</i> The weapon glows with burning embers. A creature hit with this weapon must succeed on a DC 12 Dexterity saving throw or catch fire. Until a creature takes an action to douse the flames, the target takes 5 (1d10) fire damage at the start of each of its turns. <i>Lightning.</i> The weapon sparks and crackles with electricity. When you successfully hit a target with this weapon, all adjacent creatures must succeed on a DC 12 Dexterity saving throw or also take damage from the attack.
9th	45 (10d6 + 10)	Spellcasting. The artificer learns another 2nd-level spell: <i>shatter</i>.
10th	49 (11d6 + 11)	Major Enchantment. The artificer can spend 10 minutes to infuse a weapon with a lot of magic energy. If it does so, it must take a long rest before using this feature again. For the next 1d6 successful hits, the weapon deals an additional 3 (1d6) damage. The damage type is determined by Energy Instability.
11th	54 (12d6 + 12)	Spellcasting. The artificer gains one 2nd-level spell slot and two 3rd-level spell slots. In addition, the spellcaster also learns one 3rd-level spell: <i>protection from energy</i>.
12th	58 (13d6 + 13)	Energize Armor. The artificer can spend 10 minutes to imbue a set of armor with an energy type's properties. If it does so, it must take a long rest before using this feature again. The exact effect is determined by a Energy Instability roll, and lasts for 24 hours: <i>Acid.</i> The armor hisses with dripping acid. Any nonmagical weapon that hits a creature wearing this armor takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. <i>Cold.</i> The armor sparkles with glittering frost. Any creature that hits a creature wearing this armor must succeed on a DC 12 Strength saving throw or become grappled as their weapon freezes in place (escape DC 12). <i>Fire.</i> The armor glows with burning embers. Any creature that hits a creature wearing this armor must succeed on a DC 12 Dexterity saving throw or catch fire. Until a creature takes an action to douse the flames, the target takes 5 (1d10) fire damage at the beginning of its turn. <i>Lightning.</i> The armor sparks and crackles with electricity. Any creature that hits a creature wearing this armor must succeed on a DC 12 Constitution saving throw or become paralyzed for 1 round.
13th	63 (14d6 + 14)	Spellcasting. The artificer gains one 1st-level spell slot, one 2nd-level spell slot, and two 3rd-level spell slots. The spellcaster also learns one 3rd-level spell: <i>dispel magic</i>.
14th	67 (15d6 + 15)	Enchant Creature. The artificer can spend 10 minutes imbuing a creature with an energy type's properties. If it does so, it must take a long rest before using this feature again. The exact effect is determined by a Energy Instability roll and lasts for 12 hours: <i>Acid.</i> The creature gains a ranged spell attack. The creature's spellcasting ability is Dexterity. It deals 7 (2d6) acid damage with a range of 15 feet. <i>Cold.</i> The creature's skin becomes as hard as ice. It gains resistance to nonmagical piercing and slashing damage, but becomes vulnerable to fire damage. <i>Fire.</i> The creature is surrounded by glowing flames. It sheds bright light in a 30-foot radius and dim light for an additional 30 feet. Anything that touches the creature or hits it with a melee attack while within 5 feet takes 5 (1d10) fire damage. <i>Lightning.</i> As an action, the creature gains the ability to teleport, along with any equipment it is wearing or carrying, up to 30 feet in a flash of lightning.

HADR

1st-level Medium humanoid (half-orc)

Armor Class 14 (natural armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+1)	16 (+3)	12 (+1)	8 (-1)	12 (+1)

Saving Throws Str +4, Con +5

Skills Athletics +4, Intimidation +3, Investigation +3, Survival +1

Senses darkvision 60 ft., passive Perception 9

Languages Common, Draconic, Orc

Relentless Endurance. When Hadr is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead. He can't use this feature again until he finishes a long rest.

Second Wind. Hadr can use a bonus action on his turn to regain hit points equal to 1d10 + his sidekick level. Once he uses this feature, he must finish a short or long rest before he can use it again.

Trap Sense. Hadr can discern the location of a pit trap, false bottom, secret hatch, and the like within 30 feet.

Tools. Hadr has tinker's tools.

Actions

War Shovel. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

War Pick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Hadr is part of a group of mercenaries known variously as the Electric Eagles, Lightning Fishers, Zappenguins, Shock Falcons, or Thunderbirds. At least they would be known as one of those if they could just choose a name, but their leader, Rarthfyr, changes it on the regular.

If the party ever encounters Hadr's group, Rarthfyr asks for their opinion. If the party's suggestion sounds cool enough, they go with it.

The Thunderbirds are known for making bad decisions and, even worse, bad battle strategies, yet somehow continuously getting out by the skin of their teeth. One time, in order to break through an oncoming army, they lit themselves on fire and charged through the said army, believing no one to be so foolish as to attack someone on fire. It worked, and they escaped with no casualties.

As a model member of the Thunderbirds, Hadr strongly embodies their ideals.

HADR BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	22 (3d8 + 9)	Dauntless. When an ally drops to 0 hit points, Hadr can yell a shout of encouragement as a reaction, dropping his ally to 1 hit point instead. Once Hadr uses this feature, he can't use it again until he finishes a long rest.
3rd	30 (4d8 + 12)	Excavator. Hadr is proficient at digging pit traps at great speed. As an action, he can designate a 10-foot square as difficult terrain. Any creature other than Hadr that enters the area must succeed on a DC 13 Dexterity saving throw or fall 10 feet into the pit. Creatures can climb out of the pit with a DC 13 Strength check. He can only use this ability on loose earth. Once Hadr uses this feature, he can't use it again until he finishes a short or long rest.
4th	37 (5d8 + 15)	Ability Score Improvement. Hadr's Strength score increases by 2. This raises the Strength modifier, Strength saving throw bonus, Athletics skill bonus, DC of the Excavator feature, and the bonuses to hit and damage of Hadr's weapon attacks by 1.
5th	45 (6d8 + 18)	Extra Attack. Hadr can attack twice, instead of once, whenever he takes the Attack action on his turn.
6th	(7d8 + 21)	Ability Score Improvement. Hadr's Intelligence score increases by 2. This raises the Intelligence modifier, Investigation skill bonus, and DC of the Excavator feature by 1.



HADR

7th-level Medium humanoid (half-orc)

Armor Class 14 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

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

Saving Throws Str +5, Con +5

Skills Athletics +5, Intimidation +3, Investigation +4, Survival +1

Senses darkvision 60 ft., passive Perception 9

Languages Common, Draconic, Orc

Relentless Endurance. When Hadr is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead. He can't use this feature again until he finishes a long rest.

Second Wind. Hadr can use a bonus action on his turn to regain hit points equal to 1d10 + his sidekick level. Once he uses this feature, he must finish a short or long rest before he can use it again.

Trap Sense. Hadr can discern the location of a pit trap, false bottom, secret hatch, and the like within 30 feet.

Tools. Hadr has tinker's tools.

INTRODUCING HADR

Hadr is very easy to introduce into the campaign. He likely won't appear during the initial dragon attack in town but on the road soon after. The easiest way to introduce him is to have the players fall into one of his pits while on the road. He would be accompanied by his friend Eithra, as they're hunting for animals nearby.

Hadr and Eithra would introduce them to the Thunderbirds encamped nearby. They have not participated in the raid of Greenest, but were invited to do so, alongside the other mercenary groups. They readily give the players information about the Cult of the Dragon if the players can best them in a drinking game. Win or lose, the leader Rarthfyr commends them on their spirit and tells the information anyway. He sends Hadr to accompany them and help the players out.

Outside of *Tyranny of Dragons*, the same interaction can occur, minus the Dragon Cult information.

Actions

Extra Attack. Hadr makes two attacks whenever he takes the Attack action on his turn.

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

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

Excavator. Hadr can designate a 10-foot square as difficult terrain. Any creature other than Hadr that enters the area must succeed on a DC 15 Dexterity saving throw or fall 10 feet into the pit. Creatures can climb out of the pit with a DC 15 Strength check. Hadr can only use this ability on loose earth. Once Hadr uses this feature, he can't use it again until he finishes a short or long rest.

Thunder Cannon. Hadr can produce and prime a Thunder Cannon that any ally can wield. If no one grabs it, Hadr wields it himself on his turn. As an action, the Thunder Cannon produces a 100-foot-long and 5-foot-wide line. Each creature in the line must make a DC 14 Dexterity saving throw taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one. The damage dice are rolled twice, taking the higher result. Once Hadr uses this feature, he can't use it again until he finishes a long rest.

Reactions

Dauntless. When an ally drops to 0 hit points, Hadr can yell a shout of encouragement, dropping his ally to 1 hit point instead. Once Hadr uses this feature, he can't use it again until he finishes a long rest.

AS A SIDEKICK

As a Thunderbird, Hadr is explosive in battle, as well as at the bar. He's unafraid of combat almost as much as he is unafraid of confronting tough situations.

When conflict arises in the group, Hadr sits down with the conflicting members and acts as a mediator, often using straightforward and brusque metaphors. When that fails, he suggests drinking contests and unarmed brawls to settle conflicts.

As a Thunderbird, Hadr has connections to the mercenary group all over the Sword Coast, as most towns and cities have a small encampment of them and several organizations have hired them at one time or another. In the second half of *Tyranny of Dragons*, the party members can use Hadr to get meetings with officials.

In combat, Hadr is very straightforward, acting much like a fighter would. When he gets a chance, Hadr uses his Excavator feature to get a bunch of enemies into a pit.

HADR BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	76 (9d8 + 36)	Ability Score Improvement. Hadr's Constitution score increase by 2. This raises the Constitution modifier and Constitution saving throw bonus by 1.
9th	85 (10d8 + 40)	Indomitable. Hadr can reroll a saving throw that he fails, but he must use the new roll. When he uses this feature, he can't use the feature again unless he finishes a short or long rest.
10th	93 (11d8 + 44)	Improved Defense. Hadr's AC increases by 1.
11th	102 (12d8 + 48)	Extra Attack. Hadr can attack three times, instead of twice, whenever he takes the Attack action on his turn.
12th	110 (13d8 + 52)	Ability Score Improvement. Hadr's Charisma score increase by 2. This raises the Charisma modifier and Intimidation skill bonus by 1.
13th	119 (14d8 + 56)	Great Excavation. Hadr learns the <i>mold earth</i> cantrip, casting it at will. In addition, he can cast the <i>move earth</i> spell. Once he casts <i>move earth</i> , he must finish a long rest before he can cast it again using this ability.
14th	142 (15d8 + 75)	Ability Score Improvement. Hadr's Constitution score increase by 2. This raises the Constitution modifier and Constitution saving throw bonus by 1.



KOBOLD TRAPSMITH

1st-level Small humanoid (kobold)

Armor Class 12

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	13 (+1)	12 (+1)	9 (-1)	10 (+0)

Saving Throws Int +3

Skills Investigation +3, Perception +3 (+7 vs. traps)

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic

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

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

Tricky Trap Maker. Traps created by the kobold require a successful DC 12 Wisdom (Perception) check to detect, and a successful DC 10 Dexterity check using thieves' tools to disarm. The kobold knows the Pit Digger trap.

Actions

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

KOBOLD TRAPSMITHS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d6 + 3)	Entangling Snare. The kobold learns to make the Entangling Snare trap.
3rd	18 (4d6 + 4)	Tools of the Trade. The kobold has advantage on checks made to disarm traps and gains proficiency with thieves' tools, adding its +2 proficiency bonus to checks made using them.
4th	22 (5d6 + 5)	Acid Ant Trap. The kobold learns to make the Acid Ant Trap.
5th	27 (6d6 + 6)	Proficiency Bonus. The kobold's proficiency bonus increases by 1. This raises the Perception and passive Perception by 2, and the saving throw bonus, trap DCs, other skills bonuses (including thieves' tools), and attack bonuses by 1.
6th	31 (7d6 + 7)	Poison Fang Trap. The kobold learns to make the Poison Fang Trap.



KOBOLD TRAPSMITH

7th-level Small humanoid (kobold)

Armor Class 12

Hit Points 36 (8d6 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	13 (+1)	12 (+1)	9 (-1)	10 (+0)

Saving Throws Int +4

Skills Investigation +4, Perception +5 (+11 vs. traps), thieves' tools +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Draconic

Magical-Smagical. The kobold trapsmith is so familiar with the workings of traps that they can roll a Wisdom (Perception) check to detect even magic traps and a Dexterity check with thieves' tools to disarm them.

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

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

Tools. The kobold has thieves' tools.

Tools of the Trade. The kobold has advantage on checks made to disarm traps.

Tricky Trap Maker. Traps created by the kobold require a successful DC 13 Wisdom (Perception) check to detect, and a successful DC 11 Dexterity check using thieves' tools to disarm.

The kobold knows the Acid Ant Trap, the Entangling Snare trap, the Pit Digger trap, and the Poison Fang Trap.

Actions

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

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

KOBOLD TRAPSMITHS BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	40 (9d6 + 9)	Alchemical Mine. The kobold learns to make the Alchemical Mine trap.
9th	45 (10d6 + 10)	Proficiency Bonus. The kobold's proficiency bonus increases by 1. This raises the Perception and passive Perception by 2, and the saving throw bonus, trap DCs, other skills bonuses (including thieves' tools), and attack bonus by 1.
10th	49 (11d6 + 11)	Sludge Trap. The kobold learns to make the Sludge Trap.
11th	54 (12d6 + 12)	Trapsense. The kobold knows the mind of a trapmaker so well, they have a sixth sense for traps. If they ever move within 5 feet of an active trap's mechanisms, they immediately know of its presence.
12th	58 (13d6 + 13)	Bait. The kobold can make an Intelligence (Investigation) skill check against an appropriate DC determined by the DM to discern the ideal bait for a given creature. Should they be able to acquire it, they can prepare their traps with it, guaranteeing the creature will trigger the trap should they come within 30 feet of it.
13th	63 (14d6 + 14)	Proficiency Bonus. The kobold's proficiency bonus increases by 1. This raises the Perception and passive Perception by 2, and the saving throw bonus, trap DCs, other skills bonuses (including thieves' tools), and attack bonus by 1.
14th	67 (15d6 + 15)	Chain Traps. A master of traps, the kobold can chain multiple traps together to devastating effect. Given appropriate time, they can set up any trap to trigger when another trap triggers. The triggering creature must make separate saves for each triggered trap but otherwise is subject to their effects.



KOBOLD TRAPS

Acid Ant Trap. Spending 10 minutes, the kobold prepares a trip wire to release a suspended glass jar. When the trap is triggered the jar falls into the 5-foot square below and a swarm of ants emerges from the shattered jar with 11 hit points and becomes a hazard in that square for the duration. Any creature in that square at the end of their turn must succeed on a DC 12 Dexterity saving throw or become blinded for 5 (2d4) rounds from the ants' acid spray. The kobold has materials to make three ant traps. To make more, it must dismantle an existing Acid Ant Trap or spend 24 hours gathering materials.

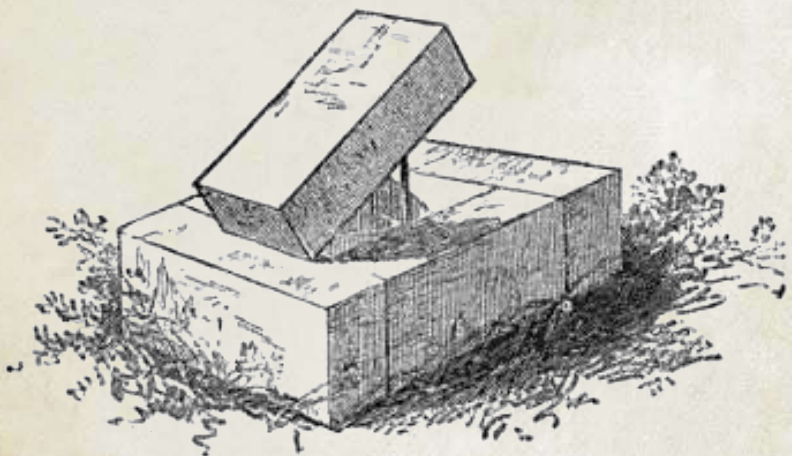
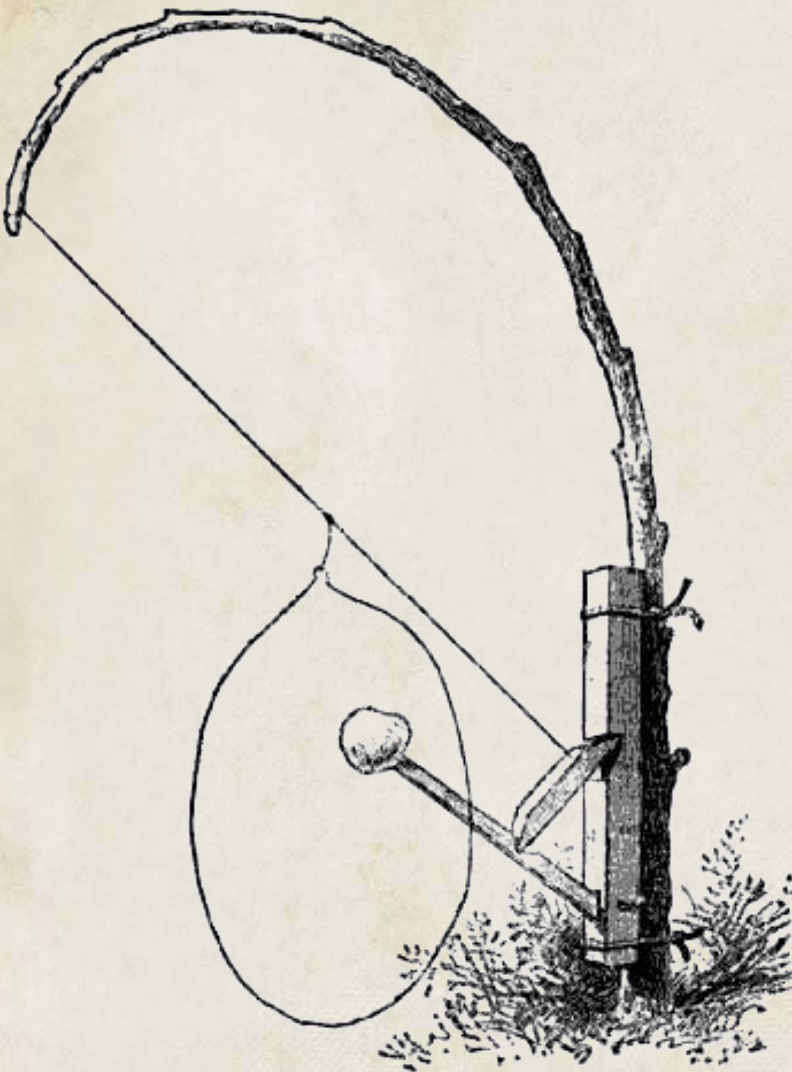
Alchemical Mine. Spending 10 minutes, the kobold can conceal a pressure plate mine in a 5-foot square. Any creature that steps into this square, and subsequently any creature within 5 feet of the trap, must succeed on a DC 12 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one. On a failed save, the creature also catches fire. Until a creature takes an action to douse the flames, the target takes 5 (1d10) fire damage at the beginning of its turn. The kobold has materials to make three Alchemical Mines. To make more, it must dismantle an existing Alchemical Mine trap or spend 24 hours gathering materials.

Entangling Snare. Spending 10 minutes, the kobold can conceal a spring-loaded snare trap in a 5-foot square. Any creature that steps into this square must succeed on a DC 12 Dexterity saving throw or become restrained. On its turn, the creature may make a DC 10 Strength saving throw to end the condition on a success. The kobold has materials to make three snares. To make more, it must dismantle an existing snare trap or spend 24 hours gathering materials.

Pit Digger. Spending 10 minutes, the kobold can dig and conceal a 10-foot deep pit trap in a 5-foot square. Any creature that steps into this square must succeed on a DC 12 Dexterity saving throw or fall into the pit, taking 3 (1d6) bludgeoning damage. The kobold can use this feature three times. It regains expended uses when it finishes a long rest.

Poison Fang Trap. Spending 10 minutes, the kobold affixes a set of snapping fangs to a door handle, chest, or other item often touched. Any creature that touches the item must make a DC 12 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. On a failed save, the creature is also poisoned for 1d12 hours. The kobold has materials to make three fang traps. To make more, it must dismantle an existing Poison Fang Trap or spend 24 hours gathering materials.

Sludge Trap. Spending 10 minutes, the kobold prepares a trip wire to release a suspended barrel. When the trap is triggered, the barrel falls into the 5-foot square below, splashing sticky sludge everywhere in a 10-foot square around the trap. Any creature within the area when the trap is triggered must succeed on a DC 12 Dexterity saving throw or become covered in sludge. A sludge-covered creature's speed is halved, it suffers a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. A sludge-covered creature can take an action on their turn to remove the sludge, ending the effect. The kobold has materials to make three Sludge Traps. To make more, it must dismantle an existing Sludge Trap or spend 24 hours gathering materials.



MIMIR

1st-level Medium humanoid (shapechanger)

Armor Class 14 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

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

Saving Throws Con +4

Skills Deception +3, History +3, Insight +3, Perception +3, Stealth +4

Damage Immunities acid

Senses passive Perception 13

Languages Common, Draconic

Everyday Human. Mimir has advantage on all Charisma (Deception) checks to pass as human. Even truesight does not reveal his true form.

Helpful. Mimir can take the Help action as a bonus action.

Tools. Mimir has painter's supplies.

Actions

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

Mimir is a perfectly average human. So perfectly normal and average, it's eerie—as if he learned how to be a human from a book. Which he did. Mimir is a mimic that has gone through a process known as 'apotheosis,' allowing him to take humanoid form.

Overall, Mimir is a pretty good guy and incredibly helpful to the party members he accompanies, though he can be quite the coward. He secretly fears being knocked out and his form unraveling.

He has difficulty understanding human emotion and so catalogs it, often drawing emotions and expressions in his sketchbook in hopes of understanding it better. More often than not, if Mimir is not directly in combat, he'll sketch out the most iconic moment of the fight and give it to the party. Even if he is, he has an eidetic memory and usually sketches it out later during a short or long rest.

INTRODUCING MIMIR

At the beginning of *Tyranny of Dragons*, the party is traveling to the Sword Coast, making it easy to introduce Mimir as a wagon driver the players were hired to guard, or as someone who simply picked them up on the road.

Outside of *Tyranny of Dragons*, Mimir can be met in towns or on roads, where he offers the party a ride. Mimir travels as a wagon driver and merchant supplier working for his boss, Diantha, the owner of a shop he communicates with through a magical mirror. While Diantha is difficult to deal with, through the mirror the characters can buy scrolls or potions, though at twice the cost due to the magic used to send it.

MIMIR BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Cunning Action. On his turn in combat, Mimir can take the Dash, Disengage, or Hide action as a bonus action.
3rd	26 (4d8 + 8)	Analyze Enemy. As an action, Mimir selects an enemy he can see and reveals its weak points. For one minute, Mimir's allies who hit the target deal an additional 2 (1d4) damage. Once he uses this feature, Mimir must finish a short or long rest before he can do it again.
4th	32 (5d8 + 10)	Ability Score Improvement. Mimir's Intelligence score increases by 2, raising the Intelligence modifier and History skill bonus by 1.
5th	39 (6d8 + 12)	Sneak Attack. Mimir deals an extra 10 (3d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of his that isn't incapacitated and Mimir doesn't have disadvantage on the attack roll.
6th	45 (7d8 + 14)	Improved Analyze Enemy. The damage of the Analyze Enemy feature increases to 3 (1d6). Uncanny Dodge. When an attacker that Mimir can see hits him with an attack, Mimir can use his reaction to halve the attack's damage.

AS A SIDEKICK

Mimir is a helpful, deeply curious, and good-natured individual, often there for party members when they're down. He has an eidetic memory and knows a lot about history.

He occasionally says strange things like, 'Of course I'm human. I've got perfectly human skin.' Characters who observe him note that he's almost aggressively average, aside from being a coward. He has a small amount of gold (220 gp) he uses as a pillow when the party members aren't looking.

In combat, Mimir often stays on the sidelines to assist the players from a distance but enters when a solid opportunity arises. His favorite move is to go in, take the Help action, then use the Cunning Action feature to take the Disengage action, and get out of harm's way.

He deeply fears falling unconscious and his form unraveling permanently. It won't, but he never takes the chance. If at risk of death, he hides or runs until it's safe.

MIMIR

7th-level Medium humanoid (shapechanger)

Armor Class 14 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR

DEX

CON

INT

WIS

CHA

12 (+1)

14 (+2)

14 (+2)

14 (+2)

12 (+1)

12 (+1)

Saving Throws Con +4

Skills Deception +3, History +4, Insight +3, Perception +3, Stealth +4

Damage Immunities acid

Senses passive Perception 13

Languages Common, Draconic

Everyday Human. Mimir has advantage on all Charisma (Deception) checks to pass as human. Even truesight does not reveal his true form.

Helpful. Mimir can take the Help action as a bonus action.

Sneak Attack. Mimir deals an extra 10 (3d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of his that isn't incapacitated and Mimir doesn't have disadvantage on the attack roll.

Tools. Mimir has painter's supplies.

Actions

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

Analyze Enemy. As an action, Mimir selects an enemy he can see and reveals its weak points. For one minute, Mimir's allies who hit the target deal an additional 3 (1d6) damage. Once he uses this feature, Mimir must finish a short or long rest before he can do it again.

Cunning Action. On his turn in combat, Mimir can take the Dash, Disengage, or Hide action as a bonus action.

Mimic Form. Mimir can transform into an oversized weapon. He can be wielded by an ally with a Strength score of 16 or higher. As a weapon, Mimir has a reach of 10 feet and deals 13 (2d12) damage on a successful melee weapon attack. While transformed, Mimir is restrained and can take no other actions other than revert to his humanoid form. Once he uses this feature, Mimir can't use it again until he finishes a long rest.

Reactions

Uncanny Dodge. Mimir halves the damage that he takes from an attack that hits him. Mimir must be able to see the attacker.

MIMIR BEYOND 7TH LEVEL

Level

Hit Points

New Features

8th

58 (9d8 + 18)

Ability Score Improvement.

Mimir's Wisdom score increase by 2. This raises the Wisdom modifier, Insight and Perception skill bonuses, and passive Perception by 1.

9th

65 (10d8 + 20)

Inspiring Help.

When Mimir takes the Help action, the creature who receives the help also gains a 1d6 bonus to the d20 roll. If that roll is an attack roll, the creature can forgo adding the bonus to it. In addition, if the attack hits, the creature can add the bonus to the attack's damage roll against one target.

10th

71 (11d8 + 22)

Ability Score Improvement.

Mimir's Charisma score increases by 2. This raises the Charisma modifier and the Deception skill bonus by 1.

11th

78 (12d8 + 24)

Improved Analyze Enemy.

The damage of the Analyze Enemy feature increases to 1d8.

Take The Blow. When a creature that Mimir can see hits an ally within 5 feet of Mimir with an attack, Mimir can use his reaction to take the blow in place of the ally. Mimir can use this feature twice. He regains expended uses after finishing a short or long rest.

12th

84 (13d8 + 26)

Ability Score Improvement.

Mimir's Dexterity score increase by 2. This raises the Dexterity modifier, Stealth skill bonus, and attack and damage bonuses by 1.

13th

91 (14d8 + 28)

Inspiring Help.

Mimir's Inspiring Help feature bonus increases to a 2d6 bonus.

14th

97 (15d8 + 30)

Advanced Mimic Form.

At 14th level, Mimir has become comfortable with his mimic origins. As an action, Mimir can transform into massive objects, structures, and platforms to aid his allies. This functions as the *wall of stone* spell, with Mimir as the wall. He can revert to his humanoid form as a bonus action.

MOLLY THE ANCIENT

1st-level Medium humanoid (dwarf)

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 25 ft.

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

Saving Throws Dex +4

Skills Acrobatics +4, Performance +4, Persuasion +4, Sleight of Hand +4, Stealth +4

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic, Dwarvish

Dwarven Resilience. Molly has advantage on saving throws against poison.

Helpful. Molly can take the Help action as a bonus action.

Tools. Molly carries a mandolin, mason's tools, and thieves' tools.

Actions

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

Molly is found at the Hunting Lodge in chapter 7 of *Tyranny of Dragons*. She works in the wyvern stables. She is not a cultist. However, the pay is good for her particular skill set in dealing with wyverns and dragons.

Molly is convinced she actually is a dragon and just hasn't been able to revert to her true form. She is quite fond of all the chromatic dragons and waxes poetic about them in Draconic for hours on end, if not interrupted.

She's of average height for a dwarf, and her attire is completely covered in tiny fragments of scales, so that, were it not for the lack of a draconic head, she might pass for a short dragonborn. She likes to wear a fur coat, "on account of my being cold-blooded."

MOLLY BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8 + 3)	No One Left Behind. Molly can innately cast <i>pass without trace</i> (10-minute duration) twice per day, requiring no material components.
3rd	22 (4d8 + 4)	Dragon Sense. As an action, Molly can open her awareness to detect the location of any dragon within 100 feet of her that is not behind total cover. Molly can use this feature three times. She regains expended uses when she finishes a long rest.
4th	27 (5d8 + 5)	I Remember That. Molly gains a +10 bonus to Intelligence (History) checks related to dragons.
5th	33 (6d8 + 6)	Been Here Before. Molly has advantage on Intelligence (Nature) checks while in the mountains.
6th	38 (7d8 + 7)	Bawk Bawk. Molly is immune to the Frightful Presence ability of dragons.



MOLLY THE ANCIENT

7th-level Medium humanoid (dwarf)

Armor Class 12

Hit Points 44 (8d8 + 8)

Speed 25 ft.

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

Saving Throws Dex +4

Skills Acrobatics +4, Performance +4, Persuasion +4, Sleight of Hand +4, Stealth +4

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic, Dwarvish

Bawk Bawk. Molly is immune to the Frightful Presence ability of dragons.

Been Here Before. Molly has advantage on Intelligence (Nature) checks while in the mountains.

Dragon Sense. As an action, Molly can open her awareness to detect the location of any dragon within 100 feet of her that is not behind total cover. Molly can use this feature three times. She regains expended uses when she finishes a long rest.

Dwarven Resilience. Molly has advantage on saving throws against poison.

Helpful. Molly can take the Help action as a bonus action.

I Remember That. Molly gains a +10 bonus to Intelligence (History) checks related to dragons.

No One Left Behind. Molly can innately cast *pass without trace* (10-minute duration) twice per day, requiring no material components.

Tools. Molly carries a mandolin, mason's tools, and thieves' tools.

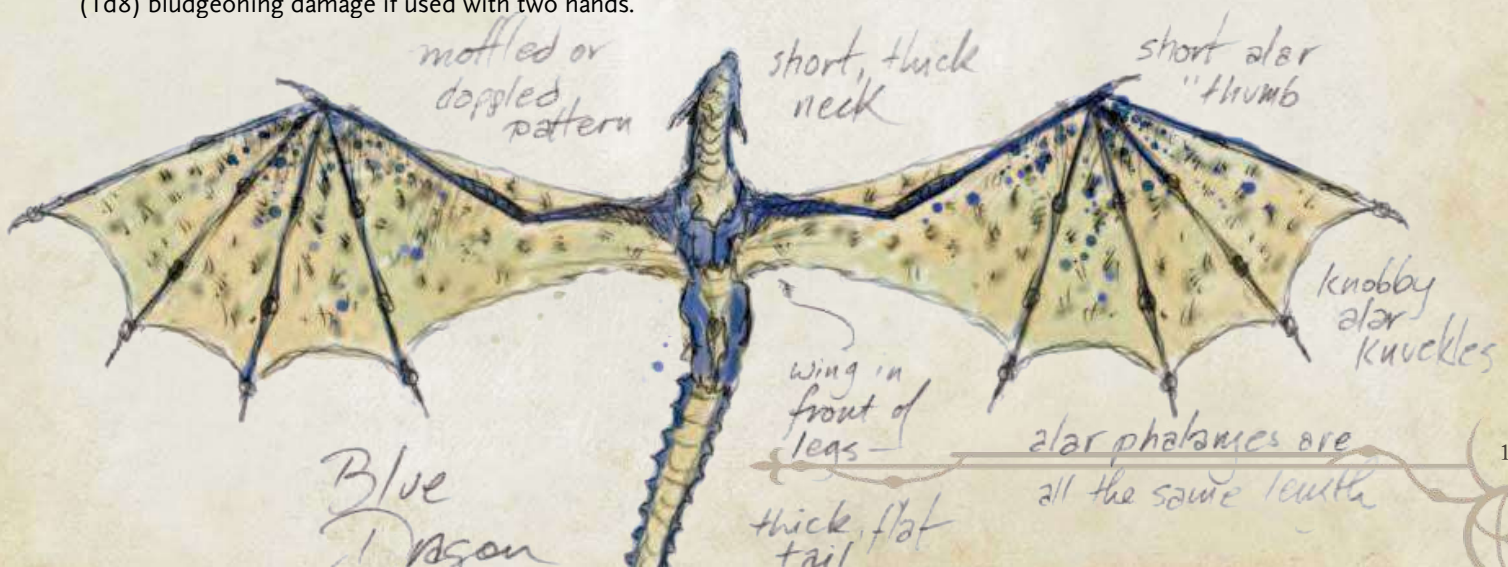
Wait, What? Molly has advantage on Wisdom (Insight) checks when dealing with humanoids.

Actions

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

MOLLY BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	49 (9d8 + 9)	That's Gonna Hurt. Molly has advantage on any check she makes to escape a grapple.
9th	55 (10d8 + 10)	Make it Red. Molly's skin becomes translucent red, giving her advantage on Dexterity (Stealth) checks. If she does so, Molly can't use this feature again until she finishes a long rest.
10th	60 (11d8 + 11)	Make it Blue. Molly's skin becomes translucent blue. She is invisible to hostile creatures for one hour. Molly can't use this feature again until she finishes a long rest.
11th	66 (12d8 + 12)	I Know That Dragon. Molly has advantage on Wisdom (Insight) checks when dealing with dragons.
12th	71 (13d8 + 13)	Back To Work. After sleeping for 4 hours, Molly gains the same benefit that a human does from 8 hours of sleep.
13th	77 (14d8 + 14)	Told You So. Wings sprout from Molly's back, permanently granting a flying speed of 10 feet.
14th	82 (15d8 + 15)	Stand By Me. As an action, Molly chooses acid, cold, fire, lightning, or poison. Protective energy radiates from Molly in an aura with a 10-foot radius. Until the effect ends, the aura moves with Molly, centered on her. Each nonhostile creature in the aura (including Molly) has resistance to the chosen damage type. Molly can't use this feature again until she finishes a long rest.



THARNOLD NAERYTAR

1st-level Medium humanoid (human)

Armor Class 16 (chain shirt, shield)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

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

Saving Throws Con +4
Skills Athletics +4, Perception +3, Survival +3
Senses passive Perception 13
Languages Common, Giant

Alert. Always on the lookout for danger, Tharnold has a +5 bonus to initiative and can't be surprised while he is conscious. In addition, creatures don't gain advantage on attack rolls against Tharnold as a result of being unseen by him.

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

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

Reactions

Protection. Tharnold imposes disadvantage on the attack roll of a creature within 5 feet of him whose target isn't Tharnold. Tharnold must be able to see the attacker.

Tharnold Naerytar once called Castle Naerytar his home, as the attendant and then husband to the half-elf wizard that dwelled there. He even took the name of the castle as his surname.

When Tharnold's husband left, so did he. But in recent months, his husband passed away, and Tharnold felt eager to return to the castle in order to retrieve some personal effects left behind. He is positive they are hidden and of no value to anyone but him.

Standing around 6 feet tall, this lithe human man has dark skin and a neat goatee. Salt and pepper sprinkle his dark hair, as his age is beginning to catch up to him. Since his husband died, Tharnold has felt very much without purpose. Although he was only an assistant at first, Tharnold and the wizard became soul mates.

THARNOLD BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Time For Tea. Tharnold brews a steaming pot of tea that allows up to 5 creatures to regain 1d4 hit points if they spend 5 minutes drinking it. Tharnold can use this feature three times. He regains expended uses when he finishes a long rest.
3rd	26 (4d8 + 8)	At Your Service. Tharnold acquires a <i>bag of holding</i> with which he can assist the party by carrying items.
4th	32 (5d8 + 10)	Right This Way. When a creature or object within 5 feet of him is targeted by a spell attack, Tharnold can grant advantage on the attack roll. Tharnold can use this feature twice. He regains expended uses when he finishes a long rest.
5th	39 (6d8 + 12)	Leave a Light On. Tharnold gains advantage on a Wisdom (Survival) check. If he does so, Tharnold can't use this feature again until he finishes a long rest.
6th	45 (7d8 + 14)	You Shouldn't Have. Tharnold can reroll his initiative and must take the new roll. If he does so, Tharnold can't use this feature again until he finishes a long rest.



THARNOLD NAERYTAR

7th-level Medium humanoid (human)

Armor Class 16 (chain shirt, shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Saving Throws Con +4

Skills Athletics +4, Perception +3, Survival +3

Senses passive Perception 13

Languages Common, Giant

Alert. Always on the lookout for danger, Tharnold has a +5 bonus to initiative and can't be surprised while he is conscious. In addition, creatures don't gain advantage on attack rolls against Tharnold as a result of being unseen by him.

Go On Then. Tharnold can stay awake to keep watch throughout a long rest without gaining a level of exhaustion. If he does so, Tharnold can't use this feature for 24 hours.

Leave a Light On. Tharnold gains advantage on a Wisdom (Survival) check. If he does so, Tharnold can't use this feature again until he finishes a long rest.

Special Equipment. Tharnold has a *bag of holding*.

Time For Tea. Tharnold brews a steaming pot of tea that allows up to 5 creatures to regain 1d4 hit points if they spend 5 minutes drinking it. Tharnold can use this feature three times. He regains expended uses when he finishes a long rest.

You Shouldn't Have. Tharnold can reroll his initiative and must take the new roll. If he does so, Tharnold can't use this feature again until he finishes a long rest.

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

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

Reactions

Protection. Tharnold imposes disadvantage on the attack roll of a creature within 5 feet of him whose target isn't Tharnold. Tharnold must be able to see the attacker.

Right This Way. When a creature or object within 5 feet of him is targeted by a spell attack, Tharnold can grant advantage on the attack roll. Tharnold can use this feature twice. He regains expended uses when he finishes a long rest.

THARNOLD BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	58 (9d8 + 18)	After Me. Tharnold gains a +5 bonus to his initiative. If he does so, Tharnold can't use this feature again until he finishes a long rest.
9th	65 (10d8 + 20)	Are We There Yet? Tharnold Naerytar can arrange half-price lodging at inns due to his network of friends.
10th	71 (11d8 + 22)	You Can Do It. Tharnold can choose up to three creatures within 60 feet of him. Each one regains hit points equal to his sidekick level, provided that the creature can see or hear him. If he does so, Tharnold can't use this feature again until he finishes a long rest.
11th	78 (12d8 + 24)	Breaking Bread. Tharnold can provide a <i>bead of nourishment</i> and <i>bead of refreshment</i> to each party member. If he does so, Tharnold can't use this feature again until he finishes a long rest.
12th	84 (13d8 + 26)	Last Call. Tharnold acquires an <i>alchemy jug</i> .
13th	91 (14d8 + 28)	Mind Over Body. When Tharnold or a creature he can see within 30 feet of him takes damage, he can use his Reaction to roll a d10 and reduce the amount of damage taken by the number rolled.
14th	97 (15d8 + 30)	Try Again. Tharnold can inspire one ally to reroll a failed save. If he does so, Tharnold can't use this feature again until he finishes a long rest.

INTRODUCING THARNOLD

The party can meet Tharnold at any time prior to chapter 6 in *Tyranny of Dragons*. He can provide intimate details of the layout of Naerytar Castle and can lead the party back in its direction.

AS A SIDEKICK

Tharnold has a very business-like personality and inquires frequently as to what the party needs assistance with.

Tharnold takes it upon himself to ration the food, prepare meals, and clean camp. It helps that he is fastidious and a great cook. He frets if party members aren't getting adequate nutrition.

VALERINA SCATTERHEART

1st-level Small humanoid (halfling)

Armor Class 12

Hit Points 9 (2d6 + 2)

Speed 25 ft.

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

Saving Throws Dex +4

Skills Acrobatics +4, Performance +4, Persuasion +4, Sleight of Hand +4, Stealth +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic, Halfling

Halfling Nimbleness. Valerina can move through the space of any creature that is of a size larger than hers.

Helpful. Valerina can take the Help action as a bonus action.

Lucky. When Valerina rolls a 1 on an attack roll, ability check, or saving throw, she can reroll the die and must use the new roll.

Tools. Valerina carries thieves' tools, *goggles of night*, and a mandolin.

Actions

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

Valerina Scatterheart is a direct descendant of Dharva Scatterheart, the founder of Greenest. Valerina, or Val to her friends, does not consider herself royalty in the least. She is that one friend who everyone can always count on for anything and who knows the pulse of Greenest and the surrounding area better than most anyone.

Her catchphrase is 'Welcome all strangers, for some slay dragons.'

A Greenest festival celebrates a fallen hero with an intimate ceremony, but you have to hunt a specific beast or you are considered a blasphemer. This holiday is called Scatterheart's Lament, in honor of Valerina's grandfather, Abram.

Valerina is on the shorter side, sporting her trademark red lipstick, regardless of attire. Her hairstyle and color seems to shift with the seasons, though most often she wears her hair in a mess of curls framing her round face.

Her prized possession is her garden, though the few plants that grow there strongly suggests she's just a beginning gardener. The ones that are there thrive, as she tends to them as one would a small child. It would not be surprising if she brought one along. A potted fern called Gus is her current favorite and she is loath to leave it behind.

Adventurers can encounter Valerina anywhere in Greenest. She is quite the town busy-body and likely afoot whenever they arrive.

VALERINA BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d6 + 3)	Just One More Thing. As an action, Valerina gains advantage on Charisma (Persuasion) checks for 1 minute. Valerina can use this feature three times. She regains expended uses when she finishes a long rest.
3rd	18 (4d6 + 4)	Secret Identity. Valerina acquires a <i>hat of disguise</i> . While wearing this hat, she can use an action to cast the <i>disguise self</i> spell at will.
4th	22 (5d6 + 5)	Now You See Me. As an action, Valerina grants the party advantage on Dexterity (Stealth) checks for 1 minute. Valerina can use this feature twice. She regains expended uses when she finishes a long rest.
5th	27 (6d6 + 6)	Killer Instinct. As an action, Valerina gains advantage on Wisdom (Insight) checks for 1 minute. Valerina can use this feature twice. She regains expended uses when she finishes a long rest.
6th	31 (7d6 + 7)	Little Bit. As an action, Valerina gains the "reduce" effect of the <i>enlarge/reduce</i> spell for 2 hours (no concentration required). If she does so, she can't use this feature again until she finishes a long rest.



VALERINA SCATTERHEART

7th-level Small humanoid (halfling)

Armor Class 12

Hit Points 36 (8d6 + 8)

Speed 25 ft.

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

Saving Throws Dex +4

Skills Acrobatics +4, Performance +4, Persuasion +4, Sleight of Hand +4, Stealth +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic, Halfling

Halfling Nimbleness. Valerina can move through the space of any creature that is of a size larger than hers.

Helpful. Valerina can take the Help action as a bonus action.

Lucky. When Valerina rolls a 1 on an attack roll, ability check, or saving throw, she can reroll the die and must use the new roll.

Tools. Valerina carries thieves' tools, *hat of disguise*, *goggles of night*, and a mandolin.

Actions

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

Just One More Thing. Valerina gains advantage on Charisma (Persuasion) checks for 1 minute. Valerina can use this feature three times. She regains expended uses when she finishes a long rest.

Killer Instinct. Valerina gains advantage on Wisdom (Insight) checks for 1 minute. Valerina can use this feature twice. She regains expended uses when she finishes a long rest.

Little Bit. Valerina gains the "reduce" effect of the *enlarge/reduce* spell for 2 hours (no concentration required). If she does so, she can't use this feature again until she finishes a long rest.

Now You See Me. Valerina grants the party advantage on Dexterity (Stealth) checks for 1 minute. Valerina can use this feature twice. She regains expended uses when she finishes a long rest.

Secret Identity. While wearing her *hat of disguise*, Valerina can use an action to cast the *disguise self* spell at will.

Reactions

They Went That Way. When an ally rolls a Charisma (Deception) check, Valerina can grant advantage to the roll. If she does so, she can't use this feature again until she finishes a long rest.

VALERINA BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	40 (9d6 + 9)	A Copper for Your Thoughts. Valerina brokers transportation services at a 50 percent discount. If she does so, she can't use this feature again until she finishes a long rest.
9th	45 (10d6 + 10)	Time To Go. Valerina acquires a 6-foot-by-9-foot <i>carpet of flying</i> .
10th	49 (11d6 + 11)	Play It Again. When an ally within 30 feet of Valerina that she can see misses on an attack roll, the ally can reroll the die and must use the new roll. If it does so, Valerina can't use this feature again until she finishes a long rest.
11th	54 (12d6 + 12)	That Tickles. If any one of them is targeted by an attack that deals lightning damage, allies within 10 feet of Valerina gain resistance to lightning damage for 10 minutes. Valerina can't use this feature again until she finishes a long rest.
12th	58 (13d6 + 13)	It Burns. If any one of them is targeted by an attack that deals fire damage, allies within 10 feet of Valerina gain resistance to fire damage for 10 minutes. Valerina can't use this feature again until she finishes a long rest.
13th	63 (14d6 + 14)	Move It. As an action, Valerina inspires up to 5 creatures to move at twice their normal speed for 2 hours without gaining levels of exhaustion. If she does so, Valerina can't use this feature again until she finishes a long rest.
14th	67 (15d6 + 15)	I'll Be Seeing You. When Valerina takes the Dash action, she can move triple her speed on her turn.

