

FRIENDS AND FOES II



Friends and Foes II

High-level NPCs (13th-20th level) for 5E Dungeon Masters

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¹Magic item from *Xanathar's Guide to Everything*



MAYA STORMCLOUD

13th level barbarian (Path of the Totem Warrior subclass)
Medium humanoid (human), chaotic neutral

Armor Class 15

Hit Points 134 (13d12 + 39)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	8 (-1)	10 (+0)	9 (-1)

Saving Throws Str +8, Con +8

Skills Animal Handling +5, Insight +5, Religion +4, Survival +5

Senses passive Perception 10

Languages Common

Challenge 8 (3,900 XP)

Aspect of the Beast (Bear). Maya has the might of a bear. Her carrying capacity is doubled, and she has advantage on Strength checks to push, pull, lift, or break objects.

Brutal Critical. Can roll two additional weapon damage dice when determining the extra damage for a critical hit with a melee attack.

Danger Sense. Maya has advantage on Dexterity saving throws against effects she can see, such as traps and spells.

Feral Instinct. Advantage on initiative rolls.

Rage. 5/day. Maya has advantage on Strength checks and Strength saves, +3 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage.

Reckless Attack. She can make a melee attack with advantage on the first turn of an attack but attack rolls against her have advantage until her next turn.

Relentless Rage. If she drops to 0 hit points while she is raging and doesn't die outright, she can make a DC10 Constitution saving throw. If she succeeds, she drops to 1 hit point instead. Each time she uses this feature after the first, the DC increases by 5. When she finishes a short or long rest, the DC resets to 10.

Spirit Seeker. She has the ability to cast the *beast speak* and *speak with animals* spells, but only as rituals.

Spirit Walker. She can cast the *commune with nature* spell, but only as a ritual. When he does so, a spiritual version of a wolf appears to her to convey the information she seeks.

Totem Spirit (Bear). While she is raging, she has resistance to all damage except psychic damage.

Actions

Multiattack. Maya makes two melee attacks or two ranged attacks.

+1 Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

NPC Bio

Personality Maya is eternally optimistic.

Appearance Stocky, muscular young woman with long brown hair and hazel eyes. 5' 9" 180 lbs. 26 years old

Characteristics

Ideal. She helps to bring about the changes the gods are constantly working in the world.

Bond. She seeks to preserve an ancient text that her enemies consider heretical and seek to destroy.

Flaw. Once Maya picks a goal, she becomes obsessed with it to the detriment of everything else in her life.

Background

Maya was an acolyte. She still worships the deity of travelers. She never likes to stay in one place for too long. Maya does not get along well with others, making friends is a major challenge for her.

Equipment

backpack, 4 days of rations, holy symbol, herbalism kit, quiver, 17 arrows, *alchemy jug*, *rope of climbing*, *elixir of health*, torch, tinderbox, bedroll, cloak, 145gp.

HARDUR HAMMERSTONE

14th level barbarian (Path of the Berserker subclass)
Medium humanoid (mountain dwarf), lawful good

Armor Class 16

Hit Points 157 (14d12 + 56)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	10 (+0)	12 (+1)	11 (+0)

Saving Throws Str +9, Con +9

Skills Medicine +6, Perception +6, Religion +4, Survival +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Dwarvish

Challenge 9 (5,000 XP)

Brutal Critical. Can roll two additional weapon damage dice when determining the extra damage for a critical hit with a melee attack.

Danger Sense. Hardur has advantage on Dexterity saving throws against effects he can see, such as traps and spells.

Dwarven Resilience. He has advantage on saves against poison, and resistance against poison damage.

Feral Instinct. Advantage on initiative rolls.

Frenzy. Goes into a frenzy when raging. Can make a single melee weapon attack as a bonus action on each of his turns after this one. Suffers one level of exhaustion when the rage ends.

Intimidating Presence. He can choose one creature that he can see within 30 ft. to frighten. If the creature can see or hear him, it must succeed on a DC14 Wisdom saving throw, or be frightened of him until the end of his next turn. On subsequent turns, he can use an action to extend the duration until the end of his next turn. This effect ends if the creature ends its turn out of line sight or more than 60 ft. away from him. If the creature succeeds on the saving throw, he can't use this feature on them for 24 hrs.

Mindless Rage. Hardur can't be charmed or frightened when he enters his rage, any previous effects are suspended for the rage.

Rage. 5/day. Hardur has advantage on Strength checks and Strength saves, +3 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage. He can't be charmed or frightened while raging.

Reckless Attack. He can make a melee attack with advantage on the first turn of an attack but attack rolls against him have advantage until his next turn.

Relentless Rage. If he drops to 0 hit points while he is raging and doesn't die outright, he can make a DC10 Constitution saving throw. If he succeeds, he drops to 1 hit point instead. Each time he uses this feature after the first, the DC increases by 5. When he finishes a short or long rest, the DC resets to 10.

Retaliation. When he takes damage from a creature that is within 5 ft. of him, he can use his reaction to make a melee weapon attack against that creature.

Actions

Multiattack. Hardur makes two melee attacks or one ranged attacks.

Warhammer. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

NPC Bio

Personality Hardur is utterly serene, even in the face of disaster.

Appearance Dwarf male with black hair, a bushy black beard, and light-brown eyes. 4' 6" 153 lbs. 188 years old

Characteristics

Ideal. Balance.

Bond. He is very close to his clan.

Flaw. Hardur keeps many secrets that could help his community.

Background

Hardur was a hermit. He used to live in a cave deep in the mountain kingdom of the dwarves. Living in solitude he found inner peace. However, he has returned from the cave to live amongst his clan again.

Equipment

backpack, 5 days of rations, tinderbox, herbalism kit, bedroll, crossbow bolt case, 19 crossbow bolts, *bag of beans*, *Quaal's feather token*, *Keoghtom's ointment*, cloak, 269gp.

DADALAN DUMNARGH

15th level barbarian (Path of the Storm Herald subclass)
Medium humanoid (bronze dragonborn), chaotic good

Armor Class 14

Hit Points 171 (15d12 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	6 (-2)	16 (+3)	8 (-1)

Saving Throws Str +9, Con +8

Skills Athletics +9, Intimidation +5, Perception +8, Survival +8

Senses passive Perception 18

Languages Common, Draconic, Dwarvish, Goblin

Challenge 10 (5,900 XP)

Breath Weapon 1/day. Lightning breath. 14 (4d6) lightning damage, DC 16 Constitution saving throw.

Brutal Critical. Can roll two additional weapon damage dice when determining the extra damage for a critical hit with a melee attack.

Danger Sense. Dadalan has advantage on Dexterity saving throws against effects she can see, such as traps and spells.

Feral Instinct. Advantage on initiative rolls.

Lightning Resistance. Dadalan has resistance to lightning damage.

Rage. 5/day. She has advantage on Strength checks and Strength saves, +3 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage. She can't be charmed or frightened while raging. Rage only ends if she falls unconscious or if she chooses to end it.

Raging Storm. Whenever the effect of her Storm Aura is activated, she can choose one creature she can see in the aura. That creature must succeed on a Strength saving throw, or its speed is reduced to 0 until the start of her next turn, as magical frost covers it.

Reckless Attack. She can make a melee attack with advantage on the first turn of an attack but attack rolls against her have advantage until her next turn.

Relentless Rage. If she drops to 0 hit points while she is raging and doesn't die outright, she can make a DC10 Constitution saving throw. If she succeeds, she drops to 1 hit point instead. Each time she uses this feature after the first, the DC increases by 5. When she finishes a short or long rest, the DC resets to 10.

Shielding Storm. Each creature of her choice has the damage resistance she gained from the Storm Soul feature while the creature is in her Storm Aura.

Storm Aura. She can emanate a stormy, magical aura while she rages. The aura extends 10 ft. from her in every direction, but not through total cover. When entering a rage, she can activate the effect again on each of her turns as a bonus action. When this effect is activated, each creature of her choice in her aura gains 3 temporary hit points, as icy spirits inure it to suffering.

Storm Soul. She has resistance to cold damage, and she doesn't suffer the effects of extreme cold. Moreover, as an action, she can touch water and turn a 5 ft. cube of it into ice, which melts after 1 min. This action fails if a creature is in the cube.

Actions

Multiattack. Dadalan makes two attacks.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) slashing damage.

NPC Bio

Personality Dadalan is driven by a wanderlust that led her away from her home.

Appearance Powerfully built copper dragonborn female with a long scar on her face. 6' 4" 236 lbs. 29 years old

Characteristics

Ideal. Change.

Bond. Storms.

Flaw. Dadalan is too enamored of ale, wine, and other intoxicants.

Background

Dadalan was an outlander (guide). She has led numerous adventuring parties through dangerous mountain ranges and dense woods. This brave dragonborn is ready for anything.

Equipment

backpack, 3 days of rations, herbalism kit, hunting trap, set of traveler's clothes, tinderbox, torch, *amulet of health*, *potion of healing*, *folding boat*, *helm of comprehending languages*, bedroll, cloak, 287gp.

MORGEN

16th level barbarian (Path of the Totem Warrior subclass)
Medium humanoid (human), neutral good

Armor Class 14

Hit Points 190 (16d12 + 64)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	18 (+4)	9 (-1)	14 (+2)	17 (+3)

Saving Throws Str +8, Con +9

Skills Animal Handling +7, Athletics +8, Intimidation +8, Survival +7

Senses passive Perception 12

Languages Common, Primordial

Challenge 11 (7,200 XP)

Aspect of the Beast (Wolf). Morgen gains the hunting sensibilities of a wolf. He can track other creatures while traveling at a fast pace, and he can move stealthily while traveling at a normal pace.

Brutal Critical. Can roll two additional weapon damage dice when determining the extra damage for a critical hit with a melee attack.

Danger Sense. He has advantage on Dexterity saving throws against effects he can see, such as traps and spells.

Feral Instinct. Advantage on initiative rolls.

Rage. 5/day. He has advantage on Strength checks and Strength saves, +4 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage. He can't be charmed or frightened while raging. Rage only ends if he falls unconscious or if he chooses to end it.

Reckless Attack. Morgen can make a melee attack with advantage on the first turn of an attack but attack rolls against him have advantage until his next turn.

Relentless Rage. If he drops to 0 hit points while he is raging and doesn't die outright, he can make a DC10 Constitution saving throw. If he succeeds, he drops to 1 hit point instead. Each time he uses this feature after the first, the DC increases by 5. When he finishes a short or long rest, the DC resets to 10.

Spirit Seeker. He has the ability to cast the *beast speak* and *speak with animals* spells, but only as rituals.

Spirit Walker. He can cast the *commune with nature* spell, but only as a ritual. When he does so, a spiritual version of a wolf appears to him to convey the information he seeks.

Totem Spirit (Wolf). While he is raging, his friends have advantage on melee attack rolls against any creature within 5 feet of him that is hostile to him.

Totemic Attunement (Wolf). While he is raging, he can use a bonus action to knock a Large or smaller creature prone when he hits it with a melee weapon attack.

Actions

Multiattack. Morgen makes two melee attacks or two ranged attacks.

+1 Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. Hit: 3 (1d6) piercing damage.

NPC Bio

Personality Morgen is more comfortable in the wilderness.

Appearance Good-looking young man with short brown hair and green eyes. 6' 2" 190 lbs. 25 years old

Characteristics

Ideal. Nature.

Bond. An injury to the unspoiled wilderness of his home is an injury to him.

Flaw. Morgen believes there's no room for caution in a life lived to the fullest.

Background

Morgen was a soldier (infantry). He used to serve in the king's army but had a falling out with the military leadership. This young man is now an adventurer for hire.

Equipment

backpack, 6 days of rations, wooden wolf totem, bag of 19 caltrops, quiver, 19 +1 arrows, torch, tinderbox, blanket, bedroll, *bead of force*, *potion of climbing*, *Heward's handy haversack*, cloak, 296gp.

GILBERT GOODBERRY

17th level barbarian (Path of the Berserker subclass)
Small humanoid (stout halfling), chaotic good

Armor Class 17 (+2 shield)
Hit Points 191 (17d12 + 17)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	12 (+1)	12 (+1)	5 (-3)	16 (+3)

Saving Throws Str +10, Con +7
Skills Acrobatics +8, Athletics +10, Nature +7, Performance +9
Senses passive Perception 7
Languages Common, Halfling
Challenge 11 (7,200 XP)

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

Brutal Critical. Can roll three additional weapon damage dice when determining the extra damage for a critical hit with a melee attack.

Danger Sense. Gilbert has advantage on Dexterity saving throws against effects he can see, such as traps and spells.

Feral Instinct. Advantage on initiative rolls.

Frenzy. Goes into a frenzy when raging. Can make a single melee weapon attack as a bonus action on each of his turns after this one. Suffers one level of exhaustion when the rage ends.

Halfling Nimbleness. Can move through the space of any creature that is larger.

Intimidating Presence. He can choose one creature that he can see within 30 ft. to frighten. If the creature can see or hear him, it must succeed on a DC14 Wisdom saving throw, or be frightened of him until the end of his next turn. On subsequent turns, he can use an action to extend the duration until the end of his next turn. This effect ends if the creature ends its turn out of line sight or more than 60 ft. away from him. If the creature succeeds on the saving throw, he can't use this feature on them for 24 hrs.

Lucky. Can reroll any 1s.

Mindless Rage. Gilbert can't be charmed or frightened when he enters her rage, any previous effects are suspended for the rage.

Naturally Stealthy. Can attempt to hide even when only obscured by a creature that is at least one size larger.

Rage. 6/day. He has advantage on Strength checks and Strength saves, +4 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage. He can't be charmed or frightened while raging. Rage only ends if he falls unconscious or if he chooses to end it.

Reckless Attack. He can make a melee attack with advantage on the first turn of an attack but attack rolls against him have advantage until his next turn.

Relentless Rage. If he drops to 0 hit points while he is raging and doesn't die outright, he can make a DC10 Constitution saving

throw. If he succeeds, he drops to 1 hit point instead. Each time he uses this feature after the first, the DC increases by 5. When he finishes a short or long rest, the DC resets to 10.

Retaliation. When he takes damage from a creature that is within 5 ft. of him, he can use his reaction to make a melee weapon attack against that creature.

Stout Resilience. Has advantage on saving throws against poison, and has resistance against poison damage.

Actions

Multiattack. Gilbert makes two melee attacks or two ranged attacks.

+2 Longsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 12 (1d8 + 8) slashing damage.

Shortbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

NPC Bio

Personality Gilbert knows a story relevant to almost every situation.

Appearance Average-size halfling male with fair skin, brown hair, and gray eyes. 2' 10" 37 lbs. 25 years old

Characteristics

Ideal. Creativity.

Bond. His instrument is his most treasured possession, and it reminds him of someone he loves.

Flaw. Gilbert is a sucker for a pretty face.

Background

Gilbert was an entertainer (storyteller). He is a very outgoing, charming young halfling. Gilbert always has a story ready for the evening fire. He enjoys adventuring and meeting new people.

Equipment

backpack, 3 days of rations, quiver, 19 +2 arrows, *potion of heroism*, *dust of dryness*, *horn of silent alarm*¹, *potion of resistance*, *oil of sharpness*, *rope of climbing*, disguise kit, flute, tinderbox, 3 torches, flute, bedroll, cloak, leather pouch, 293gp.

JESS BELLE

18th level barbarian (Path of the Ancestral Guardians subclass)
Medium humanoid (human), lawful good

Armor Class 15

Hit Points 202 (18d12 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+2)	7 (-2)	10 (+0)	19 (+4)

Saving Throws Str +9, Con +8

Skills Animal Handling +6, Athletics +9, Perception +6, Survival +6

Senses passive Perception 16

Languages Common

Challenge 12 (8,400 XP)

Ancestral Protectors. Jess has spectral warriors appear when she rages. The first creature she hits with an attack on her turn becomes the target of the warriors, which hinder its attacks. Until the start of her next turn, that target has disadvantage on any attack roll that isn't against her, and when the target hits a creature other than her with an attack, that creature has resistance to the damage dealt by the attack. This effect on the target ends if her rage ends.

Brutal Critical. Can roll three additional weapon damage dice when determining the extra damage for a critical hit with a melee attack.

Consult the Spirits. She can cast the *augury* or *clairvoyance* spell, without using a spell slot or material components. This use of *clairvoyance* invisibly summons one of her ancestral spirits to the location. Wisdom is her spellcasting ability. After she casts either spell in this way, she must finish a short or long rest to use again.

Danger Sense. Jess has advantage on Dexterity saving throws against effects she can see, such as traps and spells.

Feral Instinct. Advantage on initiative rolls.

Indomitable Might. Strength checks equal Strength score or higher.

Rage. 6/day. She has advantage on Strength checks and Strength saves, +4 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage. She can't be charmed or frightened while raging. Rage only ends if she falls unconscious or if she chooses to end it.

Reckless Attack. Jess can make a melee attack with advantage on the first turn of an attack but attack rolls against her have advantage until her next turn.

Relentless Rage. If she drops to 0 hit points while she is raging and doesn't die outright, she can make a DC10 Constitution saving throw. If she succeeds, she drops to 1 hit point instead. Each time she uses this feature after the first, the DC increases by 5. When she finishes a short or long rest, the DC resets to 10.

Spirit Shield. If she is raging and another creature she can see within 30 ft. of her takes damage, she can use her reaction to reduce that damage by 4d6.

Vengeful Ancestors. When she uses her Spirit Shield to reduce the damage of an attack, the attacker takes an amount of damage equal to the damage that her Spirit Shield prevents.

Actions

Multiattack. Jess makes two melee attacks or two ranged attacks.

+2 Greatsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

+2 Longbow. *Ranged Weapon Attack:* +11 to hit, range 150/600 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

NPC Bio

Personality Jess is a friendly, blunt individual.

Appearance Very athletic and beautiful young woman with medium length brown hair and brown eyes. 5' 9" 141 lbs. 28 years old

Characteristics

Ideal. Justice.

Bond. Her family is the most important thing in her life.

Flaw. Jess will never fully trust anyone other than herself.

Background

Jess was an outlander (bounty hunter). She wanted to be an actress. However, she was really awful so she chose a new path. She began to hunt down criminals and bring them to justice. Corruption overran her hometown and her services were no longer wanted. She is now determined to combat evil wherever it appears.

Equipment

4 days of rations, hunting trap, set of traveler's clothes, quiver, 17 +1 arrows, sending stones, bag of holding, ring of animal influence, javelin of lightning, tinderbox, torch, bedroll, cloak, 244gp.

KAVAK OLAGA

19th level barbarian (Path of the Berserker subclass)
Medium humanoid (goliath), chaotic good

Armor Class 17

Hit Points 236 (19d12 + 75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	16 (+3)	10 (+0)	12 (+1)

Saving Throws Str +11, Con +11

Skills Arcana +9, History +9, Perception +6, Survival +6

Senses passive Perception 16

Languages Common, Giant

Challenge 12 (8,400 XP)

Brutal Critical. Can roll three additional weapon damage dice when determining the extra damage for a critical hit with a melee attack.

Danger Sense. Kavak has advantage on Dexterity saving throws against effects he can see, such as traps and spells.

Feral Instinct. Advantage on initiative rolls.

Frenzy. Goes into a frenzy when raging. Can make a single melee weapon attack as a bonus action on each of his turns after this one. Suffers one level of exhaustion when the rage ends.

Indomitable Might. Strength checks equal Strength score or higher.

Intimidating Presence. He can choose one creature that he can see within 30 ft. to frighten. If the creature can see or hear him, it must succeed on a DC14 Wisdom saving throw, or be frightened of him until the end of his next turn. On subsequent turns, he can use an action to extend the duration until the end of his next turn. This effect ends if the creature ends its turn out of line sight or more than 60 ft. away from him. If the creature succeeds on the saving throw, he can't use this feature on them for 24 hrs.

Mindless Rage. He can't be charmed or frightened when he enters his rage, any previous effects are suspended for the rage.

Mountain Born. Kavak is acclimated to high altitude, including elevations above 20,000 feet. He's also naturally adapted to cold climates.

Natural Athlete. He has proficiency in the Athletics skill.

Powerful Build. He counts as one size larger when determining his carrying capacity and the weight he can push, drag, or lift.

Rage. 6/day. He has advantage on Strength checks and Strength saves, +4 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage. He can't be charmed or frightened while raging. Rage only ends if he falls unconscious or if he chooses to end it.

Reckless Attack. Kavak can make a melee attack with advantage on the first turn of an attack but attack rolls against him have advantage until his next turn.

Relentless Rage. If he drops to 0 hit points while he is raging and doesn't die outright, he can make a DC10 Constitution saving throw. If he succeeds, he drops to 1 hit point instead. Each time he uses this feature after the first, the DC increases by 5. When he finishes a short or long rest, the DC resets to 10.

Retaliation. When he takes damage from a creature that is within 5 ft. of him, he can use his reaction to make a melee weapon attack against that creature.

Actions

Multiattack. Kavak makes two melee attacks or two ranged attacks.

+2 Greatsword. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage.

+1 Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

NPC Bio

Personality Kavak is horribly, horribly awkward in social situations.

Appearance Handsome, muscular goliath with short black hair and blue eyes. 6' 10" 257 lbs. 27 years old

Characteristics

Ideal. No Limits.

Bond. He works to preserve an ancient library.

Flaw. Kavak overlooks obvious solutions in favor of complicated ones.

Background

Kavak was a sage (scribe). He is an intelligent goliath who has written many books about racial relations. When he has faced racism, Kavak has attempted to educate the ignorant.

Equipment

backpack, 6 days of rations, a bottle of black ink, quill, small knife, 3 sheets of parchment, quiver, 20 +2 arrows, *potion of greater healing*, *bag of beans*, *horn of blasting*, *eyes of the eagle*, tinderbox, torch, bedroll, cloak, 326gp.

RONAN ROCKBLOOD

20th level barbarian (Path of the Berserker subclass)

Medium humanoid (human), chaotic good

Armor Class 17

Hit Points 284 (20d12 +100)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	20 (+5)	14 (+2)	10 (+0)	16 (+3)

Saving Throws Str +13, Con +11

Skills Intimidation +9, Perception +6, Sleight of Hand +8, Stealth +8

Senses passive Perception 16

Languages Common, Dwarvish, Elvish

Challenge 13 (10,000 XP)

Brutal Critical. Can roll three additional weapon damage dice when determining the extra damage for a critical hit with a melee attack.

Danger Sense. Ronan has advantage on Dexterity saving throws against effects he can see, such as traps and spells.

Feral Instinct. Advantage on initiative rolls.

Frenzy. Goes into a frenzy when raging. Can make a single melee weapon attack as a bonus action on each of his turns after this one. Suffers one level of exhaustion when the rage ends.

Indomitable Might. Strength checks equal Strength score or higher.

Intimidating Presence. He can choose one creature that he can see within 30 ft. to frighten. If the creature can see or hear him, it must succeed on a DC14 Wisdom saving throw, or be frightened of him until the end of his next turn. On subsequent turns, he can use an action to extend the duration until the end of his next turn. This effect ends if the creature ends its turn out of line sight or more than 60 ft. away from him. If the creature succeeds on the saving throw, he can't use this feature on them for 24 hrs.

Frenzy. Goes into a frenzy when raging. Can make a single melee weapon attack as a bonus action on each of his turns after this one. Suffers one level of exhaustion when the rage ends.

Mindless Rage. Ronan can't be charmed or frightened when he enters his rage, any previous effects are suspended for the rage.

Rage. (Unlimited). He has advantage on Strength checks and Strength saves, +4 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage. He can't be charmed or frightened while raging. Rage only ends if he falls unconscious or if he chooses to end it.

Reckless Attack. He can make a melee attack with advantage on the first turn of an attack but attack rolls against him have advantage until his next turn.

Relentless Rage. If he drops to 0 hit points while he is raging and doesn't die outright, he can make a DC10 Constitution saving throw. If he succeeds, he drops to 1 hit point instead. Each time he uses this feature after the first, the DC increases by 5. When he finishes a short or long rest, the DC resets to 10.

Retaliation. When he takes damage from a creature that is within 5 ft. of him, he can use his reaction to make a melee weapon attack against that creature.

Actions

Multiattack. Ronan makes two melee attacks or two ranged attacks.

+3 Greatsword. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. Hit: 17 (2d6 + 10) slashing damage.

+3 Longbow. *Ranged Weapon Attack:* +11 to hit, range 150/600 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

NPC Bio

Personality Ronan never ever gives up. Never.

Appearance Handsome, muscular man with thick, brown hair and blue eyes. 6' 5" 240 lbs. 31 years old

Characteristics

Ideal. Change.

Bond. No one else should have to endure the hardships that he's been through.

Flaw. Ronan looks after others better than he looks after himself.

Background

Ronan was an urchin. He had to find a way to survive on the brutal streets of a large city. Ronan will never forget how hard he has worked to get where he is. He now lives in a large castle in the wilderness.

Equipment

backpack, 7 days of rations, disguise kit, thieves' tools, quiver, 19 +3 arrows, boots of striding and springing, horn of Valhalla (silver), horseshoes of speed, potion of superior healing, ring of water walking, tinderbox, 2 torches, bedroll, leather pouches, cloak, 17343gp (in castle), 255gp.

Mount

riding horse

AHVAIN ROTHRA

13th level bard (College of Valor subclass)
Medium humanoid (wood elf), neutral

Armor Class 17 (+1 studded leather)
Hit Points 83 (13d8)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	10 (+0)	10 (+0)	15 (+2)	20 (+5)

Saving Throws Dex +9, Cha +10
Skills Acrobatics +14, Insight +12, Perception +7, Performance +15, Persuasion +15
Senses darkvision 60 ft., passive Perception 17
Languages Common, Elvish, Halfling
Challenge 8 (3,900 XP)

Bardic Inspiration. 5/day. Bonus action to give another creature within 60 ft. a d10 to add to ability check, attack roll, or save in the next 10 minutes.

Combat Inspiration. A creature that has a Bardic Inspiration die from him can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against the attack.

Countercharm. Can start a performance that lasts until the end of his next turn. During that time, he and any friendly creatures within 30' have advantage on saving throws against being frightened or charmed.

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

Jack of All Trades. Add half proficiency bonus, to any ability check that doesn't already include proficiency bonus.

Mask of the Wild. He can attempt to hide even when he is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Song of Rest. Use soothing music or oration to give an extra 1d10 hit points to any friendly creatures who can hear him during a short rest.

Spellcasting. Ahvain is a 13th level bard. His spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). Cael has the following bard spells:

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

1st level. (4 slots): *charm person*, *cure wounds*, *illusory script*, *speak with animals*

2nd level. (3 slots): *calm emotions*, *invisibility*, *see invisibility*

3rd level. (3 slots): *dispel magic*, *hypnotic pattern*, *major image*

4th level. (3 slots): *compulsion*, *freedom of movement*, *hallucinatory terrain*

5th level. (2 slots): *legend lore*, *mass cure wounds*

6th level. (1 slot): *Otto's irresistible dance*

7th level. (1 slot): *Mordenkainen's Magnificent Mansion*

Actions

Multiattack. Ahvain makes two attacks.

+2 Shortsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 6) piercing damage.

+1 Longbow. *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

NPC Bio

Personality Ahvain is a hopeless romantic.

Appearance Handsome wood-elf with light-brown hair and blue eyes. 5' 7" 95 lbs. 148 years old

Characteristics

Ideal. Love.

Bond. He would do anything for the other members of his troupe.

Flaw. Ahvain has trouble keeping his true feelings hidden.

Background

Ahvain was an entertainer (poet). He is well known in the forest he grew up in. Ahvain's musical troupe was very popular with the inhabitants. He misses those exciting days. Ahvain still writes poetry but he rarely shares it anymore.

Equipment

6 days of rations, disguise kit, quiver, 18 +2 arrows, torch, bag of 16 caltrops, cloak, *bag of tricks (rust)*, *potion of cloud giant strength*, *Heward's handy haversack*, three *potions of greater healing*, 150gp, 71pp.

Mount

giant elk

DARVIN OF THE VALE

14th level bard (College of Valor subclass)
Medium humanoid (human), chaotic good

Armor Class 17 (+2 leather armor)

Hit Points 89 (14d8)

Speed 30 ft.

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

Saving Throws Dex +9, Cha +9

Skills Acrobatics +9, Insight +13, Medicine +13, Perception +13, Religion +10

Senses passive Perception 20

Languages Common

Challenge 9 (5,000 XP)

Bardic Inspiration. 5/day. Bonus action to give another creature within 60 ft. a d10 to add to ability check, attack roll, or save in the next 10 minutes.

Battle Magic. When he uses an action to cast a bard spell, he can make one weapon attack as a bonus action.

Combat Inspiration. A creature that has a Bardic Inspiration die from him can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, he can use his reaction to roll the Bardic Inspiration die and add the number rolled to his AC against the attack.

Countercharm. Can start a performance that lasts until the end of his next turn. During that time, he and any friendly creatures within 30' have advantage on saving throws against being frightened or charmed.

Jack of All Trades. Add half proficiency bonus, to any ability check that doesn't already include proficiency bonus.

Song of Rest. Use soothing music or oration to give an extra 1d10 hit points to any friendly creatures who can hear him during a short rest.

Spellcasting. Darwin is a 14th level bard. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Darwin has the following bard spells:

Cantrips. (at will): *dancing lights, light, mage hand, message*

1st level. (4 slots): *charm person, cure wounds, illusory script, speak with animals*

2nd level. (3 slots): *animal messenger, calm emotions, lesser restoration*

3rd level. (3 slots): *dispel magic, Leomund's Tiny Hut, major image*

4th level. (3 slots): *dimension door, freedom of movement, plant growth*

5th level. (2 slots): *animate objects, mass cure wounds*

6th level. (1 slot): *true seeing*

7th level. (1 slot): *project image*

Actions

Multiattack. Darwin makes two attacks.

+2 Shortsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 6) slashing damage.

+2 Shortbow. *Ranged Weapon Attack:* +11 to hit, range 80/320 ft., one target. Hit: 9 (1d6 + 6) piercing damage.

NPC Bio

Personality Darwin connects everything that happens to him to a grand, cosmic plan.

Appearance Average-size man with curly ginger hair and blue eyes. 5' 10" 175 lbs. 48 years old

Characteristics

Ideal. Greater Good.

Bond. He entered seclusion because he loved someone he couldn't have.

Flaw. Darwin is dogmatic in his thoughts and philosophy.

Background

Darvin was a hermit. He lived alone in a small cottage in the woods for many years. He has a great deal of self-awareness and is a good example to others.

Equipment

3 days of rations, herbalism kit, blanket, tinderbox, quiver, 18 +1 arrows, torch, bag of 20 caltrops, cloak, *boots of speed*, *ring of evasion*, two *potions of greater healing*, *Keoghtom's ointment*, 160gp, 75pp.

Mount

riding horse

JAMIESON

15th level bard (College of Lore subclass)
Medium humanoid (human), lawful good

Armor Class 18 (+3 studded leather)

Hit Points 95 (15d8 + 15)

Speed 30 ft.

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

Saving Throws Dex +8, Cha +9

Skills Animal Handling +13, Insight +8, Perception +13, Sleight of Hand +13, Stealth +13

Senses passive Perception 23

Languages Common, Elvish

Challenge 10 (5,900 XP)

Bardic Inspiration. 5/day. Bonus action to give another creature within 60 ft. a d12 to add to ability check, attack roll, or save in the next 10 minutes.

Countercharm. Can start a performance that lasts until the end of her next turn. During that time, she and any friendly creatures within 30' have advantage on saving throws against being frightened or charmed.

Cutting Words. A creature that has a Bardic Inspiration die from her can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against the attack.

Jack of All Trades. Add half proficiency bonus, to any ability check that doesn't already include proficiency bonus.

Peerless Skill. When she makes an ability check, she can expend one use of Bardic inspiration. Roll a d12 and add the number rolled to the ability check.

Song of Rest. Use soothing music or oration to give an extra 1d10 hit points to any friendly creatures who can hear her during a short rest.

Spellcasting. Jamieson is a 15th level bard. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Jamieson has the following bard spells:

Cantrips. (at will): *light*, *mage hand*, *minor illusion*, *vicious mockery*

1st level. (4 slots): *charm person*, *cure wounds*, *illusory script*, *longstrider*

2nd level. (3 slots): *crown of madness*, *enthrall*, *invisibility*

3rd level. (3 slots): *dispel magic*, *hypnotic pattern*, *stinking cloud*

4th level. (3 slots): *dimension door*, *freedom of movement*, *hallucinatory terrain*

5th level. (2 slots): *dream*, *mass cure wounds*

6th level. (1 slot): *programmed illusion*

7th level. (1 slot): *resurrection*

8th level. (1 slot): *feeblemind*

Actions

+2 Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

+1 Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

NPC Bio

Personality Jamieson is an emotional, fiery young woman.

Appearance Curvaceous woman with long dark brown hair and hazel eyes. 5' 9" 140 lbs. 23 years old

Characteristics

Ideal. Love.

Bond. She owes a debt she can never repay to the person who took pity on her.

Flaw. Jamieson has difficulty confronting the deep sadness in herself.

Background

Jamieson was an urchin. She is a survivor and always finds a way to achieve her goals. Jamieson is also a very emotional, big-hearted individual. At times her emotions overwhelm her. However, she is a loyal companion and always acts with integrity.

Equipment

6 days of rations, disguise kit, thieves' tools, tinderbox, small knife, quiver, 18 arrows, torch, cloak, *boots of elvenkind*, *potion of greater healing*, *stone of good luck*, 120gp, 51pp.

RHOGAR VAUGERAV

16th level bard (College of Valor subclass)
Medium humanoid (silver dragonborn), chaotic neutral

Armor Class 18 (+2 studded leather)

Hit Points 129 (16d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	12 (+1)	6 (-2)	18 (+4)

Saving Throws Dex +9, Cha +9

Skills Athletics +11, Deception +9, Intimidation +14, Persuasion +14, Stealth +14

Senses passive Perception 8

Languages Common, Draconic, Elvish

Challenge 11 (7,200 XP)

Bardic Inspiration. 5/day. Bonus action to give another creature within 60 ft. a d12 to add to ability check, attack roll, or save in the next 10 minutes.

Battle Magic. When he uses an action to cast a bard spell, he can make one weapon attack as a bonus action.

Breath Weapon 1/day. Cold breath. 17 (5d6), cold damage, DC 15 Constitution saving throw.

Cold Resistance. Has resistance to cold damage.

Combat Inspiration. A creature that has a Bardic Inspiration die from him can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against the attack.

Countercharm. Can start a performance that lasts until the end of his next turn. During that time, he and any friendly creatures within 30' have advantage on saving throws against being frightened or charmed.

Jack of All Trades. Add half proficiency bonus, to any ability check that doesn't already include proficiency bonus.

Song of Rest. Use soothing music or oration to give an extra 1d10 hit points to any friendly creatures who can hear him during a short rest.

Spellcasting. Rhogar is a 16th level bard. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Rhogar has the following bard spells:

Cantrips. (at will): *blade ward*, *mage hand*, *prestidigitation*, *true strike*

1st level. (4 slots): *charm person*, *cure wounds*, *feather fall*, *Tasha's Hideous Laughter*

2nd level. (3 slots): *blindness/deafness*, *cloud of daggers*, *heat metal*

3rd level. (3 slots): *dispel magic*, *fear*, *glyph of warding*

4th level. (3 slots): *confusion*, *locate creature*, *polymorph*

5th level. (2 slots): *animate objects*, *hold monster*

6th level. (1 slot): *eyebite*

7th level. (1 slot): *regenerate*

8th level. (1 slot): *power word stun*

Actions

Multiattack. Rhogar makes two attacks.

+2 Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) slashing damage.

+2 Longbow. *Ranged Weapon Attack:* +11 to hit, range 150/600 ft., one target. Hit: 10 (1d8 + 6) piercing damage.

NPC Bio

Personality Rhogar can stare down a hell hound without flinching.

Appearance Hulking male silver dragonborn. 7' 10" 245 lbs. 32 years old

Characteristics

Ideal. Independence.

Bond. He would still lay down his life for the people he served with.

Flaw. Rhogar is emotionally unavailable for a relationship.

Background

Rhogar was a soldier (scout). He is a confident, experienced adventurer. For a bulky humanoid, he is quite skilled at being stealthy.

Equipment

5 days of rations, disguise kit, quiver, 17 +2 arrows, bedroll, tinderbox, torch, cloak, *decanter of endless water*, *dust of disappearance*, *potion of invulnerability*, *Quaal's feather token*, 233gp, 66pp.

CALLIE CALDER

17th level bard (College of Valor subclass)
Medium humanoid (human), chaotic good

Armor Class 18 (+2 studded leather)
Hit Points 130 (17d8 + 34)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	11 (+0)	12 (+1)	20 (+5)

Saving Throws Dex +10, Cha +11
Skills Acrobatics +16, Athletics +13, Insight +7, Perception +13, Performance +17
Senses passive Perception 23
Languages Common, Elvish
Challenge 11 (7,200 XP)

Bardic Inspiration. 5/day. Bonus action to give another creature within 60 ft. a d12 to add to ability check, attack roll, or save in the next 10 minutes.

Battle Magic. When she uses an action to cast a bard spell, she can make one weapon attack as a bonus action.

Combat Inspiration. A creature that has a Bardic Inspiration die from her can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against the attack.

Countercharm. Can start a performance that lasts until the end of her next turn. During that time, she and any friendly creatures within 30' have advantage on saving throws against being frightened or charmed.

Jack of All Trades. Add half proficiency bonus, to any ability check that doesn't already include proficiency bonus.

Song of Rest. Use soothing music or oration to give an extra 1d12 hit points to any friendly creatures who can hear her during a short rest.

Spellcasting. Callie is a 17th level bard. Her spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). Callie has the following bard spells:

Cantrips. (at will): *light, mage hand, message, prestidigitation*

1st level. (4 slots): *charm person, cure wounds, disguise self, healing word*

2nd level. (3 slots): *calm emotions, hold person, suggestion*

3rd level. (3 slots): *nondetection, sending, tongues*

4th level. (3 slots): *compulsion, confusion, locate creature*

5th level. (2 slots): *greater restoration, mass cure wounds*

6th level. (1 slot): *find the path*

7th level. (1 slot): *Mordenkainen's Sword*

8th level. (1 slot): *power word stun*

9th level. (1 slot): *power word heal*

Actions

Multiattack. Callie makes two attacks.

+2 Shortsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 6) piercing damage.

+2 Longbow. *Ranged Weapon Attack:* +12 to hit, range 150/600 ft., one target. Hit: 10 (1d8 + 6) piercing damage.

NPC Bio

Personality Callie is a serious, resourceful woman.

Appearance Athletic young woman with light brown hair and blue eyes. 5' 7" 126 lbs. 24 years old

Characteristics

Ideal. Discipline.

Bond. She is loyal to her closest friends.

Flaw. Callie can be egotistical at times.

Background

Callie was an athlete. She is a very focused young woman. Callie is well-known as a good role model for other athletes. In fact, this bard often teaches young athletes. She is a great leader and makes decisions with total confidence.

Equipment

5 days of rations, dragonchess set, tinderbox, bedroll, cloak, quiver, 12 +3 arrows, torch, bag of 20 caltrops, *bag of beans, elixir of health, 2 potions of superior healing, ring of swimming, 120gp, 51pp.*

Mount

riding horse

JAMES MORRISON

18th level bard (College of Lore subclass)
Medium humanoid (human), chaotic neutral

Armor Class 18 (+3 leather armor)

Hit Points 131 (18d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	10 (+0)	10 (+0)	18 (+4)	20 (+5)

Saving Throws Dex +10, Cha +11

Skills Acrobatics +16, Insight +16, Perception +16, Performance +17, Religion +6

Senses passive Perception 23

Languages Common, Elvish, Primordial

Challenge 12 (8,400 XP)

Bardic Inspiration. 5/day. Bonus action to give another creature within 60 ft. a d12 to add to ability check, attack roll, or save in the next 10 minutes.

Countercharm. Can start a performance that lasts until the end of his next turn. During that time, he and any friendly creatures within 30' have advantage on saving throws against being frightened or charmed.

Cutting Words. A creature that has a Bardic Inspiration die from him can roll that die and add the number rolled to a weapon damage roll he just made. Alternatively, when an attack roll is made against the creature, he can use his reaction to roll the Bardic Inspiration die and add the number rolled to his AC against the attack.

Jack of All Trades. Add half proficiency bonus, to any ability check that doesn't already include proficiency bonus.

Peerless Skill. When he makes an ability check, he can expend one use of Bardic inspiration. Roll a d12 and add the number rolled to the ability check.

Song of Rest. Use soothing music or oration to give an extra 1d12 hit points to any friendly creatures who can hear him during a short rest.

Spellcasting. Jamieson is a 15th level bard. His spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). Jamieson has the following bard spells:

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

1st level. (4 slots): *charm person*, *cure wounds*, *illusory script*, *speak with animals*

2nd level. (3 slots): *calm emotions*, *crown of daggers*, *suggestion*

3rd level. (3 slots): *dispel magic*, *hypnotic pattern*, *speak with dead*

4th level. (3 slots): *compulsion*, *confusion*, *hallucinatory terrain*

5th level. (3 slots): *dominate person*, *dream*, *scrying*

6th level. (1 slot): *Otto's irresistible dance*

7th level. (1 slot): *etherealness*

8th level. (1 slot): *mind blank*

9th level. (1 slot): *foresight*

Actions

+2 Rapier. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) piercing damage.

+2 Longbow. *Ranged Weapon Attack:* +12 to hit, range 150/600 ft., one target. Hit: 10 (1d8 + 6) piercing damage.

NPC Bio

Personality James is a creative, passionate man.

Appearance Attractive, lean young man with long brown hair and hazel eyes. 5' 11" 171 lbs. 28 years old

Characteristics

Ideal. Love.

Bond. He feels closer to nature than people.

Flaw. James can be overly critical of others.

Background

James was an entertainer (musician). He is an emotional, sensitive young man. James feels deeply and is constantly writing new songs about his deep inner life. He experiments with substances that can alter his consciousness.

Equipment

4 days of rations, disguise kit, bed roll, tinderbox, lute, quiver, 15 +3 arrows, torch, bag of 14 caltrops, *bag of holding*, *cloak of billowing¹*, *chime of opening*, *dust of disappearance*, *pipes of the sewers*, *potion of greater healing*, 153gp, 71pp.

Mount

riding horse

PARDY

19th level bard (College of Lore subclass)
Medium humanoid (human), chaotic good

Armor Class 18 (+2 studded leather)

Hit Points 142 (19d8 + 19)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	12 (+1)	14 (+2)	13 (+1)	18 (+4)

Saving Throws Dex +10, Cha +10

Skills Acrobatics +6, Insight +13, Perception +13, Performance +16, Persuasion +16

Senses passive Perception 23

Languages Common, Elvish

Challenge 12 (8,400 XP)

Bardic Inspiration. 5/day. Bonus action to give another creature within 60 ft. a d12 to add to ability check, attack roll, or save in the next 10 minutes.

Countercharm. Can start a performance that lasts until the end of his next turn. During that time, he and any friendly creatures within 30' have advantage on saving throws against being frightened or charmed.

Cutting Words. A creature that has a Bardic Inspiration die from him can roll that die and add the number rolled to a weapon damage roll he just made. Alternatively, when an attack roll is made against the creature, he can use his reaction to roll the Bardic Inspiration die and add the number rolled to his AC against the attack.

Jack of All Trades. Add half proficiency bonus, to any ability check that doesn't already include proficiency bonus.

Peerless Skill. When he makes an ability check, he can expend one use of Bardic inspiration. Roll a d12 and add the number rolled to the ability check.

Song of Rest. Use soothing music or oration to give an extra 1d12 hit points to any friendly creatures who can hear him during a short rest.

Spellcasting. Pardy is a 15th level bard. His spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). Jamieson has the following bard spells:

Cantrips. (at will): *friends, light, minor illusion, vicious mockery*

1st level. (4 slots): *charm person, cure wounds, illusory script, Tasha's Hideous Laughter*

2nd level. (3 slots): *detect thoughts, invisibility, see invisibility*

3rd level. (3 slots): *dispel magic, Leomund's Tiny Hut, major image*

4th level. (3 slots): *dimension door, freedom of movement, hallucinatory terrain*

5th level. (3 slots): *animate objects, mass cure wounds, mislead*

6th level. (2 slots): *Otto's Irresistible Dance, true seeing*

7th level. (1 slot): *mirage arcane*

8th level. (1 slot): *power word stun*

9th level. (1 slot): *true polymorph*

Actions

+3 Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) slashing damage.

+3 Longbow. *Ranged Weapon Attack:* +13 to hit, range 150/600 ft., one target. Hit: 11 (1d8 + 7) piercing damage.

NPC Bio

Personality Pardy is an expressive, friendly individual.

Appearance Slim young man with long brown hair and blue eyes. 6' 1" 170 lbs. 25 years old

Characteristics

Ideal. Creativity.

Bond. He idolizes a hero of the old tales and measures his deeds against that person's.

Flaw. Pardy once satirized a noble who still wants his head. It was a mistake that he is likely to repeat.

Background

Pardy was an entertainer (actor). He enjoys performing and has worked hard to get where he is. He is very creative and lives the life of a pure artist. Pardy is always ready for a new adventure.

Equipment

8 days of rations, disguise kit, quiver, 19 +3 arrows, torch, bag of 20 caltrops, cloak, *bag of holding*, *boots of speed*, 2 *potions of superior healing*, *ring of invisibility*, 32590gp (in manor), 299pp.

Mount

pegasus

ZACHARY ZEPHYRN

20th level bard (College of Valor subclass)

Medium humanoid (human), lawful good

Armor Class 18 (+2 studded leather)

Hit Points 144 (20d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	11 (+0)	10 (+0)	16 (+3)	20 (+5)

Saving Throws Dex +10, Cha +11

Skills Athletics +8, History +12, Insight +15, Perception +15, Persuasion +17

Senses passive Perception 25

Languages Common, Elvish

Challenge 13 (10,000 XP)

Bardic Inspiration. 5/day. Bonus action to give another creature within 60 ft. a d12 to add to ability check, attack roll, or save in the next 10 minutes.

Battle Magic. When he uses an action to cast a bard spell, he can make one weapon attack as a bonus action.

Combat Inspiration. A creature that has a Bardic Inspiration die from him can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against the attack.

Countercharm. Can start a performance that lasts until the end of his next turn. During that time, he and any friendly creatures within 30' have advantage on saving throws against being frightened or charmed.

Jack of All Trades. Add half proficiency bonus, to any ability check that doesn't already include proficiency bonus.

Song of Rest. Use soothing music or oration to give an extra 1d12 hit points to any friendly creatures who can hear him during a short rest.

Spellcasting. Zachary is a 20th level bard. His spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). Zachary has the following bard spells:

Cantrips. (at will): *dancing lights, friends, light, prestidigitation*

1st level. (4 slots): *charm person, cure wounds, disguise self, illusory script*

2nd level. (3 slots): *calm emotions, knock, lesser restoration*

3rd level. (3 slots): *dispel magic, glyph of warding, stinking cloud*

4th level. (3 slots): *dimension door, greater invisibility, polymorph*

5th level. (3 slots): *animate objects, greater restoration, mass cure wounds*

6th level. (2 slots): *mass suggestion, Otto's irresistible dance*

7th level. (2 slots): *forcecage, resurrection*

8th level. (1 slot): *feeblemind*

9th level. (1 slot): *power word heal*

Superior Inspiration. When he rolls initiative and has no more uses of Bardic Inspiration left, he regains one use.

Actions

Multiattack. Zachary makes two attacks.

+2 Shortsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 6) slashing damage.

+3 Longbow. *Ranged Weapon Attack:* +13 to hit, range 150/600 ft., one target. Hit: 11 (1d8 + 7) piercing damage.

NPC Bio

Personality Zachary is loved by the common folk for his kindness and generosity.

Appearance Average-size man with curly ginger hair and blue eyes. 5' 10" 175 lbs. 49 years old

Characteristics

Ideal. Responsibility.

Bond. His loyalty to his sovereign is unwavering.

Flaw. Zachary believes the world revolves around him.

Background

Zachary was a noble. He left a life of luxury to follow his dreams. Zachary is a very powerful bard who lives in an enormous castle. He feels it is his responsibility to look after the common people. However, he is a rather vain individual.

Equipment

2 days of rations, set of fine clothes, bone dice, signet ring, quiver, 20 +3 arrows, *amulet of health, brooch of shielding, carpet of flying, oil of sharpness, saddle of the cavalier, ring of water walking*, torch, cloak, 24820gp (in castle), 150pp.

Mount

riding horse

FENDRA GOLDHEART

13th level cleric (Life Domain subclass)
Medium humanoid (hill dwarf), lawful good

Armor Class 18 (plate)
Hit Points 101 (13d8 + 26)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	12 (+1)	19 (+4)	19 (+4)

Saving Throws Wis +9, Cha +9
Skills Insight +9, Medicine +9, Perception +9, Religion +5
Senses darkvision 60 ft., passive Perception 19
Languages Common, Dwarvish, Primordial, Sylvan
Challenge 8 (3,900 XP)

Blessed Healer. The healing spells she casts also heal her. When casting a spell of 1st level or higher, regain hit points equal to 2 plus the spell's level.

Channel Divinity: Preserve Life. As an action, present holy symbol and restore 9 hit points to creatures within 30 ft., divide hit points among them. Must rest to reset feature.

Destroy Undead. CR 2 or lower if they fail save.

Disciple of Life. Whenever she uses a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Divine Strike. Extra 4 (1d8) radiant damage with a weapon attack.

Dwarven Resilience. She has advantage on saves against poison, and resistance against poison damage.

Spellcasting. Fendra is a 13th level cleric. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks).

Cantrips. (at will): *guidance, sacred flame, spare the dying, thaumaturgy*

1st level. (4 slots): *command, detect evil and good, guiding bolt, shield of faith*

2nd level. (3 slots): *augury, continual flame, prayer of healing*

3rd level. (3 slots): *daylight, dispel magic, mass healing word*

4th level. (3 slots): *death ward, guardian of faith, locate creature*

5th level. (2 slots): *flame strike, greater restoration*

6th level. (1 slot): *heal*

7th level. (1 slot): *conjure celestial*

Domain spells: *beacon of hope, bless, cure wounds, death ward, guardian of faith, lesser restoration, mass cure wounds, raise dead, revivify, spiritual weapon*

Turn Undead. Each undead creature within 30 ft. must make a Wisdom save or be turned for 1 minute.

Actions

Mace. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage.

NPC Bio

Personality Fendra enjoyed the food, drink, and high society among her temple's elite. Rough living grates on her.

Appearance Very beautiful mountain dwarf female with braided black hair and brown eyes. 4' 4" 135 lbs. 212 years old

Characteristics

Ideal. Tradition.

Bond. She will do anything to protect the temple where she served.

Flaw. Once she picks a goal, she becomes obsessed with it to the detriment of everything else in her life.

Background

Fendra was an acolyte. She worships the goddess of life. Fendra lives in a beautiful temple with many loyal priests. She doesn't enjoy life in the wilderness.

Equipment

backpack, 5 days of rations, holy symbol, prayer book, *mystery key*¹, *ring of warmth*, *potion of climbing*, *potion of gaseous form*, *Quaal's feather token*, tinderbox, bedroll, cloak, 55pp.

VODDAK SHIELDBEARER

14th level cleric (Forge Domain subclass)
Medium humanoid (goliath), lawful good

Armor Class 19 (plate with *soul of the forge*)
Hit Points 111 (14d8 + 42)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	11 (+0)	18 (+4)	19 (+4)

Saving Throws Wis +9, Cha +9
Skills Insight +9, Perception +9, Sleight of Hand +5, Stealth +5
Senses darkvision 60 ft., passive Perception 19
Languages Common, Giant
Challenge 9 (5,000 XP)

Blessing of the Forge (1/day). At the end of a long rest, he can touch one nonmagical object that is a suit of armor or a simple or martial weapon. Until the end of his next long rest or until he dies, the object becomes a magic item, granting a +1 bonus to the AC if it's armor or a +1 bonus to attack and damage rolls if it's a weapon.

Channel Divinity: Artisan's Blessing. Hour long ritual that includes some metal: simple or martial weapon, 10 pieces of ammunition, a set of tools, or another metal object. The ritual creates a duplicate of a nonmagical item that he possesses. Must rest to reset feature.

Destroy Undead. CR 3 or lower if they fail save.

Divine Strike. Extra 9 (2d8) fire damage with a weapon attack.

Mountain Born. Voddak is acclimated to high altitude, including elevations above 20,000 feet. He's also naturally adapted to cold climates.

Natural Athlete. He has proficiency in the Athletics skill.

Powerful Build. He counts as one size larger when determining his carrying capacity and the weight she can push, drag, or lift.

Soul of the Forge. Resistance to fire damage and +1 to AC if wearing heavy armor.

Spellcasting. Voddak is a 14th level cleric. His spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks).

Cantrips. (at will): *guidance*, *resistance*, *spare the dying*, *thaumaturgy*

1st level. (4 slots): *bless*, *cure wounds*, *guiding bolt*, *shield of faith*

2nd level. (3 slots): *continual flame*, *prayer of healing*, *spiritual weapon*

3rd level. (3 slots): *dispel magic*, *mass healing word*, *meld into stone*

4th level. (3 slots): *death ward*, *guardian of faith*, *stone shape*

5th level. (2 slots): *flame strike*, *greater restoration*

6th level. (1 slot): *heroes' feast*

7th level. (1 slot): *fire storm*

Domain spells: *animate objects*, *creation*, *elemental weapon*, *fabricate*, *heat metal*, *identify*, *magic weapon*, *protection from energy*, *searing smite*, *wall of fire*

Stone's Endurance. Each undead creature within 30 ft. must make a Wisdom save or be turned for 1 minute.

Turn Undead. Each undead creature within 30 ft. must make a Wisdom save or be turned for 1 minute.

Actions

+2 Mace. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) bludgeoning damage.

NPC Bio

Personality Voddak is tolerant of other faiths and respects the worship of other gods.

Appearance Very handsome goliath with braided black hair and brown eyes. 4' 4" 135 lbs. 212 years old

Characteristics

Ideal. Faith.

Bond. Everything he does is for the common people.

Flaw. Voddak has few long-term relationships.

Background

Voddak was an urchin. He appreciates every moment as he had a brutal childhood. This goliath trusts deeply and knows that he helps create the reality he lives in. He is known as a skilled blacksmith.

Equipment

backpack, 7 days of rations, small knife, disguise kit, thieves' tools, map of the city he grew up in, *amulet of health*, *bead of refreshment*¹, *necklace of prayer beads*, cloak, 164gp.

JODESSA ENNA

15th level cleric (Knowledge Domain subclass)
Medium humanoid (human), chaotic neutral

Armor Class 16 (+2 chain shirt)

Hit Points 112 (15d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	10 (+0)	12 (+1)	18 (+4)	14 (+2)

Saving Throws Wis +9, Cha +7

Skills Arcana +6, History +6, Insight +9, Religion +5

Senses passive Perception 14

Languages Common, Elvish, Primordial, Sylvan

Challenge 10 (5,900 XP)

Blessing of Knowledge. Learns two languages of her choice. She also become proficient in two skills of her choice. In addition, her proficiency bonus is doubled for any ability check she makes that uses either of those skills (Nature, Religion).

Channel Divinity: Knowledge of the Ages. As an action she chooses one skill or tool. For 10 minutes, she has proficiency with the chosen skill or tool. Must rest to reset feature.

Channel Divinity: Read Thoughts. She can use her Channel Divinity to read a creature's thoughts. She can then use your access to the creature's mind to command it. Must rest to reset feature.

Destroy Undead. CR 3 or lower if they fail save.

Potent Spellcasting. She adds her + 4 Wisdom modifier to the damage she deals with any cleric cantrip.

Spellcasting. Jodessa is a 15th level cleric. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks).

Cantrips. (at will): *light, resistance, spare the dying, thaumaturgy*

1st level. (4 slots): *bless, cure wounds, guiding bolt, healing word*

2nd level. (3 slots): *continual flame, prayer of healing, spiritual weapon*

3rd level. (3 slots): *beacon of hope, mass healing word, sending*

4th level. (3 slots): *death ward, freedom of movement, guardian of faith*

5th level. (2 slots): *commune, greater restoration*

6th level. (1 slot): *heroes' feast*

7th level. (1 slot): *etherealness*

8th level. (1 slot): *control weather*

Domain spells: *arcane eye, augury, command, confusion, identify, legend lore, nondetection, scrying, speak with dead, suggestion*

Turn Undead. Each undead creature within 30 ft. must make a Wisdom save or be turned for 1 minute.

Actions

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

NPC Bio

Personality Jodessa is a lost individual.

Appearance Pretty, young woman with medium length blonde hair and blue eyes. 5' 5" 118 lbs. 24 years old

Characteristics

Ideal. Knowledge.

Bond. She has an ancient text that holds terrible secrets that must not fall into the wrong hands.

Flaw. Jodessa is not in touch with her emotions.

Background

Jodessa was a sage (researcher). She has a secret that has haunted her all her life. However, she feels if she faces this horror it will overwhelm her. This cleric never likes to get too close to others and is emotionally unavailable in relationships.

Equipment

backpack, 3 days of rations, holy symbol, prayer book, *bag of beans, decanter of endless water, helm of comprehending languages*, cloak, 175gp.

NADRIK FIREFORGE

16th level cleric (War Domain subclass)
Medium humanoid (mountain dwarf), lawful good

Armor Class 19 (plate)
Hit Points 134 (16d8 + 32)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	13 (+2)	12 (+1)	20 (+5)	16 (+3)

Saving Throws Wis +10, Cha +8
Skills Athletics +8, Intimidation +8, Medicine +9, Religion +6
Senses darkvision 60 ft., passive Perception 15
Languages Common, Dwarvish, Undercommon
Challenge 11 (7,200 XP)

Channel Divinity: Guided Strike. When she makes an attack roll, she can use her Channel Divinity to gain a +10 bonus to the roll. Resets with a long rest. Must rest to reset feature.

Channel Divinity: War God's Blessing. When a creature within 30 ft. of her makes an attack roll, she can use her reaction to grant that creature a +10 bonus to the roll. Must rest to reset feature.

Destroy Undead. CR 3 or lower if they fail save.

Divine Strike. Extra 9 (2d8) damage with a weapon attack.

Dwarven Resilience. She has advantage on saves against poison, and resistance against poison damage.

Spellcasting. Nadrik is a 16th level cleric. Her spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks).

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

1st level. (4 slots): *command, cure wounds, guiding bolt*

2nd level. (3 slots): *calm emotions, continual flame, prayer of healing, protection from evil and good*

3rd level. (3 slots): *dispel magic, glyph of warding, mass healing word*

4th level. (3 slots): *banishment, control water, guardian of faith*

5th level. (2 slots): *commune, insect plague*

6th level. (1 slot): *harm*

7th level. (1 slot): *fire storm*

8th level. (1 slot): *earthquake*

Domain spells: *crusader's mantle, divine favor, flame strike, freedom of movement, hold monster, magic weapon, shield of faith, spirit guardians, spiritual weapon, stoneskin*

Turn Undead. Each undead creature within 30 ft. must make a Wisdom save or be turned for 1 minute.

War Priest. Can make one weapon attack as a bonus action. Can use this feature 4 times, resets with a long rest.

Actions

+3 Warhammer. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 11 (1d10 + 6) bludgeoning damage.

NPC Bio

Personality Nadrik faces problems head on. A simple, direct solution is the best path to success.

Appearance Very beautiful mountain dwarf female with curly black hair and brown eyes. 4' 4" 135 lbs. 212 years old

Characteristics

Ideal. Responsibility.

Bond. She would still lay down her life for the people she served with.

Flaw. Nadrik has little respect for anyone who is not a proven warrior.

Background

Nadrik was a soldier (officer). She is a blunt, honest individual. This dwarf has a lot of experience from a long war against the orcs. She lives in the dwarf capital city, deep underground in a mountain range.

Equipment

backpack, 2 days of rations, set of bone dice, holy symbol, prayer book, *oil of etherealness, potion of gaseous form, sovereign glue, pair of engraved dice, tinderbox, bedroll, cloak, 77pp.*

LERRY FATRABBIT

17th level cleric (Forge Domain subclass)
Small humanoid (stout halfling), lawful neutral

Armor Class 16 (breastplate)

Hit Points 135 (17d8 + 34)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	11 (+0)	20 (+5)	8 (-1)

Saving Throws Wis +11, Cha +5

Skills Athletics +7, Perception +11, Religion +6, Survival +11

Senses passive Perception 21

Languages Common, Halfling

Challenge 11 (7,200 XP)

Blessing of the Forge (1/day). At the end of a long rest, he can touch one nonmagical object that is a suit of armor or a simple or martial weapon. Until the end of his next long rest or until he dies, the object becomes a magic item, granting a +1 bonus to the AC if it's armor or a +1 bonus to attack and damage rolls if it's a weapon.

Brave. Advantage on saves against being frightened.

Channel Divinity: Artisan's Blessing. Hour long ritual that includes some metal: simple or martial weapon, 10 pieces of ammunition, a set of tools, or another metal object. The ritual creates a duplicate of a nonmagical item that she possesses. Must rest to reset feature.

Destroy Undead. CR 4 or lower if they fail save.

Divine Strike. Extra 9 (2d8) fire damage with a weapon attack.

Halfling Nimbleness. Can move through the space of any creature that is larger.

Lucky. Can reroll any 1s.

Saint of Forge and Fire. Immunity to fire damage. While wearing heavy armor, he has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Soul of the Forge. Resistance to fire damage and +1 to AC if wearing heavy armor.

Spellcasting. Lerry is a 17th level cleric. His spellcasting ability is Wisdom (spell save DC 18, +11 to hit with spell attacks).

Cantrips. (at will): *guidance*, *sacred flame*, *spare the dying*, *thaumaturgy*

1st level. (4 slots): *bless*, *cure wounds*, *guiding bolt*, *shield of faith*

2nd level. (3 slots): *continual flame*, *prayer of healing*, *spiritual weapon*

3rd level. (3 slots): *dispel magic*, *mass healing word*, *meld into stone*

4th level. (3 slots): *death ward*, *guardian of faith*, *stone shape*

5th level. (2 slots): *flame strike*, *greater restoration*

6th level. (1 slot): *heal*

7th level. (1 slot): *fire storm*

8th level. (1 slot): *holy aura*

9th level. (1 slot): *mass heal*

Domain spells: *animate objects*, *creation*, *elemental weapon*, *fabricate*, *heat metal*, *identify*, *magic weapon*, *protection from energy*, *searing smite*, *wall of fire*

Stout Resilience. Has advantage on saving throws against poison, and has resistance against poison damage.

Turn Undead. Each undead creature within 30 ft. must make a Wisdom save or be turned for 1 minute.

Actions

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

NPC Bio

Personality Lerry once ran twenty-five miles without stopping to warn his clan of an approaching horde. He'd do it again if he had to.

Appearance Handsome halfling male with black hair and gray eyes. 3' 2" 35 lbs. 32 years old

Characteristics

Ideal. Greater Good.

Bond. His clan is the most important thing his life, even when they are far from him.

Flaw. There's no room for caution in a life lived to the fullest.

Background

Lerry was an outlander (exile). He was thrown out of his homeland after a cruel necromancer took over. The halfling cleric hopes to return home one day. He currently lives with his husband in a small human village.

Equipment

backpack, 7 days of rations, *gem of seeing*, *helm of brilliance*, *orb of time*¹, *potion of gaseous form*, *ring of feather falling*, hunting trap, cloak, tinderbox, bedroll, 212gp.

NISSA NINGEL

18th level cleric (War Domain subclass)
Small humanoid (rock gnome), lawful good

Armor Class 19 (+3 chain shirt)

Hit Points 136 (18d8 + 18)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	8 (-1)	18 (+4)	6 (-2)

Saving Throws Wis +10, Cha +4

Skills Athletics +6, Intimidation +4, Perception +10, Religion +5

Senses darkvision 60 ft., passive Perception 20

Languages Common, Gnomish

Challenge 12 (8,400 XP)

Avatar of Battle. Resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Channel Divinity: Guided Strike. When she makes an attack roll, she can use her Channel Divinity to gain a +10 bonus to the roll. Resets with a long rest. Must rest to reset feature.

Channel Divinity: War God's Blessing. When a creature within 30 ft. of her makes an attack roll, she can use her reaction to grant that creature a +10 bonus to the roll. Must rest to reset feature.

Destroy Undead. CR 4 or lower if they fail save.

Divine Strike. Extra 9 (2d8) damage with a weapon attack.

Gnome Cunning. Advantage against all Intelligence, Wisdom, and Charisma saving throws against magic.

Spellcasting. Nissa is an 18th level cleric. Her spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks).

Cantrips. (at will): *mending, sacred flame, spare the dying, thaumaturgy*

1st level. (4 slots): *bless, cure wounds, guiding bolt, sanctuary*

2nd level. (3 slots): *continual flame, locate object, zone of truth*

3rd level. (3 slots): *dispel magic, mass healing word, protection from energy*

4th level. (3 slots): *banishment, guardian of faith, stone shape*

5th level. (3 slots): *greater restoration, insect plague, legend lore*

6th level. (1 slot): *harm*

7th level. (1 slot): *fire storm*

8th level. (1 slot): *antimagic field*

9th level. (1 slot): *gate*

Domain spells: *crusader's mantle, divine favor, flame strike, freedom of movement, hold monster, magic weapon, shield of faith, spirit guardians, spiritual weapon, stoneskin*

Turn Undead. Each undead creature within 30 ft. must make a Wisdom save or be turned for 1 minute.

War Priest. Can make one weapon attack as a bonus action. Can use this feature 4 times, resets with a long rest.

Actions

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

NPC Bio

Personality Nissa is full of inspiring and cautionary tales from her military experience.

Appearance Gnome female with braided blonde hair and brown eyes. 4' 4" 135 lbs. 212 years old

Characteristics

Ideal. Responsibility.

Bond. She is close to her father.

Flaw. Nissa would rather eat her armor than admit when she's wrong.

Background

Nissa was a soldier (infantry). She is a wise gnome with a lot to offer an adventuring party. Nissa is a powerful warrior and has worked against the forces of darkness for over one hundred years.

Equipment

4 days of rations, *bag of holding, boots of false tracks*¹, *carpet of flying, potion of climbing, ring of evasion*, deck of cards, tinderbox, bedroll, cloak, *91pp*.

GUNTHER STEWART

19th level cleric (Forge Domain subclass)
Medium humanoid (human), lawful good

Armor Class 19 (plate with soul of the forge)
Hit Points 137 (19d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	10 (+0)	10 (+0)	20 (+5)	18 (+4)

Saving Throws Wis +11, Cha +10
Skills Athletics +10, Insight +11, Perception +11, Religion +6
Senses passive Perception 21
Languages Common, Primordial
Challenge 12 (8,400 XP)

Blessing of the Forge (1/day). At the end of a long rest, he can touch one nonmagical object that is a suit of armor or a simple or martial weapon. Until the end of his next long rest or until he dies, the object becomes a magic item, granting a +1 bonus to the AC if it's armor or a +1 bonus to attack and damage rolls if it's a weapon.

Channel Divinity: Artisan's Blessing. Hour long ritual that includes some metal: simple or martial weapon, 10 pieces of ammunition, a set of tools, or another metal object. The ritual creates a duplicate of a nonmagical item that she possesses. Must rest to reset feature.

Destroy Undead. CR 4 or lower if they fail save.

Divine Strike. Extra 9 (2d8) fire damage with a weapon attack.

Dwarven Resilience. He has advantage on saves against poison, and resistance against poison damage.

Saint of Forge and Fire. Immunity to fire damage. While wearing heavy armor, he has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Soul of the Forge. Resistance to fire damage and +1 to AC if wearing heavy armor.

Spellcasting. Gunther is a 19th level cleric. His spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks).

Cantrips. (at will): *guidance*, *sacred flame*, *spare the dying*, *thaumaturgy*

1st level. (4 slots): *bless*, *cure wounds*, *guiding bolt*, *shield of faith*

2nd level. (3 slots): *continual flame*, *prayer of healing*, *spiritual weapon*

3rd level. (3 slots): *dispel magic*, *mass healing word*, *meld into stone*

4th level. (3 slots): *death ward*, *guardian of faith*, *stone shape*

5th level. (3 slots): *flame strike*, *greater restoration*, *mass cure wounds*

6th level. (2 slots): *heal*, *heroes' feast*

7th level. (1 slot): *fire storm*

8th level. (1 slot): *control weather*

9th level. (1 slot): *astral projection*

Domain spells: *animate objects*, *creation*, *elemental weapon*, *fabricate*, *heat metal*, *identify*, *magic weapon*, *protection from energy*, *searing smite*, *wall of fire*

Turn Undead. Each undead creature within 30 ft. must make a Wisdom save or be turned for 1 minute.

Actions

+2 Mace. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 6) bludgeoning damage.

NPC Bio

Personality Gunther works hard and plays hard.

Appearance Older man with long white hair and green eyes. 6' 1" 185 lbs. 52 years old

Characteristics

Ideal. Fairness.

Bond. He is loyal to his captain first, everything else comes second.

Flaw. Gunther enjoys his mead too much.

Background

Gunther was a sailor. He enjoys life to the fullest. This cleric is a loyal advisor to a wise old queen. He lives in a temple in the bustling royal capital.

Equipment

backpack, 7 days of rations, *cubic gate*, *pipe of smoke monsters*¹, *potion of invisibility*, *ring of swimming*, navigator's tools, 50 ft. rope, tinderbox, bedroll, cloak, *156pp*.

VOSKAR GOLDAXE

20th level cleric (Light Domain subclass)

Medium humanoid (mountain dwarf), lawful good

Armor Class 20 (+2 plate)

Hit Points 174 (20d8 + 60)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	12 (+1)	20 (+5)	13 (+2)

Saving Throws Wis +11, Cha +8

Skills Insight +11, Medicine +11, Perception +11, Religion +7

Senses darkvision 60 ft., passive Perception 21

Languages Common, Dwarvish

Challenge 13 (10,000 XP)

Channel Divinity: Radiance of the Dawn. As an action, he presents his holy symbol, and any magical darkness within 30 feet of him is dispelled. Additionally, each hostile creature within 30 feet of him must make a Constitution saving throw. A creature takes radiant damage equal to 2d10 + 20 on a failed saving throw, and half as much damage on a successful one. A creature that has total cover from him is not affected. Must rest to reset feature.

Corona of Light. Can use an action to activate an aura of sunlight that lasts for 1 minute or until he dismisses it using another action. He emits a bright light in a 60-foot radius and dim light 30 feet beyond that. His enemies in the bright light have disadvantage on saving throws against any spell that deals fire or radiant damage.

Destroy Undead. CR 4 or lower if they fail save.

Dwarven Resilience. He has advantage on saves against poison, and resistance against poison damage.

Potent Spellcasting. He adds his +5 Wisdom modifier to the damage he deals with any cleric cantrip.

Spellcasting. Voskar is a 20th level cleric. His spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks).

Cantrips. (at will): *guidance, sacred flame, spare the dying, thaumaturgy*

1st level. (4 slots): *bless, cure wounds, guiding bolt, shield of faith*

2nd level. (3 slots): *continual flame, prayer of healing, spiritual weapon*

3rd level. (3 slots): *dispel magic, mass healing word, meld into stone*

4th level. (3 slots): *death ward, divination, guardian of faith*

5th level. (3 slots): *commune, greater restoration, hallow*

6th level. (2 slots): *heal, heroes' feast, true seeing*

7th level. (2 slots): *conjure celestial, divine word*

8th level. (1 slot): *holy aura*

9th level. (1 slot): *true resurrection*

Domain spells: *burning hands, daylight, faerie fire, fireball, flame strike, flaming sphere, guardian of faith, scorching ray, scrying, wall of fire*

Turn Undead. Each undead creature within 30 ft. must make a Wisdom save or be turned for 1 minute.

Warding Flare. When he's attacked by a creature within 30 feet of him that he can see, he can use his reaction to impose disadvantage on the attack roll, causing light to flare before the attacker before it hits or misses. An attacker that can't be blinded is immune to this feature. He can use this feature five times, after which he must finish a long rest to reset the feature.

Actions

+3 Mace. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 6) bludgeoning damage.

NPC Bio

Personality Nothing can shake his optimistic attitude.

Appearance Older dwarf male with gray hair, a gray beard, and dark blue eyes. 4' 4" 135 lbs. 212 years old

Characteristics

Ideal. Faith.

Bond. He owes his life to the priest who took him in when his parents died.

Flaw. Voskar is inflexible in his thinking.

Background

Voskar was an acolyte. He runs a massive temple complex at the center of the underground dwarf capital. He is a rival of the corrupt king who rules the city.

Equipment

backpack, 7 days of rations, *candle of the deep*¹, *crystal ball*, *eversmoking bottle*, *robe of useful items*, holy symbol, prayer book, tinderbox, bedroll, cloak, 249pp.

BRENNA THE BRAVE

13th level druid (Circle of the Land/Coast subclass)
Medium humanoid (human), chaotic good

Armor Class 12 (16 with barkskin)

Hit Points 68 (13d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	10 (+0)	15 (+2)	20 (+5)	18 (+4)

Saving Throws Int +7, Wis +10

Skills Acrobatics +6, Medicine +9, Nature +8, Performance +8

Senses passive Perception 15

Languages Common, Primordial, Sylvan

Challenge 8 (3,900 XP)

Land's Stride. Moving through nonmagical difficult terrain cost her no extra movement. She can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. She also has advantage on saving throws against plants that have been created or manipulated to impede movement.

Natural Recovery. During a short rest, she can regain expended spell slots equal to a combined level of 6. None can be 6th level or higher. Needs to finish a long rest to reset this feature.

Nature's Ward. Can't be charmed or frightened by elementals or fey, and she is immune to poison and disease.

Spellcasting. Brenna is a 13th level druid. Her spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks).

Cantrips. (at will): *druidcraft, guidance, shillelagh, thorn whip*

1st level. (4 slots): *animal friendship, cure wounds, fog cloud, thunderwave*

2nd level. (3 slots): *barkskin, mirror image, misty step*

3rd level. (3 slots): *call lightning, control water, dispel magic, haste, water breathing, water walk*

4th level. (3 slots): *blight, conjure woodland beings, dream, freedom of movement, ice storm*

5th level. (2 slots): *commune with nature, conjure elemental, scrying, divination*

6th level. (1 slot): *transport via plants*

7th level. (3 slots): *regenerate*

Wild Shape. Brenna can use a bonus action to assume the shape of a CR 1 or less beast for 3 hours. Can use twice, resets w/rest.

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

NPC Bio

Personality Brenna is a creative, inquisitive woman.

Appearance A middle-aged woman with brown hair and blue eyes. 5' 5" 124 lbs. 26 years old

Characteristics

Ideal. Health.

Bond. Her familiar, Sol, has been with her for years.

Flaw. Brenna underestimates her many talents.

Background

Brenna was an outlander (exile). She has a **cat** familiar named Sol. She loves to read and go for walks in the wilderness. She has little self-esteem and gets involved in unhealthy romantic relationships. However, she is a good-hearted person who will stand up for what is right.

Equipment

backpack, 2 days of rations, *amulet of health*, 3 *potions of greater healing*, *staff of the woodlands*, quill, disguise kit, flute, sprig of mistletoe, torch, cloak, 86gp, 54pp.

SAEVAELLE QUAREN

14th level druid (Circle of the Moon subclass)
Medium humanoid (half-elf), chaotic good

Armor Class 12 (16 with barkskin)

Hit Points 75 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	10 (+0)	18 (+4)	8 (-1)

Saving Throws Int +5, Wis +9

Skills Medicine +9, Nature +5, Religion +5, Survival +9

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Primordial

Challenge 9 (5,000 XP)

Elemental Wild Shape. She can expend two uses of Wild Shape at the same time to transform into an elemental.

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

Primal Strike. Her attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Spellcasting. Saevalle is a 14th level druid. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks).

Cantrips. (at will): *druidcraft*, *guidance*, *resistance*, *shillelagh*

1st level. (4 slots): *animal friendship*, *cure wounds*, *fog cloud*, *thunderwave*

2nd level. (3 slots): *barkskin*, *beast sense*, *darkvision*, *invisibility*, *pass without trace*

3rd level. (3 slots): *call lightning*, *daylight*, *dispel magic*, *haste*, *water breathing*

4th level. (3 slots): *blight*, *conjure woodland beings*, *dream*, *freedom of movement*, *ice storm*

5th level. (2 slots): *commune with nature*, *divination*, *insect plague*, *mass cure wounds*

6th level. (1 slot): *wall of thorns*

7th level. (1 slots): *mirage arcane*

Thousand Forms. She can cast the *alter self* spell at will.

Wild Shape. She can use a bonus action to assume the shape of a CR 4 or less beast for 3 hours. Can use twice, resets w/rest.

Actions

+1 Quarterstaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

NPC Bio

Personality Saevalle is eager to share her wisdom.

Appearance Half-elf female with long brown hair and blue eyes. 5' 9" 101 lbs. 138 years old

Characteristics

Ideal. Greater Good.

Bond. She entered seclusion to hide from the ones who might still be hunting her.

Flaw. Saevalle has poor personal boundaries.

Background

Saevalle was a hermit. She hid from a family of vampires for many years. Saevalle has gained power and now has begun to search for the evil monsters who hunted her.

Equipment

backpack, 3 days of rations, *deck of illusions*, *rope of climbing*, *staff of swarming insects*, disguise kit, flute, sprig of mistletoe, torch, cloak, 146gp, 54pp.

WENDEL WILDHEART

15th level druid (Circle of the Land/Grassland subclass)
Small humanoid (lightfoot halfling), chaotic good

Armor Class 12 (16 with barkskin)
Hit Points 76 (15d8 - 15)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	8 (-1)	14 (+2)	20 (+5)	18 (+4)

Saving Throws Int +7, Wis +10
Skills Acrobatics +7, Medicine +10, Nature +7, Performance +9
Senses passive Perception 15
Languages Common, Halfling
Challenge 10 (5,900 XP)

Brave. Advantage on saves against being frightened.

Halfling Nimbleness. Can move through the space of any creature that is larger.

Land's Stride. Moving through nonmagical difficult terrain cost him no extra movement. He can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. He also has advantage on saving throws against plants that have been created or manipulated to impede movement.

Lucky. Can reroll any 1s.

Natural Recovery. During a short rest, he can regain expended spell slots equal to a combined level of 6. None can be 6th level or higher. Needs to finish a long rest to reset this feature.

Naturally Stealthy. Can attempt to hide even when only obscured by a creature that is at least one size larger.

Nature's Sanctuary. When a beast or plant creature attacks him, that creature must make a DC 18 Wisdom saving throw. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against him.

Nature's Ward. Can't be charmed or frightened by elementals or fey, and he is immune to poison and disease.

Spellcasting. Wendel is a 15th level druid. His spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks).

Cantrips. (at will): *druidcraft, guidance, shillelagh, thorn whip*

1st level. (4 slots): *animal friendship, cure wounds, fog cloud, thunderwave*

2nd level. (3 slots): *barkskin, beast sense, darkvision, invisibility, pass without trace*

3rd level. (3 slots): *call lightning, daylight, dispel magic, haste, water breathing*

4th level. (3 slots): *blight, conjure woodland beings, dream, freedom of movement, ice storm*

5th level. (2 slots): *commune with nature, divination, dream, insect plague, mass cure wounds*

6th level. (1 slot): *heal*

7th level. (1 slot): *reverse gravity*

8th level. (1 slot): *feeblemind*

Wild Shape. Wendel can use a bonus action to assume the shape of a CR 1 or less beast for 3 hours. Can use twice, resets w/rest.

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

NPC Bio

Personality Wendel is bitter if he's not the center of attention.

Appearance A young halfling with long black hair and blue eyes. 3' 4" 34 lbs. 25 years old

Characteristics

Ideal. Creativity.

Bond. His instrument is his most treasure possession.

Flaw. Wendel once satirized a noble who still wants his head. It was a mistake that he will likely repeat.

Background

Wendel was an entertainer (storyteller). He is quite arrogant and his tongue usually gets him in trouble. However, he has many friends who are just as egocentric as him. They have no idea how selfish and vain they are.

Equipment

backpack, 4 days of rations, *bead of nourishment*¹, *figurine of wondrous power (onyx dog)*, *philter of love*, *potion of fire giant strength*, puppet, disguise kit, flute, torch, cloak, 128gp, 54pp.

GAERN GOBLINBANE

16th level druid (Circle of the Moon subclass)
Medium humanoid (hill dwarf), lawful neutral

Armor Class 12 (16 with barkskin)

Hit Points 91 (16d8 + 48)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	8 (-1)	20 (+5)	9 (-1)

Saving Throws Int +4, Wis +10

Skills Medicine +9, Nature +4, Performance +4, Survival +9

Senses darkvision 60 ft., passive Perception 15

Languages Common, Dwarvish

Challenge 11 (7,200 XP)

Dwarven Resilience. He has advantage on saves against poison, and resistance against poison damage.

Elemental Wild Shape. He can expend two uses of Wild Shape at the same time to transform into an elemental.

Natural Recovery. During a short rest, he can regain expended spell slots equal to a combined level of 6. None can be 6th level or higher. Needs to finish a long rest to reset this feature.

Nature's Ward. Can't be charmed or frightened by elementals or fey, and he is immune to poison and disease.

Primal Strike. His attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Spellcasting. Gaern is a 16th level druid. His spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks).

Cantrips. (at will): *druidcraft*, *mending*, *shillelagh*, *thorn whip*

1st level. (4 slots): *animal friendship*, *cure wounds*, *fog cloud*, *thunderwave*

2nd level. (3 slots): *barkskin*, *beast sense*, *darkvision*, *invisibility*, *pass without trace*

3rd level. (3 slots): *call lightning*, *daylight*, *dispel magic*, *haste*, *water breathing*

4th level. (3 slots): *blight*, *conjure woodland beings*, *dream*, *freedom of movement*, *ice storm*

5th level. (2 slots): *commune with nature*, *divination*, *insect plague*, *mass cure wounds*

6th level. (1 slot): *move earth*

7th level. (1 slot): *fire storm*

8th level. (1 slot): *earthquake*

Thousand Forms. He can cast the *alter self* spell at will.

Wild Shape. He can use a bonus action to assume the shape of a CR 1 or less beast for 3 hours. Can use twice, resets w/rest.

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

NPC Bio

Personality Gaern is far more comfortable around animals than people.

Appearance Young dwarf with a brown beard, long brown hair, and blue eyes. 3' 11" 131 lbs. 104 years old

Characteristics

Ideal. Nature.

Bond. An injury to the unspoiled wilderness of his home is an injury to him.

Flaw. Gaern is slow to trust members of other races, tribes, and societies.

Background

Gaern was an outlander (trapper). He has hunted in the nearby hills for many, many years. He looks after the land and the animals in his home. Gaern rarely visits settlements of any kind, even dwarf settlements.

Equipment

backpack, 3 days of rations, *boots of speed*, *broom of flying*, *potion of greater healing*, *potion of vitality*, hunting trap, sprig of mistletoe, cloak, 174gp, 87pp.

DARA NAILO

17th level druid (Circle of the Land/Forest subclass)
Medium humanoid (wood elf), neutral

Armor Class 12 (16 with *barkskin*)
Hit Points 100 (17d8)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	18 (+4)	20 (+5)	10 (+0)

Saving Throws Int +10, Wis +11
Skills Arcana +10, History +10, Medicine +11, Nature +10, Perception +11
Senses darkvision 60 ft., passive Perception 21
Languages Common, Elvish, Sylvan
Challenge 11 (7,200 XP)

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

Land's Stride. Moving through nonmagical difficult terrain cost her no extra movement. She can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. She also has advantage on saving throws against plants that have been created or manipulated to impede movement.

Mask of the Wild. Can attempt to hide even when she is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Natural Recovery. During a short rest, she can regain expended spell slots equal to a combined level of 6. None can be 6th level or higher. Needs to finish a long rest to reset this feature.

Nature's Sanctuary. When a beast or plant creature attacks her, that creature must make a DC 18 Wisdom saving throw. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against her.

Nature's Ward. Can't be charmed or frightened by elementals or fey, and she is immune to poison and disease.

Spellcasting. Dara is a 17th level druid. Her spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks).

Cantrips. (at will): *druidcraft*, *guidance*, *shillelagh*, *thorn whip*

1st level. (4 slots): *animal friendship*, *cure wounds*, *fog cloud*, *thunderwave*

2nd level. (3 slots): *barkskin*, *beast sense*, *darkvision*, *invisibility*, *pass without trace*, *spider climb*

3rd level. (3 slots): *call lightning*, *daylight*, *dispel magic*, *haste*, *plant growth*, *water breathing*

4th level. (3 slots): *blight*, *conjure woodland beings*, *dream*, *freedom of movement*, *ice storm*

5th level. (2 slots): *commune with nature*, *divination*, *insect plague*, *mass cure wounds*, *tree stride*

6th level. (1 slot): *find the path*

7th level. (1 slot): *mirage arcane*

8th level. (1 slot): *feeblemind*

9th level. (1 slot): *foresight*

Wild Shape. Dara can use a bonus action to assume the shape of a CR 5 or less beast for 3 hours. Can use twice, resets w/rest.

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

NPC Bio

Personality Dara is willing to listen to every side of an argument before she makes her own judgement.

Appearance A wood elf with long brown hair and blue eyes. 5' 7" 83 lbs. 164 years old

Characteristics

Ideal. Knowledge.

Bond. She works to preserve a large library in a wood elf settlement.

Flaw. Most people scream and run when they see a demon, she stops and takes notes on its anatomy.

Background

Dara was a sage (librarian). She still spends hours and hours in a large library in the capital city. The druid then puts her knowledge to the test when she goes into the wilderness.

Equipment

2 days of rations, *bag of holding*, *ring of feather falling*, *staff of thunder and lightning*, quill, bottle of ink, 4 pieces of parchment, toasted honey sandwich, sprig of mistletoe, cloak, *159gp*, *84pp*.

ELIN

18th level druid (Circle of the Moon subclass)
Medium humanoid (human), chaotic good

Armor Class 12 (16 with barkskin)
Hit Points 112 (18d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	10 (+0)	16 (+3)	20 (+5)	13 (+1)

Saving Throws Int +9, Wis +11
Skills History +9, Medicine +11, Nature +9, Persuasion +7
Senses passive Perception 15
Languages Common, Primordial, Sylvan
Challenge 12 (8,400 XP)

Elemental Wild Shape. She can expend two uses of Wild Shape at the same time to transform into an elemental.

Primal Strike. Her attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Spellcasting. Elin is a 18th level druid. Her spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks).

Cantrips. (at will): *druidcraft, produce flame, shillelagh, thorn whip*

1st level. (4 slots): *animal friendship, cure wounds, fog cloud, thunderwave*

2nd level. (3 slots): *barkskin, beast sense, darkvision, invisibility, pass without trace*

3rd level. (3 slots): *call lightning, daylight, dispel magic, haste, water breathing*

4th level. (3 slots): *blight, conjure woodland beings, dream, freedom of movement, ice storm*

5th level. (3 slots): *commune with nature, divination, insect plague, mass cure wounds*

6th level. (1 slot): *heal*

7th level. (1 slot): *regenerate*

8th level. (1 slot): *control weather*

9th level. (1 slot): *true resurrection*

Thousand Forms. She can cast the *alter self* spell at will.

Timeless Body. For every 10 years that pass, her body ages only 1 year.

Wild Shape. Elin can use a bonus action to assume the shape of a CR 6 or less beast for 3 hours. Can use twice, resets w/rest. Can cast spells in beast form, performing the somatic and verbal components.

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

NPC Bio

Personality Elin is loved by the common folk for her kindness and generosity.

Appearance A middle-aged woman with long red hair and blue eyes. 5' 7" 131 lbs. 38 years old

Characteristics

Ideal. Health.

Bond. Her familiar, Waggles the mastiff, has been with her for years.

Flaw. Elin underestimates her many talents.

Background

Elin was a noble. She is focused on living a healthy life. This includes her physical, emotional, mental, and spiritual self. The powerful druid still lives in her small village near an enormous forest.

Equipment

backpack, 3 days of rations, *dust of disappearance*, 3 *potions of greater healing*, *potion of invulnerability*, *wind fan*, quill, disguise kit, flute, bottle of ink, 4 pieces of parchment, torch, cloak, 184gp, 69pp.

URLIC THE OLD

19th level druid (Circle of the Land/Coast subclass)

Medium humanoid (human), chaotic good

Armor Class 12 (16 with barkskin)

Hit Points 123 (19d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	20 (+5)	20 (+5)	16 (+3)

Saving Throws Int +11, Wis +11

Skills Arcana +11, History +11, Medicine +11, Nature +11

Senses passive Perception 15

Languages Common, Sylvan

Challenge 12 (8,400 XP)

Land's Stride. Moving through nonmagical difficult terrain cost him no extra movement. He can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. He also has advantage on saving throws against plants that have been created or manipulated to impede movement.

Natural Recovery. During a short rest, he can regain expended spell slots equal to a combined level of 6. None can be 6th level or higher. Needs to finish a long rest to reset this feature.

Nature's Sanctuary. When a beast or plant creature attacks him, that creature must make a DC 18 Wisdom saving throw. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against him.

Nature's Ward. Can't be charmed or frightened by elementals or fey, and he is immune to poison and disease.

Spellcasting. Urlic is a 19th level druid. His spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks).

Cantrips. (at will): *druidcraft, guidance, shillelagh, thorn whip*

1st level. (4 slots): *animal friendship, cure wounds, fog cloud, thunderwave*

2nd level. (3 slots): *barkskin, beast sense, darkvision, invisibility, mirror image, misty step, pass without trace*

3rd level. (3 slots): *call lightning, daylight, dispel magic, haste, water breathing, water walk*

4th level. (3 slots): *blight, conjure woodland beings, control water, freedom of movement, ice storm*

5th level. (3 slots): *commune with nature, conjure elemental, divination, insect plague, mass cure wounds, scrying*

6th level. (2 slots): *conjure fey, heal*

7th level. (1 slot): *plane shift*

8th level. (1 slot): *antipathy/sympathy*

9th level. (1 slot): *foresight*

Timeless Body. For every 10 years that pass, his body ages only 1 year.

Wild Shape. Urlic can use a bonus action to assume the shape of a CR 6 or less beast for 3 hours. Can use twice, resets w/rest. Can cast spells in beast form, performing the somatic and verbal components.

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

NPC Bio

Personality Urlic is a dedicated, passionate man.

Appearance An older man with messy gray hair, a gray beard, and brown eyes. 5' 9" 161 lbs. 68 years old

Characteristics

Ideal. Nature.

Bond. He feels a deep connection with nature.

Flaw. Urlic never realized that teaching children about nature could help preserve the wilderness.

Background

Urlic was a sage (researcher). He has been a protector of nature for many years. Urlic preaches the need to respect and nurture the wilderness to anyone who listens. He uses his considerable power to protect nature on a daily basis.

Equipment

backpack, 7 days of rations, *folding boat, gem of seeing, potion of superior healing, ring of free action, rod of resurrection, quill, disguise kit, leather pouch, flute, bottle of ink, 4 pieces of parchment, sprig of mistletoe, torch, cloak, 254gp, 121pp.*

SIOBHAN OF THE MOON

20th level druid (Circle of the Land/Forest subclass)
Medium humanoid (human), chaotic good

Armor Class 12 (16 with barkskin)
Hit Points 125 (20d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	12 (+1)	20 (+5)	19 (+4)

Saving Throws Int +7, Wis +11
Skills Acrobatics +9, Medicine +11, Nature +7, Performance +10
Senses passive Perception 15
Languages Common, Primordial, Sylvan
Challenge 13 (10,000 XP)

Land's Stride. Moving through nonmagical difficult terrain cost her no extra movement. She can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. She also has advantage on saving throws against plants that have been created or manipulated to impede movement.

Natural Recovery. During a short rest, she can regain expended spell slots equal to a combined level of 6. None can be 6th level or higher. Needs to finish a long rest to reset this feature.

Nature's Sanctuary. When a beast or plant creature attacks her, that creature must make a DC 18 Wisdom saving throw. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against her.

Nature's Ward. Can't be charmed or frightened by elementals or fey, and she is immune to poison and disease.

Spellcasting. Siobhan is a 20th level druid. Her spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks).

Cantrips. (at will): *druidcraft, guidance, shillelagh, thorn whip*

1st level. (4 slots): *animal friendship, cure wounds, fog cloud, thunderwave*

2nd level. (3 slots): *barkskin, beast sense, darkvision, pass without trace, spider climb*

3rd level. (3 slots): *call lightning, daylight, dispel magic, haste, plant growth, water breathing*

4th level. (3 slots): *blight, conjure woodland beings, dream, freedom of movement, ice storm*

5th level. (3 slots): *commune with nature, divination, insect plague, mass cure wounds, tree stride*

6th level. (2 slots): *heal, sunbeam*

7th level. (2 slots): *reverse gravity*

8th level. (1 slot): *animal shapes*

9th level. (1 slot): *shapechange*

Timeless Body. For every 10 years that pass, her body ages only 1 year.

Wild Shape. Siobhan can use a bonus action to assume the shape of a CR 6 or less beast an unlimited number of times. Unlimited use. Can cast spells in beast form, performing the somatic and verbal components.

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

NPC Bio

Personality Siobhan is a warm, caring person

Appearance A pretty, middle-aged woman with blonde hair and blue eyes. 5' 5" 131 lbs. 46 years old

Characteristics

Ideal. People.

Bond. Her family is everything to her.

Flaw. Siobhan has an irresponsible, childlike side.

Background

Siobhan was an entertainer (storyteller). She wanders the land telling stories and communing with nature. She seems much younger than her 46 years and has a childlike innocence. Siobhan is especially nurturing with children and animals.

Equipment

3 days of rations, *bag of holding, broom of flying, cloak of invisibility, 3 potions of superior healing, ring of feather falling, staff of the woodlands, disguise kit, flute, sprig of mistletoe, torch, bedroll, cloak, 453gp, 354pp.*

WILL MERRELL

13th level fighter (Cavalier subclass)
Medium humanoid (human), chaotic good

Armor Class 18 (+1 studded leather)

Hit Points 141 (13d10 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	17 (+3)	7 (-2)	7 (-2)	18 (+4)

Saving Throws Str +6, Con +8

Skills Acrobatics +9, Athletics +6, Intimidation +9, Performance +9

Senses passive Perception 8

Languages Common

Challenge 8 (3,900 XP)

Action Surge. He can take an additional action. He must rest to regain this feature.

Born to the Saddle. Will has advantage on saving throws made to avoid falling off his mount. If she falls off his mount and descend no more than 10', he can land on his feet if she's not incapacitated. Finally, mounting or dismounting a creature costs him only 5' of movement, rather than half his speed.

Hold the Line. Creatures provoking an opportunity attack from him when they move 5 feet or more while within his reach, and if he hits a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

Indomitable. He can reroll a saving throw that he fails. Resets with a long rest.

Improved Critical. A 19 on a weapon attack is also a critical hit.

Second Wind. He can use a bonus action to regain 1d10 + 13 hit points. He m

Unwavering Mark. When he hits a creature with a melee weapon attack, he can mark the creature until the end of his next turn. This effect ends early if he is incapacitated or he dies or if someone else marks the creature. While it is within 5' of him, a creature marked by him has disadvantage on any attack roll that doesn't target him. In addition, if a creature marked by him deals damage to anyone other than him, he can make a special melee weapon attack against the marked creature as a bonus action on his next turn. He has advantage on the attack roll, and if it hits, the attack's weapon damage deal 4 extra hit points damage. Regardless of the number of creatures he marks, he can make this special attack 3 times, and resets feature after a long rest.

Actions

Multiattack. Will makes three melee attacks or one ranged attack.

+2 Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) slashing damage.

+1 Heavy Crossbow. *Ranged Weapon Attack:* +10 to hit, range 100/400 ft., one target. Hit: 10 (1d10 + 5) piercing damage.

Reactions

Warding Maneuver. If Will or a creature he can see within 5' of him is hit by an attack, he can roll a 1d8 as a reaction if he is wielding a melee weapon or a shield. Roll the die, and add the number rolled to the target's AC against the attack. If the attack still hits, the target has resistance against the attack's damage. He can use this feature 3 times and resets with a long rest.

NPC Bio

Personality Will is an enthusiastic, driven warrior.

Appearance A bulky man with short light-brown hair and hazel eyes. 6' 3" 218 lbs. 32 years old

Characteristics

Ideal. The Greater Good.

Bond. His family.

Flaw. Will acts first, asks questions later.

Background

Will was an entertainer (actor). He is a simple man lost in a complex world. Will isn't the sharpest sword in the armory, but he is a dedicated warrior. Whatever he does, he does it with all his heart. He has a great sense of humor and is well-liked by others.

Equipment

backpack, 5 days of rations, *clothes of mending*¹, *potion of greater healing*, *potion of vitality*, dice set, crossbow bolt case, 16 +1 crossbow bolts, 2 torches, cloak, 172gp.

Mount

warhorse

TANGELLA TALMOR

14th level fighter (Champion subclass)
Medium humanoid (human), lawful neutral

Armor Class 20 (plate and ring of protection)
Hit Points 153 (14d10 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Str +10, Con +9
Skills Acrobatics +8, Athletics +10, Intimidation +6, Survival +6
Senses passive Perception 11
Languages Common, Elvish
Challenge 9 (5,000 XP)

Action Surge. She can take an additional action. She must rest to regain this feature.

Indomitable. She can reroll a saving throw that she fails. Resets with a long rest.

Improved Critical. A 19 on a weapon attack is also a critical hit.

Remarkable Athlete. She can add +2 to any Strength, Dexterity, or Constitution check she makes that doesn't already use her proficiency bonus. In addition, when she makes a running jump, can jump an extra 5 feet.

Second Wind. She can use a bonus action to regain 1d10 + 14 hit points. She must rest to regain this feature.

Actions

Multiattack. Tangella makes three melee attacks or one ranged attack.

+2 Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage.

+1 Heavy Crossbow. *Ranged Weapon Attack:* +11 to hit, range 100/400 ft., one target. Hit: 9 (1d10 + 4) piercing damage.

NPC Bio

Personality Tangella is a complex, mysterious young woman.

Appearance A dark-skinned young woman with black hair and brown eyes. 6' 2" 165 lbs. 25 years old

Characteristics

Ideal. Strength.

Bond. The Fighters' Guild.

Flaw. Tangella acts first, asks questions later.

Background

Tangella was a soldier (infantry). She was involved in a long, drawn-out civil war as a young girl. Tangella learned how to fight to survive. She left her homeland in turmoil and hopes to return one day and restore order.

Equipment

backpack, 4 days of rations, *potion of heroism*, *Nolzur's marvelous pigments*, *ring of protection*, *robe of useful items*, dice set, crossbow bolt case, 19 crossbow bolts, 3 torches, cloak, 182gp.

FINNAN FASTFOOT

15th level fighter (Champion subclass)
Small humanoid (stout halfling), chaotic good

Armor Class 19 (plate)
Hit Points 154 (15d10 + 30)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	10 (+0)	11 (+0)	9 (-1)

Saving Throws Str +6, Con +7
Skills Athletics +6, Intimidation +4, Perception +5, Survival +5
Senses passive Perception 15
Languages Common, Halfling
Challenge 10 (5,900 XP)

Action Surge. He can take an additional action. He must rest to regain this feature.

Brave. Advantage on saves against being frightened.

Halfling Nimbleness. Can move through the space of any creature that is larger.

Indomitable. He can reroll a saving throw that he fails. Resets with a long rest.

Improved Critical. A 19 on a weapon attack is also a critical hit.

Lucky. Can reroll any 1s.

Remarkable Athlete. He can add +2 to any Strength, Dexterity, or Constitution check he makes that doesn't already use his proficiency bonus. In addition, when he makes a running jump, can jump an extra 1 foot.

Second Wind. He can use a bonus action to regain 1d10 + 15 hit points. He must rest to regain this feature.

Stout Resilience. Has advantage on saving throws against poison, and has resistance against poison damage.

Superior Critical. His weapon attacks score a critical hit on a roll of 18-20.

Actions

Multiattack. Finnan makes three melee attacks or three ranged attacks.

+2 Shortsword (x2). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) piercing damage.

+1 Hand Crossbow. *Ranged Weapon Attack:* +12 to hit, range 20/80 ft., one target. Hit: 10 (1d10 + 5) piercing damage.

NPC Bio

Personality Finnan is a happy, friendly halfling.

Appearance A bald halfling with brown eyes. 3' 2" 45 lbs. 28 years old

Characteristics

Ideal. Freedom.

Bond. Fellow wanderers.

Flaw. Finnan enjoys his mead far too much.

Background

Finnan was a sailor. He fell in with a group of pirates when he was younger and barely escaped with his life. This fighter enjoys traveling and meeting new people.

Equipment

5 days of rations, *bag of holding*, *cloak of the manta ray*, *folding boat*, *ring of swimming*, dice set, crossbow bolt case, 20 +2 crossbow bolts, 2 torches, cloak, 265gp.

GIBBLESTOB THE FIGHTER

16th level fighter (Champion subclass)
Small humanoid (rock gnome), chaotic good

Armor Class 19 (plate)
Hit Points 160 (16d10 + 48)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	17 (+3)	11 (+0)	16 (+3)	6 (-2)

Saving Throws Str +8, Con +8
Skills Athletics +8, Medicine +8, Religion +5, Survival +8
Senses darkvision 60 ft., passive Perception 13
Languages Common, Gnomish
Challenge 11 (7,200 XP)

Action Surge. He can take an additional action. He must rest to regain this feature.

Gnome Cunning. He has advantage on saves against poison, and resistance against poison damage.

Indomitable. He can reroll a saving throw that he fails. Resets with a long rest.

Improved Critical. A 19 on a weapon attack is also a critical hit.

Remarkable Athlete. He can add +2 to any Strength, Dexterity, or Constitution check he makes that doesn't already use his proficiency bonus. In addition, when he makes a running jump, can jump an extra 3 feet.

Second Wind. He can use a bonus action to regain 1d10 + 16 hit points. He must rest to regain this feature.

Superior Critical. His weapon attacks score a critical hit on a roll of 18-20.

Actions

Multiattack. Giblestob makes three melee attacks or one ranged attack.

+2 Rapier. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) piercing damage.

+1 Light Crossbow. *Ranged Weapon Attack:* +12 to hit, range 80/320 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

NPC Bio

Personality Giblestob is angry because he was exiled for a crime he didn't commit.

Appearance A bulky gnome with short brown hair and brown eyes. 3' 8" 44 lbs. 111 years old

Characteristics

Ideal. Free Thinking.

Bond. He entered seclusion after being exiled.

Flaw. Giblestob lets his need to win arguments overshadow friendships and harmony.

Background

Giblestob was a hermit. He lived in a cave in the Lost Hills for many years. He had been sent there because he was found guilty of murder. However, he had been framed and nobody believed him.

Equipment

backpack, 3 days of rations, *Heward's handy haversack*, *periapt of health*, *potion of longevity*, dice set, leather pouch, crossbow bolt case, 19 crossbow bolts, cloak, 275gp.

MIRANDA MYSTCALLER

17th level fighter (Eldritch Knight subclass)
Medium humanoid (human), chaotic good

Armor Class 19 (plate)
Hit Points 161 (17d10 + 34)
Speed 30 ft.

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

Saving Throws Str +10, Con +8
Skills Athletics +10, History +9, Intimidation +6, Persuasion +6
Senses passive Perception 9
Languages Common, Elvish, Sylvan
Challenge 11 (7,200 XP)

Action Surge. She can take an additional action. She must rest to regain this feature.

Arcane Charge. She can teleport up to 30 feet to an unoccupied space she can see when she uses her action surge. She can teleport before or after the additional action.

Eldritch Strike. When she hits a creature with a weapon attack, that creature has disadvantage on the saving throw it makes against a spell she casts before the end of her next turn.

Indomitable. She can reroll a saving throw that she fails. Resets with a long rest.

Second Wind. She can use a bonus action to regain 1d10 + 17 hit points. She must rest to regain this feature.

Spellcasting. Miranda is a 17th level Eldritch Knight. Her spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks).

Cantrips. (at will): *fire bolt, message, prestidigitation*

1st level. (4 slots): *charm person, disguise self, magic missile, shield*

2nd level. (3 slots): *darkvision, detect thoughts, suggestion*

3rd level. (3 slots): *counterspell, fireball, hypnotic pattern*

War Magic. When she uses her action to cast a cantrip, she can make one weapon attack as a bonus action.

Weapon Bond. She can't be disarmed of her greatsword unless she is incapacitated. If it is on the same plane of existence, she can summon the weapon as a bonus action on her turn, causing it to teleport instantly to her hand.

Actions

Multiattack. Miranda makes three melee attacks or one ranged attack.

+2 Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

+1 Heavy Crossbow. *Ranged Weapon Attack:* +10 to hit, range 100/400 ft., one target. Hit: 9 (1d10 + 4) piercing damage.

NPC Bio

Personality Miranda takes great pains to always look her best and follow the latest fashions.

Appearance Young woman with short brown hair and brown eyes. 5' 8" 135 lbs. 26 years old

Characteristics

Ideal. Responsibility.

Bond. Her loyalty to her sovereign is unwavering.

Flaw. Miranda feels the world revolves around her.

Background

Miranda was a noble. This princess is from an extremely wealthy royal family and still lives in her family's castle. Her parents are the king and queen. She doesn't relate to the average person and has no idea what their life is like.

Equipment

backpack, 5 days of rations, *boots of levitation, moon-touched sword*¹, *potion of greater healing*, signet ring, crossbow bolt case, 20 +2 crossbow bolts, cloak, 37534gp (in castle), 285gp.

Mount

riding horse

MORGRAN GRAZZIK

18th level fighter (Champion subclass)

Medium humanoid (mountain dwarf), lawful good

Armor Class 20 (+1 plate)

Hit Points 218(18d10 + 90)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Str +11, Con +11

Skills Athletics +11, Insight +7, Intimidation +6, Survival +6

Senses darkvision 60 ft., passive Perception 11

Languages Common, Dwarvish, Undercommon

Challenge 12 (8,400 XP)

Action Surge. He can take an additional action. He must rest to regain this feature.

Dwarven Resilience. He has advantage on saves against poison, and resistance against poison damage.

Indomitable. He can reroll a saving throw that he fails. Resets with a long rest.

Improved Critical. A 19 on a weapon attack is also a critical hit.

Remarkable Athlete. He can add +3 to any Strength, Dexterity, or Constitution check he makes that doesn't already use his proficiency bonus. In addition, when he makes a running jump, can jump an extra 5 feet.

Second Wind. He can use a bonus action to regain 1d10 + 18 hit points. He must rest to regain this feature.

Superior Critical. His weapon attacks score a critical hit on a roll of 18-20.

Survivor. At the start of each of his turns, he regains hit points equal to 10 if he has no more than half of his hit points left. He doesn't gain this benefit if he has 0 hit points.

Actions

Multiattack. Morgran makes three melee attacks or one ranged attack.

+3 Greataxe. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

+1 Heavy Crossbow. *Ranged Weapon Attack:* +10 to hit, range 100/400 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

NPC Bio

Personality Morgran has lost too many friends, and is slow to make new ones.

Appearance A mountain dwarf with short brown hair, a brown beard, and brown eyes. 4' 2" 142 lbs. 168 years old

Characteristics

Ideal. Greater Good.

Bond. He'll never forget the crushing defeat his company suffered at the hands of the drow army.

Flaw. Morgran has little respect for anyone who is not a proven warrior.

Background

Morgran was a soldier (infantry). He lives in a dwarf settlement in the Underdark. Morgran knows the territory of the underworld like the back of his rough hands. He leads dwarf patrols through the darkness and can handle even the toughest of monsters.

Equipment

backpack, 2 days of rations, dice set, crossbow bolt case, 18 crossbow bolts, *boots of elvenkind*, *Nolzur's marvelous pigments*, *potion of longevity*, *ring of free action*, bedroll, tinderbox, cloak, 232gp.

Mount

donkey

KALADAN BAHAROOSH

19th level fighter (Champion subclass)

Medium humanoid (gold dragonborn), chaotic good

Armor Class 19 (plate)

Hit Points 226 (19d10 + 76)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	19 (+4)	10 (+0)	17 (+3)	12 (+1)

Saving Throws Str +11, Con +10

Skills Athletics +11, Insight +9, Perception +9, Survival +9

Senses passive Perception 19

Languages Common, Draconic

Challenge 12 (8,400 XP)

Action Surge. He can take an additional action. He must rest to regain this feature.

Breath Weapon. Fire breath. 17 (5d6) fire damage, DC 18
Dexterity saving throw.

Fire Resistance. Resistance to fire damage.

Indomitable. He can reroll a saving throw that he fails. Resets with a long rest.

Improved Critical. A 19 on a weapon attack is also a critical hit.

Remarkable Athlete. He can add +3 to any Strength, Dexterity, or Constitution check he makes that doesn't already use his proficiency bonus. In addition, when he makes a running jump, can jump an extra 5 feet.

Second Wind. He can use a bonus action to regain 1d10 + 19 hit points. He must rest to regain this feature.

Superior Critical. His weapon attacks score a critical hit on a roll of 18-20.

Survivor. At the start of each of his turns, he regains hit points equal to 10 if he has no more than half of his hit points left. He doesn't gain this benefit if he has 0 hit points.

Actions

Multiattack. Kaladan makes three melee attacks or one ranged attack.

+2 Greatsword. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage.

+1 Heavy Crossbow. *Ranged Weapon Attack:* +12 to hit, range 100/400 ft., one target. Hit: 9 (1d10 + 4) piercing damage.

NPC Bio

Personality Kaladan was raised by an ancient gold dragon.

Appearance A gold dragonborn male. 6' 2" 235 lbs. 24 years old

Characteristics

Ideal. Change.

Bond. He suffers from awful visions of a coming disaster and will do anything to prevent it.

Flaw. Kaladan is too enamored of ale, wine, and other intoxicants.

Background

Kaladan was an outlander (trapper). He used to live in the wilderness and now makes his home in a large town. His home is a large imposing manor by the main gates. He has a number of dragonborn bodyguards.

Equipment

backpack, 3 days of rations, hunting trap, *gem of brightness*, *potion of speed*, 3 *potions of supreme healing*, *ring of evasion*, dice set, crossbow bolt case, 17 +1 *crossbow bolts*, 2 torches, cloak, 176pp.

Mount

young gold dragon

SIENNA THE SWORDMASTER

20th level fighter (Champion subclass)
Medium humanoid (human), lawful good

Armor Class 23 (+2 plate, shield)

Hit Points 254 (20d10 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	16 (+3)	9 (-1)	14 (+2)

Saving Throws Str +11, Con +11

Skills Athletics +11, History +9, Intimidation +8, Survival +5

Senses passive Perception 9

Languages Common, Dwarvish

Challenge 13 (10,000 XP)

Action Surge. She can take an additional action. She must rest to regain this feature.

Indomitable. She can reroll a saving throw that she fails. Resets with a long rest.

Improved Critical. A 19 on a weapon attack is also a critical hit.

Remarkable Athlete. She can add +3 to any Strength, Dexterity, or Constitution check she makes that doesn't already use her proficiency bonus. In addition, when she makes a running jump, can jump an extra 5 feet.

Second Wind. She can use a bonus action to regain 1d10 + 20 hit points. She must rest to regain this feature.

Superior Critical. Her weapon attacks score a critical hit on a roll of 18-20.

Survivor. At the start of each of her turns, she regains hit points equal to 10 if she has no more than half of her hit points left. She doesn't gain this benefit if she has 0 hit points.

Actions

Multiattack. Sienna makes four melee attacks or four ranged attacks.

+3 Longsword. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. Hit: 12 (1d8 + 8) slashing damage.

+1 Longbow. *Ranged Weapon Attack:* +11 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

NPC Bio

Personality Sienna is an intelligent, responsible warrior.

Appearance A tall woman with long blonde hair and greenish-blue eyes. 6' 2" 167 lbs. 28 years old

Characteristics

Ideal. Responsibility.

Bond. Her honor is her life.

Flaw. Sienna's hatred of her enemies is blind and unreasoning.

Background

Sienna was a soldier (officer). She was very inexperienced when she took over the command of a group of soldiers as a teenager. She now commands the kingdom's army and is known as a person of integrity. This fighter lives in a keep in the capital city with her officers.

Equipment

backpack, 7 days of rations, *efreeti bottle*, *helm of brilliance*, *potion of heroism*, *potion of speed*, *sending stones*, dice set, quiver, 16 +3 arrows, 2 torches, cloak, 12451gp (in keep), 132pp.

LONGCLAW

13th level monk (Way of the Sun Soul subclass)
Medium humanoid (tabaxi), lawful good

Armor Class 17

Hit Points 89 (13d8 + 13)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	12 (+1)	10 (+0)	14 (+2)	11 (+0)

Saving Throws Str +7, Dex +10

Skills Acrobatics +10, Insight +7, Religion +5, Stealth +10

Senses darkvision 60 ft., passive Perception 12

Languages Common, Abyssal, Infernal

Challenge 8 (3,900 XP)

Cats Claws. Climb speed of 20'. In addition, Longclaw's claws are natural weapons, which they can use to make unarmed strikes. If Longclaw hits with them, does slashing damage equal to 1d4 + 3, instead of the bludgeoning damage.

Cat's Talent. Is proficient in the Perception and Stealth skills.

Evasion. Able to dodge out of the way of certain area effects. When subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if successful on the saving throw, and only half damage upon a failure.

Feline Agility. When Longclaw moves in combat, they can double speed until the end of the turn. Once they use this trait, they can't use it again until moves 0 feet on a turn.

Flurry of Blows. 1 ki pt. 2 unarmed strikes/bonus action

Ki-Empowered Strike. Unarmed strikes are magical.

Patient Defense. Can spend 1 ki point to take the Dodge action as a bonus action.

Purity of Body. Mastery of the ki makes them immune to disease and poison.

Radiant Sun Bolt. Ranged spell attack hurls searing bolt of magical radiance. Range is 30 ft. +7 to hit, 1d4 + 4 radiant damage. Can spend 1 ki point to attack twice as a bonus action.

Searing Arc Strike. Immediately after they takes the Attack action, they can spend 2 ki points to cast *burning hands* as a bonus action. Can spend 1 ki point to increase 1 level up to 4th level.

Searing Sunburst. As an action, they can magically create an orb and hurl it at a point they choose within 150 feet, where it erupts into a sphere of radiant light for a brief but deadly instant. Each creature in that 20-foot-radius must succeed on a Constitution saving throw or take 2d6 radiant damage. A creature doesn't need to make the save if the creature is behind total cover that is opaque. Each ki point they spend, to a maximum of 3, increases the damage by 2d6.

Step of the Wind. Can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Stillness of Mind. Use action to end charmed/frightened effect.

Stunning Strike. Can spend 1 ki point to stun. DC 15 Constitution saving throw.

Tongue of the Sun and the Moon. They have learned to touch the ki of other minds so that they can understand all spoken languages. Any creature that can understand a language can understand what they say.

Actions

Multiattack. Longclaw makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage.

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 18 hit points.

Slow Fall. Use reaction to reduce falling damage by 65 hit points.

NPC Bio

Personality Longclaw enjoys mysteries more than anything else.

Appearance A tabaxi with dark fur and yellow eyes. 6' 4" 221 lbs. 24 years old

Characteristics

Ideal. Community.

Bond. They are close to other creatures in the swampy lands.

Flaw. Longclaw has low self-esteem.

Background

Longclaw was an acolyte. They don't identify as male or female. They live in an abandoned keep in a misty swamp. The area is home to many **bullywugs** and **lizardfolk**. These other reptilian humanoids steer clear of the monk.

Equipment

backpack, 5 days of rations, tinderbox, *amulet of health*, 3 *potions of superior healing*, *ring of warmth*, cloak, 164gp.

Ki Points

13

PAPAU

14th level monk (Way of the Open Hand subclass)

Medium humanoid (human), lawful neutral

Armor Class 12 (13 with *ring of protection*)

Hit Points 93 (14d8 + 28)

Speed 55 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	10 (+0)	7 (-2)	16 (+3)

Saving Throws Str +6, Dex +9

Skills Acrobatics +9, Athletics +6, Arcana +5, History +5

Senses passive Perception 8

Languages Common

Challenge 9 (5,000 XP)

Diamond Soul. Proficient in all saving throws. Can also spend 1 ki point to reroll any saving throw and take the second result.

Evasion. Able to dodge out of the way of certain area effects. When subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if successful on the saving throw, and only half damage upon a failure.

Flurry of Blows. 1 ki pt. 2 unarmed strikes/bonus action

Ki-Empowered Strike. Unarmed strikes are magical.

Patient Defense. Can spend 1 ki point to take the Dodge action as a bonus action.

Purity of Body. Mastery of the ki makes her immune to disease and poison.

Step of the Wind. Can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Stillness of Mind. Use action to end charmed/frightened effect.

Stunning Strike. Can spend 1 ki point to stun. DC 11 Constitution saving throw.

Tongue of the Sun and the Moon. She has learned to touch the ki of other minds so that she can understand all spoken languages. Any creature that can understand a language can understand what she says.

Tranquility. She can enter a special meditation that surrounds her with an aura of peace. At the end of a long rest, she gains the effect of a *sanctuary* spell that lasts until the start of her next long rest. DC 14.

Actions

Multiattack. Papau makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 18 hit points.

Slow Fall. Use reaction to reduce falling damage by 70 hit points.

NPC Bio

Personality Papau is a vain, self-centered individual.

Appearance Young woman with medium length blonde hair and blue eyes. 5' 6" 128 lbs. 25 years old

Characteristics

Ideal. Knowledge.

Bond. She has been searching for the path to happiness all her life.

Flaw. Papau doesn't understand she can't think her way to happiness.

Background

Papau was a sage (professor). She assumes others are out for themselves. She has been part of a sisterhood of monks for a few years. Papau is often found exercising on the grounds of the monastery.

Equipment

backpack, 5 days of rations, quill, 2 bottles of ink, 7 pieces of parchment, tinderbox, 4 *beads of nourishment*¹, *potion of superior healing*, *ring of protection*, *sovereign glue*, cloak, 120pp.

Ki Points

14

Mount

riding horse

FOLEY

15th level monk (Way of the Sun Soul subclass)
Medium humanoid (human), lawful good

Armor Class 14

Hit Points 99 (15d8)

Speed 55 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	10 (+0)	16 (+3)	10 (+0)	12 (+1)

Saving Throws Str +8, Dex +9

Skills Athletics +8, History +8, Stealth +9, Survival +5

Senses passive Perception 10

Languages Common, Celestial

Challenge 10 (5,900 XP)

Diamond Soul. Proficient in all saving throws. Can also spend 1 ki point to reroll any saving throw and take the second result.

Evasion. Able to dodge out of the way of certain area effects. When subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if successful on the saving throw, and only half damage upon a failure.

Flurry of Blows. 1 ki pt. 2 unarmed strikes/bonus action

Ki-Empowered Strike. Unarmed strikes are magical.

Patient Defense. Can spend 1 ki point to take the Dodge action as a bonus action.

Purity of Body. Mastery of the ki makes him immune to disease and poison.

Step of the Wind. Can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Stillness of Mind. Use action to end charmed/frightened effect.

Stunning Strike. Can spend 1 ki point to stun. DC 13 Constitution saving throw.

Timeless Body. Suffers none of the fragility of old age, and he can't be aged magically. No longer need food and water.

Tongue of the Sun and the Moon. He has learned to touch the ki of other minds so that he can understand all spoken languages. Any creature that can understand a language can understand what he says.

Actions

Multiattack. Foley makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 19 hit points.

Slow Fall. Use reaction to reduce falling damage by 75 hit points.

NPC Bio

Personality Foley is a responsible, trustworthy individual.

Appearance Young man with short brown hair and blue eyes. 6' 2" 182 lbs. 25 years old

Characteristics

Ideal. Honor.

Bond. He is part of a brotherhood of monks.

Flaw. Foley overlooks obvious solutions in favor of complicated ones.

Background

Foley was an outlander (exile). He was thrown out of his homeland when his father was arrested for treason. This monk now heads a monastery on a beautiful, secluded mountaintop.

Equipment

backpack, 5 days of rations, tinderbox, *dust of disappearance*, *potion of vitality*, *ring of regeneration*, cloak, 177gp.

Ki Points

15

Mount

riding horse

JACK CHANNING

16th level monk (Way of the Drunken Master subclass)
Medium humanoid (human), chaotic good

Armor Class 18

Hit Points 112 (16d8 + 16)

Speed 55 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	12 (+1)	12 (+1)	16 (+3)	11 (+0)

Saving Throws Str +7, Dex +10

Skills Acrobatics +10, Athletics +7, Sleight of Hand +10, Survival +8

Senses passive Perception 13

Languages Common, Elvish

Challenge 11 (7,200 XP)

Diamond Soul. Proficient in all saving throws. Can also spend 1 ki point to reroll any saving throw and take the second result.

Drunkard's Luck. When he makes an ability check, an attack roll, or a saving throw and has disadvantage on the roll, he can spend 2 ki points to cancel the disadvantage for that roll.

Drunken Technique. Whenever Jack uses Flurry of Blows, he gains the benefit of the Disengage action, and walking speed increases by 10 feet until the end of his current turn.

Evasion. Able to dodge out of the way of certain area effects. When subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if successful on the saving throw, and only half damage upon a failure.

Flurry of Blows. 1 ki pt. 2 unarmed strikes/bonus action

Ki-Empowered Strike. Unarmed strikes are magical.

Patient Defense. Can spend 1 ki point to take the Dodge action as a bonus action.

Purity of Body. Mastery of the ki makes them immune to disease and poison.

Step of the Wind. Can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Stillness of Mind. Use action to end charmed/frightened effect.

Stunning Strike. Can spend 1 ki point to stun. DC 16 Constitution saving throw.

Timeless Body. Suffers none of the fragility of old age, and he can't be aged magically. No longer need food and water.

Tongue of the Sun and the Moon. He has learned to touch the ki of other minds so that he can understand all spoken languages. Any creature that can understand a language can understand what he says.

Actions

Multiattack. Jack makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage.

Quarterstaff. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage.

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 21 hit points.

Slow Fall. Use reaction to reduce falling damage by 80 hit points.

NPC Bio

Personality Jack bluntly says what other people are hinting at or hiding.

Appearance A short man with black hair and brown eyes. 5' 6" 145 lbs. 29 years old

Characteristics

Ideal. Change.

Bond. He sleeps with his quarterstaff.

Flaw. Jack will never fully trust anyone other than himself.

Background

Jack was an urchin. He had a very challenging childhood and barely survived his life in the slums. He is a man of action and enjoys adventuring and exploring.

Equipment

backpack, 5 days of rations, tinderbox, *amulet of health*, *carpet of flying*, *Heward's handy haversack*, cloak, 225gp.

Ki Points

16

BOBBIN ROBBIN

17th level monk (Way of the Open Hand subclass)
Small humanoid (lightfoot halfling), lawful good

Armor Class 18

Hit Points 115 (17d8)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	11 (+0)	13 (+1)	17 (+3)	9 (-1)

Saving Throws Str +7, Dex +11

Skills Insight +9, Medicine +9, Religion +7, Stealth +11

Senses passive Perception 13

Languages Common, Halfling

Challenge 11 (7,200 XP)

Brave. Advantage on saves against being frightened.

Diamond Soul. Proficient in all saving throws. Can also spend 1 ki point to reroll any saving throw and take the second result.

Evasion. Able to dodge out of the way of certain area effects. When subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead take no damage if successful on the saving throw, and only half damage upon a failure.

Flurry of Blows. 1 ki pt. 2 unarmed strikes/bonus action

Halfling Nimbleness. Can move through the space of any creature that is larger.

Ki-Empowered Strike. Unarmed strikes are magical.

Lucky. Can reroll any 1s.

Naturally Stealthy. Can attempt to hide even when only obscured by a creature that is at least one size larger.

Patient Defense. Can spend 1 ki point to take the Dodge action as a bonus action.

Purity of Body. Mastery of the ki makes them immune to disease and poison.

Quivering Palm. When he hits a creature with an unarmed strike, he can spend 3 ki points to start imperceptible vibrations, which last for 17 days. The vibrations are harmless unless he uses his action to end them. To do so, he and the target must be on the same plane of existence. When he uses this action, the creature must make a Constitution saving throw. If it fails, it is reduced to 0 hit points. If it succeeds, it takes 10d10 necrotic damage. He can only have one creature under the effect of this feature at a time. You can choose to end the vibrations harmlessly without using an action.

Step of the Wind. Can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Stillness of Mind. Use action to end charmed/frightened effect.

Stunning Strike. Can spend 1 ki point to stun. CON save. DC17

Timeless Body. Suffers none of the fragility of old age, and he can't be aged magically. No longer need food and water.

Tongue of the Sun and the Moon. He has learned to touch the ki of other minds so that he can understand all spoken languages. Any creature that can understand a language can understand what he says.

Tranquility. He can enter a special meditation that surrounds him with an aura of peace. At the end of a long rest, he gains the effect of a *sanctuary* spell that lasts until the start of his next long rest. DC 14.

Actions

Multiattack. Bobbin makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage.

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 22 hit points.

Slow Fall. Use reaction to reduce falling damage by 85 hit points.

NPC Bio

Personality Bobbin feels tremendous empathy for all who suffer.

Appearance A halfling male with curly light-brown hair and bluish-green eyes. 2' 11" 31 lbs. 44 years old

Characteristics

Ideal. Greater Good.

Bond. He still seeks the enlightenment he pursued in his seclusion, and it still eludes him.

Flaw. Bobbin is already enlightened, he just doesn't know it.

Background

Bobbin was a hermit. He gets along with almost anyone and enjoys meeting new races. He is very sensitive and is highly tuned to his emotional, mental, and spiritual self.

Equipment

backpack, 3 days of rations, tinderbox, *bag of tricks (tan)*, *cloak of invisibility*, *potion of superior healing*, 99gp.

Ki Points

17

NUMBA NACKLE

18th level monk (Way of the Open Hand subclass)

Small humanoid (rock gnome), lawful good

Armor Class 16

Hit Points 117 (18d8)

Speed 55 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	11 (+0)	16 (+3)	15 (+2)	11 (+0)

Saving Throws Str +6, Dex +10

Skills Arcana +9, History +9, Insight +8, Stealth +10

Senses darkvision 60 ft., passive Perception 12

Languages Common, Gnomish

Challenge 12 (8,400 XP)

Diamond Soul. Proficient in all saving throws. Can also spend 1 ki point to reroll any saving throw and take the second result.

Empty Body. Can use 4 ki points to become invisible for 1 minute. During that time, she also has resistance to all damage but force damage. Can also use 8 ki points to cast astral projection without needing material components (can't take others with her).

Evasion. Able to dodge out of the way of certain area effects. When subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if successful on the saving throw, and only half damage upon a failure.

Flurry of Blows. 1 ki pt. 2 unarmed strikes/bonus action

Gnome Cunning. Advantage against all Intelligence, Wisdom, and Charisma saving throws against magic.

Ki-Empowered Strike. Unarmed strikes are magical.

Patient Defense. Can spend 1 ki point to take the Dodge action as a bonus action.

Purity of Body. Mastery of the ki makes her immune to disease and poison.

Quivering Palm. When she hits a creature with an unarmed strike, he can spend 3 ki points to start imperceptible vibrations, which last for 17 days. The vibrations are harmless unless she uses her action to end them. To do so, she and the target must be on the same plane of existence. When she uses this action, the creature must make a Constitution saving throw. If it fails, it is reduced to 0 hit points. If it succeeds, it takes 10d10 necrotic damage. She can only have one creature under the effect of this feature at a time. She can choose to end the vibrations harmlessly without using an action.

Speak with Small Beasts. Is able to communicate simple ideas with Small or smaller beasts through sounds and gestures.

Step of the Wind. Can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Stillness of Mind. Use action to end charmed/frightened effect.

Stunning Strike. Can spend 1 ki point to stun. CON save. DC16

Timeless Body. Suffers none of the fragility of old age, and she can't be aged magically. No longer need food and water.

Tongue of the Sun and the Moon. She has learned to touch the ki of other minds so that she can understand all spoken languages. Any creature that can understand a language can understand what they say.

Tranquility. She can enter a special meditation that surrounds her with an aura of peace. At the end of a long rest, she gains the effect of a *sanctuary* spell that lasts until the start of her next long rest. DC 14.

Actions

Multiattack. Numba makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +10- to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 22 hit points.

Slow Fall. Use reaction to reduce falling damage by 90 hit points.

NPC Bio

Personality Numba speaks slowly when talking to idiots, which almost everyone is compared to her.

Appearance A female gnome with short blonde hair and green eyes. 2' 4" 31 lbs. 107 years old

Characteristics

Ideal. Logic.

Bond. She works to preserve a monastery.

Flaw. Numba speaks without really thinking through her words, invariably insulting others.

Background

Numba was a sage (astronomer). She has lived in the same monastery for most of her adult life. She is a brutally honest individual.

Equipment

backpack, 3 days of rations, quill, bottle of ink, tinderbox, *gem of seeing*, *potion of superior healing*, *topaz*, cloak, 167gp.

Ki Points

18

FARVOK FROSTBEARD

19th level monk (Way of the Open Hand subclass)

Medium humanoid (hill dwarf), lawful good

Armor Class 15

Hit Points 151 (19d8 + 57)

Speed 55 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	16 (+3)	9 (-1)	10 (+0)	9 (-1)

Saving Throws Str +9, Dex +11

Skills Acrobatics +11, Athletics +9, Intimidation +5, Stealth +11

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dwarvish

Challenge 12 (8,400 XP)

Diamond Soul. Proficient in all saving throws. Can also spend 1 ki point to reroll any saving throw and take the second result.

Dwarven Resilience. He has advantage on saves against poison, and resistance against poison damage.

Empty Body. Can use 4 ki points to become invisible for 1 minute. During that time, he also has resistance to all damage but force damage. Can also use 8 ki points to cast astral projection without needing material components (can't take others with him).

Evasion. Able to dodge out of the way of certain area effects. When subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if successful on the saving throw, and only half damage upon a failure.

Flurry of Blows. 1 ki pt. 2 unarmed strikes/bonus action

Ki-Empowered Strike. Unarmed strikes are magical.

Patient Defense. Can spend 1 ki point to take the Dodge action as a bonus action.

Purity of Body. Mastery of the ki makes him immune to disease and poison.

Quivering Palm. When he hits a creature with an unarmed strike, he can spend 3 ki points to start imperceptible vibrations, which last for 17 days. The vibrations are harmless unless he uses his action to end them. To do so, he and the target must be on the same plane of existence. When he uses this action, the creature must make a Constitution saving throw. If it fails, it is reduced to 0 hit points. If it succeeds, it takes 10d10 necrotic damage. He can only have one creature under the effect of this feature at a time. You can choose to end the vibrations harmlessly without using an action.

Step of the Wind. Can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Stillness of Mind. Use action to end charmed/frightened effect.

Stunning Strike. Can spend 1 ki point to stun. CON save. DC14

Timeless Body. Suffers none of the fragility of old age, and he can't be aged magically. No longer need food and water.

Tongue of the Sun and the Moon. They have learned to touch the ki of other minds so that they can understand all spoken languages. Any creature that can understand a language can understand what they say.

Tranquility. He can enter a special meditation that surrounds him with an aura of peace. At the end of a long rest, he gains the effect of a *sanctuary* spell that lasts until the start of his next long rest. DC 14.

Actions

Multiattack. Farvok makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage.

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 24 hit points.

Slow Fall. Use reaction to reduce falling damage by 95 hit points.

NPC Bio

Personality Farvok is haunted by memories of war.

Appearance A stocky, dwarf male with white hair, a white beard, and gray eyes. 4' 4" 151 lbs. 311 years old

Characteristics

Ideal. Responsibility.

Bond. He would still lay down his life for the people he served with.

Flaw. Farvok made a terrible mistake in battle that cost many lives.

Background

Farvok was a soldier (infantry). He is an experienced soldier who has many lessons to pass on.

Equipment

backpack, 4 days of rations, tinderbox, *alchemy jug*, *deck of illusions*, *stone of good luck (luckstone)*, cloak, 236gp.

Ki Points

19

JADEN LORE

20th level monk (Way of the Open Hand subclass)

Medium humanoid (human), lawful good

Armor Class 19

Hit Points 153 (20d8 + 12)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	12 (+1)	11 (+0)	18 (+4)	12 (+1)

Saving Throws Str +9, Dex +11

Skills Acrobatics +11, Athletics +9, Stealth +11, Survival +10

Senses passive Perception 14

Languages Common, Elvish, Undercommon

Challenge 13 (10,000 XP)

Diamond Soul. Proficient in all saving throws. Can also spend 1 ki point to reroll any saving throw and take the second result.

Empty Body. Can use 4 ki points to become invisible for 1 minute. During that time, he also has resistance to all damage but force damage. Can also use 8 ki points to cast astral projection without needing material components (can't take others with him).

Evasion. Able to dodge out of the way of certain area effects. When subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if successful on the saving throw, and only half damage upon a failure.

Flurry of Blows. 1 ki pt. 2 unarmed strikes/bonus action

Ki-Empowered Strike. Unarmed strikes are magical.

Patient Defense. Can spend 1 ki point to take the Dodge action as a bonus action.

Perfect Body. When he rolls for initiative and has no ki points remaining, he regains 4 ki points.

Purity of Body. Mastery of the ki makes him immune to disease and poison.

Quivering Palm. When he hits a creature with an unarmed strike, he can spend 3 ki points to start imperceptible vibrations, which last for 17 days. The vibrations are harmless unless he uses his action to end them. To do so, he and the target must be on the same plane of existence. When he uses this action, the creature must make a Constitution saving throw. If it fails, it is reduced to 0 hit points. If it succeeds, it takes 10d10 necrotic damage. He can only have one creature under the effect of this feature at a time. You can choose to end the vibrations harmlessly without using an action.

Step of the Wind. Can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Stillness of Mind. Use action to end charmed/frightened effect.

Stunning Strike. Can spend 1 ki point to stun. CON save. DC18

Timeless Body. Suffers none of the fragility of old age, and he can't be aged magically. No longer need food and water.

Tongue of the Sun and the Moon. He has learned to touch the ki of other minds so that he can understand all spoken languages. Any creature that can understand a language can understand what he says.

Tranquility. He can enter a special meditation that surrounds him with an aura of peace. At the end of a long rest, he gains the effect of a *sanctuary* spell that lasts until the start of his next long rest. DC 14.

Actions

Multiattack. Jaden makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage.

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 25 hit points.

Slow Fall. Use reaction to reduce falling damage by 100 hit points.

NPC Bio

Personality Jaden places no stock in wealthy or well-mannered folk.

Appearance A middle-aged man with long blonde hair and blue eyes. 5' 10" 170 lbs. 39 years old

Characteristics

Ideal. Greater Good.

Bond. His brotherhood is the most important thing in his life.

Flaw. Jaden is easily distracted.

Background

Jaden was an outlander (guide). He led parties of adventuring through the Underdark for many years. Later he joined an influential monastery in a large city.

Equipment

4 days of rations, tinderbox, *bag of holding*, *helm of teleportation*, *potion of animal friendship*, *potion of diminution*, cloak, 111pp.

Ki Points

20 (Perfect Self – When he rolls for initiative and has no ki points, he regains 4 ki points.

EDWARD NOTTINGHAM

13th level paladin (Oath of Devotion subclass)

Medium humanoid (human), lawful good

Armor Class 19 (plate)

Hit Points 95 (12d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	10 (+0)	15 (+2)	12 (+1)	18 (+4)

Saving Throws Wis +6, Cha +9

Skills History +7, Insight +6, Persuasion +5, Religion +7

Senses passive Perception 11

Languages Common, Dwarvish, Elvish

Challenge 8 (3,900 XP)

Aura of Courage. Edward and friendly creatures within 10 feet of him can't be frightened while he is conscious.

Aura of Devotion. Edward and friendly creatures within 10 ft. of him can't be charmed while he is conscious.

Aura of Protection. Whenever Edward or a friendly creature within 10 feet of him must make a saving throw, the creature gains a +5 bonus to the saving throw.

Channel Divinity/Sacred Weapon. Add Charisma modifier to attack rolls for 1 minute. Emit bright light 20 ft., dim light 20 ft.

Channel Divinity/Turn the Unholy. Turn fiends/undead within 30 ft.

Divine Health. He is immune to disease.

Divine Sense 5/day. He can know the location of any celestial, fiend, or undead within 60 ft.

Divine Smite. All melee weapons do extra 4 (1d8) radiant damage. When he hits a creature, can also deal 2d8 radiant damage for a 1st level spell slot. 1d8/spell level higher than 1st up to 5d8.

Lay on Hands. He can draw from a pool of 65 hit points to restore hit points, or cure diseases or poisons.

Spellcasting. Edward is a 13th level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks).

1st level. (4 slots): *command*, *cure wounds*, *divine favor*, *wrathful smite*

2nd level. (3 slots): *branding smite*, *find steed*, *locate object*

3rd level. (3 slots): *blinding smite*, *crusader's mantle*, *daylight*

4th level. (1 slot): *aura of purity*

Oath spells: *beacon of hope*, *dispel magic*, *lesser restoration*, *protection from evil and good*, *sanctuary*, *zone of truth*

Actions

Multiattack. Edward makes two attacks.

+1 Greatsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage plus 4 (1d8) radiant damage.

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

NPC Bio

Personality Edward quotes sacred texts and proverbs in almost every situation.

Appearance Attractive bald, middle-aged man with gray eyes. 6' 3" 219 lbs. 48 years old

Characteristics

Ideal. Tradition.

Bond. He will do anything to protect his temple.

Flaw. Edward is inflexible in his thinking.

Background

Edward was a noble. He is a devout follower of the god of justice. This paladin is very experienced and leads a group of loyal knights. He lives in a massive castle in the mountains.

Equipment

backpack, 3 days of rations, 4 flasks of holy water, holy symbol, prayer book, *horseshoes of speed*, *ring of jumping*, *talisman of pure good*, quiver, 15 +2 arrows, tinderbox, bedroll, signet ring, set of fine clothes, cloak, 21868gp (in castle), 177pp.

Mount

warhorse

CYNTHIA WAGGERTAIL

14th level paladin (Oath of Devotion subclass)

Medium humanoid (human), lawful good

Armor Class 22 (+3 chain mail, shield)

Hit Points 119 (14d10 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	7 (-2)	8 (-1)	20 (+5)

Saving Throws Wis +4, Cha +10

Skills Arcana +3, Athletics +6, History +3, Medicine +4

Senses passive Perception 9

Languages Common

Challenge 9 (5,000 XP)

Aura of Courage. Cynthia and friendly creatures within 10 feet of her can't be frightened while she is conscious.

Aura of Devotion. Cynthia and friendly creatures within 10 ft. of her can't be charmed while she is conscious.

Aura of Protection. Whenever she or a friendly creature within 10 feet of her must make a saving throw, the creature gains a +5 bonus to the saving throw.

Channel Divinity/Sacred Weapon. Add Charisma modifier to attack rolls for 1 minute. Emit bright light 20 ft., dim light 20 ft.

Channel Divinity/Turn the Unholy. Turn fiends/undead within 30 ft.

Cleansing Touch. She can use her action to end one spell on herself or on one willing creature that she touches. She can do this five times and regains expended uses when she finishes a long rest.

Divine Health. She is immune to disease.

Divine Sense 6/day. She can know the location of any celestial, fiend, or undead within 60 ft.

Divine Smite. All melee weapons do extra 4 (1d8) radiant damage. When she hits a creature, can also deal 2d8 radiant damage for a 1st level spell slot. 1d8/spell level higher than 1st up to 5d8.

Lay on Hands. She can draw from a pool of 70 hit points to restore hit points, or cure diseases or poisons.

Spellcasting. Cynthia is a 14th level spellcaster. Her spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks).

1st level. (4 slots): *command*, *cure wounds*, *divine favor*, *wrathful smite*

2nd level. (3 slots): *branding smite*, *find steed*, *locate object*

3rd level. (3 slots): *blinding smite*, *crusader's mantle*, *daylight*

4th level. (1 slot): *aura of life*

Oath spells: *beacon of hope*, *dispel magic*, *lesser restoration*, *protection from evil and good*, *sanctuary*, *zone of truth*

Actions

Multiattack. Cynthia makes two attacks.

+3 Shortsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 10 (1d6 + 7) piercing damage plus 4 (1d8) radiant damage.

+1 Longbow. *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

NPC Bio

Personality Cynthia is a rather nervous and serious young woman.

Appearance Very attractive young woman with long brown hair and blue eyes. 5' 9" 130 lbs. 25 years old

Characteristics

Ideal. Perfection.

Bond. She wants to make the world a better place.

Flaw. Cynthia is inflexible in her thinking.

Background

Cynthia was a sage (professor). This paladin lives in a large manor in the city. Cynthia started adventuring when she was a young teenager and hasn't stopped. However, she isn't the smartest one in the tavern and is rather naïve. In fact, she was a terrible sage but got by on her looks and friendly nature. Cynthia is also well-organized and seems to be on the ball. Appearances can be deceiving...

Equipment

backpack, 5 days of rations, 3 flasks of holy water, holy symbol, prayer book, *cap of water breathing*, *lantern of revealing*, *potion of heroism*, *iron flask*, quiver, 15 +2 arrows, tinderbox, bedroll, holy symbol, cloak, *18541gp* (in manor), *119pp*.

Mount

pegasus

FAELEN SILVERWOOD

15th level paladin (Oath of the Ancients subclass)
Medium humanoid (half-elf), lawful good

Armor Class 19 (plate)
Hit Points 124 (15d10 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	11 (+0)	14 (+2)	19 (+4)

Saving Throws Wis +7, Cha +9
Skills Athletics +8, Insight +7, Persuasion +9, Religion +5
Senses darkvision 60 ft., passive Perception 12
Languages Common, Dwarvish, Elvish
Challenge 10 (5,900 XP)

Aura of Courage. Faelen and friendly creatures within 10 feet of him can't be frightened while he is conscious.

Aura of Devotion. Faelen and friendly creatures within 10 ft. of him can't be charmed while he is conscious.

Aura of Protection. Whenever Faelen or a friendly creature within 10 feet of him must make a saving throw, the creature gains a +5 bonus to the saving throw.

Channel Divinity/Sacred Weapon. Add Charisma modifier to attack rolls for 1 minute. Emit bright light 20 ft., dim light 20 ft.

Channel Divinity/Turn the Unholy. Turn fiends/undead within 30 ft.

Cleansing Touch. He can use his action to end one spell on himself or on one willing creature that he touches. He can do this four times and regains expended uses when he finishes a long rest.

Divine Health. He is immune to disease.

Divine Sense 5/day. He can know the location of any celestial, fiend, or undead within 60 ft.

Divine Smite. All melee weapons do extra 4 (1d8) radiant damage. When he hits a creature, can also deal 2d8 radiant damage for a 1st level spell slot. 1d8/spell level higher than 1st up to 5d8.

Fey Ancestry. He can draw from a pool of 60 hit points to restore hit points, or cure diseases or poisons.

Lay on Hands. He can draw from a pool of 75 hit points to restore hit points, or cure diseases or poisons.

Spellcasting. Faelen is a 15th level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks).

1st level. (4 slots): *command*, *cure wounds*, *divine favor*, *wrathful smite*

2nd level. (3 slots): *branding smite*, *find steed*, *locate object*

3rd level. (3 slots): *blinding smite*, *crusader's mantle*, *daylight*

4th level. (2 slots): *aura of purity*, *death ward*

Oath spells: *beacon of hope*, *dispel magic*, *lesser restoration*, *protection from evil and good*, *sanctuary*, *zone of truth*

Undying Sentinel. When he is reduced to 0 hit points and isn't killed outright, he can choose to drop to 1 hit point instead. Once he used this ability, he can't use it again until he finishes a long rest. Additionally, he doesn't suffer any of the drawbacks of old age, and he can't be aged magically.

Actions

Multiattack. Faelen makes two attacks.

+1 Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage plus 4 (1d8) radiant damage.

+1 Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

NPC Bio

Personality Faelen connects everything that happens to him to a grand, cosmic plan.

Appearance Handsome male half-elf with light-brown hair and light-blue eyes. 6' 1" 119 lbs. 48 years old

Characteristics

Ideal. Self-Knowledge

Bond. His isolation gave him great insight into a great evil that only he can destroy.

Flaw. Faelen is dogmatic in his thoughts and philosophy.

Background

Faelen was a hermit. He is a rather philosophical half-elf who has tremendous patience. This half-elf believes that it is his destiny to save the world. He lives in a humble cottage on the edge of the kingdom.

Equipment

backpack, 4 days of rations, 5 flasks of holy water, holy symbol, prayer book, *boots of elvenkind*, *helm of comprehending languages*, *potion of speed*, quiver, 15 +2 arrows, tinderbox, bedroll, holy symbol, cloak, *47cp*, *100sp*, *58gp*.

Mount

riding horse

ALISTER PEACOCK

16th level paladin (Oath of Redemption subclass)
Medium humanoid (human), lawful neutral

Armor Class 21 (+1 plate and ring of protection)
Hit Points 141 (16d10 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	10 (+0)	15 (+2)	13 (+1)	18 (+4)

Saving Throws Wis +6, Cha +9
Skills History, Insight +8, Persuasion, Religion +6
Senses passive Perception 14
Languages Common, Celestial, Elvish
Challenge 11 (7,200 XP)

Aura of Courage. Alister and friendly creatures within 10 feet of him can't be frightened while he is conscious.

Aura of Devotion. Alister and friendly creatures within 10 ft. of him can't be charmed while he is conscious.

Aura of Protection. Whenever Alister or a friendly creature within 10 feet of him must make a saving throw, the creature gains a +5 bonus to the saving throw.

Aura of the Guardian. When a creature within 10 feet of him takes damage, he can use his reaction to magically take that damage, instead of that creature taking it. This feature doesn't transfer any other effects that might accompany the damage, and this damage can't be reduced in any way.

Channel Divinity/Emissary of Peace. Add Charisma modifier to attack rolls for 1 minute. Emit bright light 20 ft., dim light 20 ft.

Channel Divinity/Turn the Unholy. Turn fiends/undead within 30 ft.

Channel Divinity/Rebuke the Violent. He can use his Channel Divinity to rebuke those who use violence. Immediately after an attacker within 30 feet of him deals damage with an attack against a creature other than him, he can use his reaction to force the attacker to make a Wisdom saving throw. On a failed save, the attacker takes radiant damage equal to the damage it just dealt. On a successful save, it takes half as much damage.

Cleansing Touch. He can use his action to end one spell on himself or on one willing creature that he touches. He can do this four times and regains expended uses when he finishes a long rest.

Divine Health. He is immune to disease.

Divine Sense 5/day. He can know the location of any celestial, fiend, or undead within 60 ft.

Divine Smite. All melee weapons do extra 1d8 radiant damage. When he hits a creature, can also deal 2d8 radiant damage for a 1st level spell slot. 1d8/spell level higher than 1st up to 5d8.

Lay on Hands. He can draw from a pool of 80 hit points to restore hit points, or cure diseases or poisons.

Protective Spirit. He regains 1d6 + 16 hit points if he ends his turn in combat with fewer than half of his hit points remaining and he isn't incapacitated.

Spellcasting. Alister is a 16th level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks).

1st level. (4 slots): *command*, *cure wounds*, *divine favor*, *wrathful smite*

2nd level. (3 slots): *branding smite*, *find steed*, *zone of truth*

3rd level. (3 slots): *blinding smite*, *crusader's mantle*, *daylight*

4th level. (2 slots): *banishment*, *staggering smite*

Oath spells: *beacon of hope*, *dispel magic*, *lesser restoration*, *protection from evil and good*, *sanctuary*, *zone of truth*

Actions

Multiattack. Alister makes two attacks.

+2 Longsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 11 (1d10 + 6) slashing damage plus 4 (1d8) radiant damage.

+1 Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

NPC Bio

Personality Alister is a calm, relaxed individual

Appearance Good-looking older man with short black hair and green eyes. 6' 4" 207 lbs. 41 years old

Characteristics

Ideal. Tradition.

Bond. His knighthood.

Flaw. Alister secretly believes everyone is beneath him.

Background

Alister was a noble. He thinks very highly of himself but also wants to make the world a better place. Alister is a wealthy knight who lives in a large manor with his family.

Equipment

backpack, 7 days of rations, 4 flasks of holy water, holy symbol, prayer book, *elixir of health*, *potion of flying*, *ring of protection*, quiver, 15 +2 arrows, signet ring, tinderbox, bedroll, holy symbol, cloak, 83sp, 21412gp (in manor), 189pp.

ZARDEN HOTH

17th level paladin (Oath of Devotion subclass)

Medium humanoid (human), lawful good

Armor Class 19 (plate)

Hit Points 144 (17d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	10 (+0)	13 (+1)	15 (+2)	20 (+5)

Saving Throws Wis +8, Cha +11

Skills Athletics, Insight +8, Religion +6

Senses passive Perception 14

Languages Common, Elvish

Challenge 11 (7,200 XP)

Aura of Courage. Zarden and friendly creatures within 10 feet of him can't be frightened while he is conscious.

Aura of Devotion. Zarden and friendly creatures within 10 ft. of him can't be charmed while he is conscious.

Aura of Protection. Whenever Zarden or a friendly creature within 10 feet of him must make a saving throw, the creature gains a +5 bonus to the saving throw.

Channel Divinity/Sacred Weapon. Add Charisma modifier to attack rolls for 1 minute. Emit bright light 20 ft., dim light 20 ft.

Channel Divinity/Turn the Unholy. Turn fiends/undead within 30 ft.

Cleansing Touch. He can use his action to end one spell on himself or on one willing creature that he touches. He can do this five times and regains expended uses when he finishes a long rest.

Divine Health. He is immune to disease.

Divine Sense 6/day. He can know the location of any celestial, fiend, or undead within 60 ft.

Divine Smite. All melee weapons do extra 4 (1d8) radiant damage. When he hits a creature, can also deal 2d8 radiant damage for a 1st level spell slot. 1d8/spell level higher than 1st up to 5d8.

Lay on Hands. He can draw from a pool of 85 hit points to restore hit points, or cure diseases or poisons.

Purity of Spirit. He is always under the effects of a *protection from evil and good* spell.

Spellcasting. Zarden is a 17th level spellcaster. His spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks).

1st level. (4 slots): *command*, *cure wounds*, *divine favor*, *wrathful smite*

2nd level. (3 slots): *branding smite*, *find steed*, *locate object*

3rd level. (3 slots): *blinding smite*, *crusader's mantle*, *daylight*

4th level. (3 slots): *aura of life*, *banishment*, *locate creature*

5th level. (1 slots): *banishing smite*

Oath spells: *beacon of hope*, *dispel magic*, *lesser restoration*, *protection from evil and good*, *sanctuary*, *zone of truth*

Actions

Multiattack. Zarden makes two attacks.

+1 Greatsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage plus 4 (1d8) radiant damage.

+1 Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

NPC Bio

Personality His friends know they can rely on him, no matter what.

Appearance Handsome man with long black hair and dark-blue eyes. 6' 0" 194 lbs. 36 years old

Characteristics

Ideal. Greater Good.

Bond. He is very close to his friends.

Flaw. Once he starts drinking, it's hard for him to stop.

Background

Zarden was a sailor. He is a very loyal warrior who strives to serve others. He has traveled extensively and has seen just about everything. Zarden now lives in a well-guarded keep on the edge of a wide moor. Many **knights** are under his command.

Equipment

backpack, 3 days of rations, 4 flasks of holy water, holy symbol, prayer book, *helm of brilliance*, *iron flask*, *ring of water walking*, quiver, 15 +2 *arrows*, tinderbox, bedroll, holy symbol, cloak, *98gp*, *75pp*.

Mount

warhorse

ERIN SILVER

18th level paladin (Oath of Devotion subclass)

Medium humanoid (human), lawful good

Armor Class 22 (+1 plate, shield)

Hit Points 150 (18d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	10 (+0)	18 (+4)	14 (+2)	22 (+6)

Saving Throws Wis +8, Cha +12

Skills Athletics +9, Insight +8, Intimidation +12, Stealth +10

Senses passive Perception 12

Languages Common, Dwarf

Challenge 12 (8,400 XP)

Aura of Courage. Erin and friendly creatures within 10 feet of her can't be frightened while she is conscious.

Aura of Devotion. Erin and friendly creatures within 10 ft. of her can't be charmed while she is conscious.

Aura of Protection. Whenever Erin or a friendly creature within 10 feet of her must make a saving throw, the creature gains a +5 bonus to the saving throw.

Channel Divinity/Sacred Weapon. Add Charisma modifier to attack rolls for 1 minute. Emit bright light 20 ft., dim light 20 ft.

Channel Divinity/Turn the Unholy. Turn fiends/undead within 30 ft.

Cleansing Touch. She can use her action to end one spell on herself or on one willing creature that she touches. She can do this six times and regains expended uses when she finishes a long rest.

Divine Health. She is immune to disease.

Divine Sense 7/day. She can know the location of any celestial, fiend, or undead within 60 ft.

Divine Smite. All melee weapons do extra 4 (1d8) radiant damage. When she hits a creature, can also deal 2d8 radiant damage for a 1st level spell slot. 1d8/spell level higher than 1st up to 5d8.

Lay on Hands. She can draw from a pool of 90 hit points to restore hit points, or cure diseases or poisons.

Purity of Spirit. She is always under the effects of a *protection from evil and good* spell.

Spellcasting. Erin is an 18th level spellcaster. Her spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks).

1st level. (4 slots): *command*, *cure wounds*, *divine favor*, *wrathful smite*

2nd level. (3 slots): *branding smite*, *find steed*, *locate object*

3rd level. (3 slots): *blinding smite*, *crusader's mantle*, *daylight*

4th level. (3 slots): *aura of life*, *aura of purity*, *death ward*

5th level. (1 slot): *destructive wave*

Oath spells: *beacon of hope*, *dispel magic*, *lesser restoration*, *protection from evil and good*, *sanctuary*, *zone of truth*

Actions

Multiattack. Erin makes two attacks.

+3 Longsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) slashing damage plus 4 (1d8) radiant damage.

+2 Longbow. *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. Hit: 10 (1d8 + 6) piercing damage.

NPC Bio

Personality Erin is a disciplined, responsible warrior.

Appearance Very beautiful woman with long brown hair and dark blue eyes. 5' 7" 125 lbs. 27 years old

Characteristics

Ideal. Tradition.

Bond. She will do anything for her family.

Flaw. Erin is quite aloof.

Background

Erin was a soldier (officer). She leads a large contingent of **knights** at an outpost on the border. Erin is known to be a very serious person and rather uptight.

Equipment

7 days of rations, 6 flasks of holy water, holy symbol, prayer book, *amulet of health*, *bag of holding*, 4 *potions of superior healing*, quiver, 15 +3 *arrows*, tinderbox, bedroll, holy symbol, cloak, 110sp, 68gp.

Mount

young gold dragon

HOLDEN ASHBURN

19th level paladin (Oath of the Ancients subclass)

Medium humanoid (human), lawful good

Armor Class 19 (plate)

Hit Points 163 (19d10 + 19)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	10 (+0)	19 (+4)	20 (+5)

Saving Throws Wis +10, Cha +11

Skills Insight +10, Medicine +10, Religion +6

Senses passive Perception 14

Languages Common, Elvish, Halfling

Challenge 12 (8,400 XP)

Aura of Courage. Holden and friendly creatures within 10 feet of him can't be frightened while he is conscious.

Aura of Protection. Whenever Holden or a friendly creature within 10 feet of him must make a saving throw, the creature gains a +5 bonus to the saving throw.

Channel Divinity/Nature's Wrath. Add Charisma modifier to attack rolls for 1 minute. Emit bright light 20 ft., dim light 20 ft.

Channel Divinity/Turn the Faithless. Turn fiends/undead within 30 ft.

Cleansing Touch. He can use his action to end one spell on himself or on one willing creature that he touches. He can do this five times and regains expended uses when he finishes a long rest.

Divine Health. He is immune to disease.

Divine Sense 6/day. He can know the location of any celestial, fiend, or undead within 60 ft.

Divine Smite. All melee weapons do extra 4 (1d8) radiant damage. When he hits a creature, can also deal 2d8 radiant damage for a 1st level spell slot. 1d8/spell level higher than 1st up to 5d8.

Elder Champion. He can assume the form of an ancient force of nature, taking on an appearance he chooses. Using his action, he undergoes a transformation. For 1 minute, he gains the following benefits: At the start of each turn, he regains 10 hit points. Whenever he casts a paladin spell that has a casting time to 1 action, he can cast it using a bonus action. Enemy creatures within 10 feet of him have disadvantage on saving throws against his paladin spells and Channel Divinity options.

Once he uses this feature, he can't use it again until he finishes a long rest.

Lay on Hands. He can draw from a pool of 95 hit points to restore hit points, or cure diseases or poisons.

Spellcasting. Holden is a 19th level spellcaster. His spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks).

1st level. (4 slots): *command*, *cure wounds*, *divine favor*, *wrathful smite*

2nd level. (3 slots): *branding smite*, *find steed*, *locate object*

3rd level. (3 slots): *blinding smite*, *crusader's mantle*, *daylight*

4th level. (3 slots): *aura of life*, *aura of purity*, *death ward*

5th level. (2 slots): *dispel evil and good*, *raise dead*

Oath spells: *beacon of hope*, *dispel magic*, *lesser restoration*, *protection from evil and good*, *sanctuary*, *zone of truth*

Undying Sentinel. When he is reduced to 0 hit points and isn't killed outright, he can choose to drop to 1 hit point instead. Once he used this ability, he can't use it again until he finishes a long rest. Additionally, he doesn't suffer any of the drawbacks of old age, and he can't be aged magically.

Actions

Multiattack. Holden makes two attacks.

+3 Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage plus 4 (1d8) radiant damage.

+3 Longbow. *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

NPC Bio

Personality Holden spent so long in the temple that he has little experience dealing with people in the outside world.

Appearance Human male with long blonde hair and green eyes. 6' 4" 238 lbs. 29 years old

Characteristics

Ideal. Charity.

Bond. Everything he does is for the common people.

Flaw. Holden puts too much trust in those who wield power within his temple's hierarchy.

Background

Holden was an acolyte. He lives in an ancient keep in an old forest. From there he protects the inhabitants of the peaceful woods.

Equipment

backpack, 7 days of rations, 4 flasks of holy water, holy symbol, prayer book, *ear horn of hearing*¹, *driftglobe*, *necklace of prayer beads*, *potion of speed*, quiver, 15 +2 arrows, tinderbox, bedroll, holy symbol, cloak, 10901gp (in keep), 68gp.

JADE MOONGLOW

20th level paladin (Oath of Devotion subclass)

Medium humanoid (human), lawful good

Armor Class 20 (+1 plate)

Hit Points 168 (20d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	10 (+0)	10 (+0)	19 (+4)	20 (+5)

Saving Throws Wis +10, Cha +11

Skills Insight +10, Religion +6, Sleight of Hand +6, Stealth +6

Senses passive Perception 14

Languages Common, Dwarvish, Elvish

Challenge 13 (10,000 XP)

Aura of Courage. Jade and friendly creatures within 10 feet of her can't be frightened while she is conscious.

Aura of Devotion. Jade and friendly creatures within 30 ft. of her can't be charmed while she is conscious.

Aura of Protection. Whenever Jade or a friendly creature within 10 feet of her must make a saving throw, the creature gains a +5 bonus to the saving throw.

Channel Divinity/Sacred Weapon. Add Charisma modifier to attack rolls for 1 minute. Emit bright light 20 ft., dim light 20 ft.

Channel Divinity/Turn the Unholy. Turn fiends/undead within 30 ft.

Cleansing Touch. She can use her action to end one spell on herself or on one willing creature that she touches. She can do this five times and regains expended uses when she finishes a long rest.

Divine Health. She is immune to disease.

Divine Sense 6/day. She can know the location of any celestial, fiend, or undead within 60 ft.

Divine Smite. All melee weapons do extra 4 (1d8) radiant damage. When she hits a creature, can also deal 2d8 radiant damage for a 1st level spell slot. 1d8/spell level higher than 1st up to 5d8.

Lay on Hands. She can draw from a pool of 100 hit points to restore hit points, or cure diseases or poisons.

Holy Nimbus. She can emanate an aura of sunlight. For 1 minute, bright light shines from her in a 30-foot radius, and dim light shines 30 feet beyond that. Whenever an enemy creature starts its turn in the bright light, the creature takes 10 radiant damage. In addition, for the duration, she has advantage on saving throws against spells cast by fiends or undead. Resets with a long rest.

Purity of Spirit. She is always under the effects of a *protection from evil and good* spell.

Spellcasting. Jade is a 20th level spellcaster. Her spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks).

1st level. (4 slots): *command*, *cure wounds*, *divine favor*, *wrathful smite*

2nd level. (3 slots): *branding smite*, *find steed*, *locate object*

3rd level. (3 slots): *blinding smite*, *crusader's mantle*, *daylight*

4th level. (3 slots): *aura of life*, *banishment*, *staggering smite*

5th level. (2 slots): *circle of power*, *raise dead*

Oath spells: *beacon of hope*, *dispel magic*, *lesser restoration*, *protection from evil and good*, *sanctuary*, *zone of truth*

Actions

Multiattack. Jade makes two attacks.

+3 Longsword. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. Hit: 12 (1d10 + 7) slashing damage plus 4 (1d8) radiant damage.

+3 Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

NPC Bio

Personality Jade asks a lot of questions.

Appearance Gorgeous woman with long black hair and blue eyes. 5' 9" 136lbs. 27 years old

Characteristics

Ideal. Community.

Bond. Her city is her home, and she'll fight to defend it.

Flaw. Jade can be loud and overbearing at times.

Background

Jade was an urchin. She has grown into a mighty warrior who leads the royal army. Jade is incredibly powerful and some have said she is on par with the demi-gods. This paladin is based in a sprawling castle in the capital city.

Equipment

backpack, 4 days of rations, 4 flasks of holy water, holy symbol, prayer book, *boots of speed*, *cubic gate*, *Daern's instant fortress*, *gem of brightness*, *horseshoes of speed*, quiver, 15 +3 arrows, tinderbox, bedroll, holy symbol, cloak, 15421gp (in castle), 68pp.

Equipment

warhorse

BERYL HEARTWOOD

13th level ranger (Hunter subclass)
Medium humanoid (half-elf), chaotic good

Armor Class 18 (+2 leather armor)

Hit Points 102 (13d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	10 (+0)	12 (+1)	15 (+2)	18 (+4)

Saving Throws Str +6, Dex +9

Skills Animal Handling +7, Insight +7, Perception +7, Survival +7

Senses darkvision 60 ft., passive Perception 17

Languages Common, Elvish, Goblin

Challenge 8 (3,900 XP)

Escape the Horde. Opportunity attacks against her are made with disadvantage.

Favored Enemy. Goblins and Orcs! She has advantage on Wisdom (Survival) checks to track them.

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

Hide in Plain Sight. Can spend 1 minute camouflaging herself. +10 to Dexterity (Stealth) checks as long as remaining there without moving or taking actions.

Horde Breaker. She can take another attack with same weapon once per turn against a different creature.

Hunter's Sense. As an action she can choose one creature she can see within 60'. She immediately learns whether the creature has any damage immunities, resistances, or vulnerabilities and what they are (unless hidden by divination magic). 2 uses/resets with long rest.

Land Stride. Moving through nonmagical difficult terrain costs her no extra movement. She can also pass through nonmagical plants without being slowed down by them and without taking damage from them if they have thorns, spikes, or a similar hazard. In addition, she has advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Spellcasting. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks).

1st level. (4 slots): *animal friendship*, *cure wounds*, *fog cloud*, *speak with animals*

2nd level. (3 slots): *beast sense*, *find traps*, *spike growth*

3rd level. (3 slots): *conjure animals*, *lightning arrow*, *speak with plants*

4th level. (1 slot): *conjure woodland beings*

Whirlwind Attack. Can make a melee attack against any number of creatures within 5', with separate attack rolls.

Actions

Multiattack. Beryl makes two melee attacks or one ranged attack.

+2 Shortsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 11 (1d10 + 6) piercing damage.

+2 Light Crossbow. *Ranged Weapon Attack:* +11 to hit, range 80/320 ft., one target. Hit: 10 (1d8 + 6) piercing damage.

NPC Bio

Personality Beryl is an incredibly patient individual.

Appearance Athletic half-elf female with long blonde hair and green eyes. 5' 5" 89 lbs. 26 years old

Characteristics

Ideal. Change.

Bond. She feels a deep connection to the forest she makes home.

Flaw. Beryl looks after others better than she looks after herself.

Background

Beryl was an outlander (exile). She is skilled at hunting and tracking and is always ready for a new adventure. This ranger gets along easily with others and is very comfortable in her skin.

Equipment

backpack, 5 days of rations, crossbow bolt case, 20 crossbow bolts, bag of 20 caltrops, cloak, *ring of regeneration*, *potion of superior healing*, *potion of speed*, 66gp, 44pp.

Mount

riding horse

KARAN MACKENZIE

14th level ranger (Horizon Walker subclass)
Medium humanoid (human), neutral good

Armor Class 19 (+2 studded leather)

Hit Points 118 (14d10 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	16 (+3)	10 (+0)	19 (+4)

Saving Throws Str +7, Dex +10

Skills Animal Handling +6, Insight +6, Perception +6

Senses passive Perception 12

Languages Common, Elvish

Challenge 9 (5,000 XP)

Detect Portal. As an action, she detects the distance and direction to the closest planar portal within 1 mile of her. Must rest to reset this feature.

Distant Strike. When she takes the Attack action, she can teleport up to 10 feet before each attack to an unoccupied space she can see. If she attacks at least two different creatures with the action, she can make one additional attack with it against a third creature.

Ethereal Step. As a bonus action, she can cast the *etherealness* spell with this feature, without expending a spell slot, but the spell ends at the end of the current turn. Must rest to reset this feature.

Favored Enemy. Fiends and Undead and Constructs! She has advantage on Wisdom (Survival) checks to track them.

Hide in Plain Sight. Can spend 1 minute camouflaging herself. +10 to Dexterity (Stealth) checks as long as remaining there without moving or taking actions.

Land Stride. Moving through nonmagical difficult terrain costs her no extra movement. She can also pass through nonmagical plants without being slowed down by them and without taking damage from them if they have thorns, spikes, or a similar hazard. In addition, she has advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Planar Warrior. As a bonus action, she can choose one creature that she can see within 30 feet of her. The next time she hits that creature on this turn with a weapon attack, all damage dealt by the attack becomes force damage, and the creature takes an extra 2d8 force damage from the attack.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Spellcasting. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks).

1st level. (4 slots): *alarm*, *cure wounds*, *fog cloud*, *spek with animals*

2nd level. (3 slots): *beast sense*, *darkvision*, *protection from evil and good*, *spike growth*

3rd level. (3 slots): *banishment*, *conjure animals*, *lightning arrow*, *misty step*, *spek with plants*

4th level. (1 slot): *freedom of movement*, *haste*

Actions

Multiattack. Karan makes two melee attacks or two ranged attacks.

+2 Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) slashing damage.

+2 Longbow. *Ranged Weapon Attack:* +11 to hit, range 80/320 ft., one target. Hit: 10 (1d8 + 6) piercing damage.

NPC Bio

Personality Karan is a thoughtful, mature individual.

Appearance Pretty, young woman with long brown hair and hazel eyes. 5' 7" 124 lbs. 25 years old

Characteristics

Ideal. Freedom.

Bond. She is very close to her older sister.

Flaw. Karan can be cool and aloof at times.

Background

Karan was an athlete. She is a wanderer who enjoys travelling to new places. Karan would be a valuable companion as she is very mature and reliable. Her silver dragon, Argentanan, is usually nearby.

Equipment

backpack, 5 days of rations, quiver, 20 +2 arrows, bag of 20 caltrops, cloak, *potion of superior healing*, *decanter of endless water*, *arrow of giant slaying*, *lantern of revealing*, 101gp, 72pp.

Mount

young silver dragon

MORRIS WHISTLESOD

15th level ranger (Hunter subclass)

Medium humanoid (stout halfling), chaotic neutral

Armor Class 17 (studded leather)

Hit Points 119 (15d10)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	10 (+0)	11 (+0)	17 (+3)	7 (-2)

Saving Throws Str +5, Dex +9

Skills Animal Handling +6, Insight +6, Perception +6

Senses passive Perception 12

Languages Common, Halfling

Challenge 10 (5,900 XP)

Brave. He has advantage on saves against poison, and resistance against poison damage.

Escape the Horde. Opportunity attacks against him are made with disadvantage.

Evasion. When he is subjected to an effect that allows him to make a Dexterity save to take only half damage, he instead takes no damage if he succeeds and only half damage if he fails.

Favored Enemy. Dwarves and Elves and Gnomes! He has advantage on Wisdom (Survival) checks to track them.

Halfling Nimbleness. Can move through the space of any creature that is larger.

Hide in Plain Sight. Can spend 1 minute camouflaging himself. +10 to Dexterity (Stealth) checks as long as remaining there without moving or taking actions.

Horde Breaker. He can take another attack with same weapon once per turn against a different creature.

Land Stride. Moving through nonmagical difficult terrain costs him no extra movement. He can also pass through nonmagical plants without being slowed down by them and without taking damage from them if they have thorns, spikes, or a similar hazard. In addition, he has advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

Lucky. He has advantage on saves against poison, and resistance against poison damage.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Spellcasting. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks).

1st level. (4 slots): *animal friendship*, *cure wounds*, *fog cloud*, *speak with animals*

2nd level. (3 slots): *beast sense*, *darkvision*, *spike growth*

3rd level. (3 slots): *conjure animals*, *lightning arrow*, *speak with plants*

4th level. (2 slots): *grasping vine*, *stoneskin*

Stout Resilience. Has advantage on saving throws against poison, and has resistance against poison damage.

Vanish. He can use the Hide action as bonus action and can't be tracked by nonmagical means, unless he chooses to leave a trail.

Whirlwind Attack. Can make a melee attack against any number of creatures within 5', with separate attack rolls.

Actions

Multiattack. Morris makes two melee attacks or one ranged attack.

+2 Shortsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 6) piercing damage.

+2 Light Crossbow. *Ranged Weapon Attack:* +11 to hit, range 80/320 ft., one target. Hit: 10 (1d8 + 6) piercing damage.

NPC Bio

Personality Morris is a gruff, blunt individual.

Appearance Athletic halfling male with long blonde hair and green eyes. 3' 10" 33 lbs. 34 years old

Characteristics

Ideal. Greed.

Bond. He sleeps with his shortsword.

Flaw. Morris is self-absorbed and uncaring.

Background

Morris was a hermit. He doesn't get along well with others. This halfling is greedy and is out for himself. He'll join any adventuring party with the goal of getting more gold.

Equipment

backpack, 5 days of rations, crossbow bolt case, 20 +1 crossbow bolts, bag of 20 caltrops, cloak, *bag of tricks (tan)*, *oil of sharpness*, *dust of disappearance*, *chime of opening*, 66gp, 74pp.

SORSHA SHAW

16th level ranger (Monster Slayer subclass)
Medium humanoid (half-elf), chaotic neutral

Armor Class 18 (+1 studded leather)

Hit Points 124 (16d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	10 (+0)	12 (+1)	15 (+2)	15 (+2)

Saving Throws Str +8, Dex +9

Skills Animal Handling +6, Arcana, History, Insight +6, Perception +6

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish, Goblin

Challenge 11 (7,200 XP)

Favored Enemy. Dragons and Fiends and Giants! She has advantage on Wisdom (Survival) checks to track them.

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

Hide in Plain Sight. Can spend 1 minute camouflaging herself. +10 to Dexterity (Stealth) checks as long as remaining there without moving or taking actions.

Hunter's Sense. As an action she can choose one creature she can see within 60'. She immediately learns whether the creature has any damage immunities, resistances, or vulnerabilities and what they are (unless hidden by divination magic). 2 uses/resets with long rest.

Land Stride. Moving through nonmagical difficult terrain costs her no extra movement. She can also pass through nonmagical plants without being slowed down by them and without taking damage from them if they have thorns, spikes, or a similar hazard. In addition, she has advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

Magic-User's Nemesis. When she sees a creature casting a spell or teleporting within 60 ft., she can use her reaction to magically foil it. The creature must succeed on a Wisdom saving throw against her spell save DC, or its spell or teleport fails and is wasted. Must finish a short or long rest to reset this feature.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Slayer's Prey. As a bonus action, she can designate one creature she can see within 60' of her as the target of this feature. The first time each turn that she hits that target with a weapon attack, it takes an extra 1d6 damage. Resets with a short or long rest. Ends if she designates a different creature.

Spellcasting. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks).

1st level. (4 slots): *animal friendship*, *cure wounds*, *detect magic*, *speak with animals*

2nd level. (3 slots): *beast sense*, *lesser restoration*, *spike growth*

3rd level. (3 slots): *conjure animals*, *lightning arrow*, *speak with plants*

4th level. (2 slots): *conjure woodland beings*, *grasping vine*

Supernatural Defense. Whenever the target of her Slayer's Prey forces her to make a saving throw and whenever she makes an ability check to escape that target's grapple, add 1d6 to her roll.

Vanish. She can use the Hide action as bonus action and can't be tracked by nonmagical means, unless she chooses to leave a trail.

Actions

Multiattack. Sorsha makes two melee attacks or two ranged attacks.

+2 Longsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) slashing damage.

NPC Bio

Personality Sorsha is a passionate, intense individual.

Appearance Half-elf female with long blonde hair and green eyes. 5' 8" 138 lbs. 43 years old

Characteristics

Ideal. Greater Good

Bond. She is very close to her father.

Flaw. Sorsha has a sharp tongue and curses like a sailor.

Background

Sorsha was a sage (librarian). She hunts down evil dragons, demons, and devils! Sorsha does her own thing and ignores the desires of others.

Equipment

5 days of rations, bag of 20 caltrops, cloak, *boots of speed*, *ring of evasion*, *bag of holding*, *potion of supreme healing*, *silver necklace*, 66gp, 44pp.

SHIAN

17th level ranger (Hunter subclass)
Medium humanoid (triton), lawful good

Armor Class 19 (+2 studded leather)

Hit Points 145 (17d10 +17)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	12 (+1)	11 (+0)	15 (+2)	13 (+1)

Saving Throws Str +8, Dex +10

Skills Animal Handling +6, Athletics, Insight +6, Perception +6, Survival

Senses darkvision 60 ft., passive Perception 12

Languages Common, Primordial

Challenge 11 (7,200 XP)

Amphibious. She can breathe air and water.

Control Air and Water. She can cast *fog cloud*, *gust of wind*, or *wall of water* with this trait. Charisma is the spellcasting ability. Resets with a long rest.

Emissary of the Sea. She can communicate with simple beasts that can breathe water. They can understand the meaning of her words, though she has no special ability to understand them.

Escape the Horde. Opportunity attacks against her are made with disadvantage.

Evasion. When she is subjected to an effect that allows her to make a Dexterity save to take only half damage, she instead takes no damage if she succeeds and only half damage if she fails.

Favored Enemy. Goblins and Orcs and Hobgoblins! She has advantage on Wisdom (Survival) checks to track them.

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

Guardians of the Depths. Adapted to even the most extreme ocean depths, she has resistance to cold damage, and she ignores any of the drawbacks caused by a deep underwater environment.

Hide in Plain Sight. Can spend 1 minute camouflaging herself. +10 to Dexterity (Stealth) checks as long as remaining there without moving or taking actions.

Horde Breaker. She can take another attack with same weapon once per turn against a different creature.

Land Stride. Moving through nonmagical difficult terrain costs her no extra movement. She can also pass through nonmagical plants without being slowed down by them and without taking damage from them if they have thorns, spikes, or a similar hazard. In addition, she has advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Spellcasting. Her spellcasting ability is Wisdom (spell save DC 15, +8 to hit with spell attacks).

1st level. (4 slots): *animal friendship*, *cure wounds*, *fog cloud*, *speak with animals*

2nd level. (3 slots): *beast sense*, *locate object*, *spike growth*

3rd level. (3 slots): *conjure animals*, *lightning arrow*, *speak with plants*

4th level. (3 slots): *conjure woodland beings*, *freedom of movement*, *locate creature*

5th level. (1 slot): *commune with nature*

Vanish. She can use the Hide action as bonus action and can't be tracked by nonmagical means, unless she chooses to leave a trail.

Whirlwind Attack. Can make a melee attack against any number of creatures within 5', with separate attack rolls.

Actions

Multiattack. Shian makes two attacks.

+2 Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) slashing damage.

NPC Bio

Personality Shian feels far more comfortable around animals (including sea creatures) than people.

Appearance Gorgeous triton female with long white hair, blue skin, and green eyes. 5' 9" 128 lbs. 28 years old

Characteristics

Ideal. Change.

Bond. She is the last of her tribe, and it is up to her to ensure their names enter legend.

Flaw. Shian is slow to trust members of other races, tribes, and societies.

Background

Shian was an outlander (hunter). She grew up on the coast, far away from civilization. Now she lives in a large keep in the city.

Equipment

backpack, 5 days of rations, hunting trap, bag of 17 caltrops, cloak, elemental gem, potion of invisibility, *Nolzur's marvelous pigments*, *ring of warmth*, *arrow of giant slaying*, 32gp, 99pp.

ROBIN FELLOW

18th level ranger (Hunter subclass)

Medium humanoid (human), chaotic good

Armor Class 21 (+3 studded leather)

Hit Points 152 (18d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	10 (+0)	12 (+1)	14 (+2)	17 (+3)

Saving Throws Str +8, Dex +11

Skills Animal Handling +6, Athletics, Insight +6, Perception +6, Survival

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan

Challenge 12 (8,400 XP)

Escape the Horde. Opportunity attacks against him are made with disadvantage.

Favored Enemy. Beasts and Constructs and Plants! He has advantage on Wisdom (Survival) checks to track them.

Hide in Plain Sight. Can spend 1 minute camouflaging himself. +10 to Dexterity (Stealth) checks as long as remaining there without moving or taking actions.

Horde Breaker. He can take another attack with same weapon once per turn against a different creature.

Land Stride. Moving through nonmagical difficult terrain costs him no extra movement. He can also pass through nonmagical plants without being slowed down by them and without taking damage from them if they have thorns, spikes, or a similar hazard. In addition, he has advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Spellcasting. His spellcasting ability is Wisdom (spell save DC 15, +8 to hit with spell attacks).

1st level. (4 slots): *animal friendship*, *cure wounds*, *hail of thorns*, *hunter's mark*

2nd level. (3 slots): *beast sense*, *cordon of arrows*, *darkvision*

3rd level. (3 slots): *conjure animals*, *lightning arrow*, *speak with plants*

4th level. (3 slots): *freedom of movement*, *grasping vine*, *locate creature*

5th level. (1 slot): *swift quiver*

Stand Against the Tide. Can make a melee attack against any number of creatures within 5', with separate attack rolls.

Vanish. He can use the Hide action as bonus action and can't be tracked by nonmagical means, unless he chooses to leave a trail.

Whirlwind Attack. Can make a melee attack against any number of creatures within 5', with separate attack rolls.

Actions

Multiattack. Robin makes two melee attacks or two ranged attacks.

+2 Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage.

+3 Longbow. *Ranged Weapon Attack:* +14 to hit, range 80/320 ft., one target. Hit: 12 (1d8 + 8) piercing damage.

NPC Bio

Personality Robin watches over his friends as if they were a litter of newborn pups.

Appearance Handsome, athletic man with long blonde hair and green eyes. 5' 10" 169 lbs. 26 years old

Characteristics

Ideal. Greater Good.

Bond. He will bring terrible wrath down on the evildoers who destroyed his homeland.

Flaw. Robin doesn't always take things seriously.

Background

Robin was an outlander (guide). He has led people through the kingdom's woods for many years. Robin is a talented archer. The common folk say he rarely ever misses the target. Robin has also been known to rob evil nobles and give their gold to peasants.

Equipment

backpack, 3 days of rations, hunting trap, quiver, 20 +3 arrows, bag of 20 caltrops, cloak, *boots of striding and springing*, *Oathbow*, *quiver of Ehlonna*, *lantern of revealing*, 3 potions of superior healing, 59gp, 237pp.

Mount

riding horse

CRAWFORD

19th level ranger (Hunter subclass)
Medium humanoid (high elf), chaotic good

Armor Class 20 (+2 studded leather)

Hit Points 157 (19d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	10 (+0)	14 (+2)	18 (+4)	18 (+4)

Saving Throws Str +7, Dex +11

Skills Acrobatics +11, Animal Handling +10, Insight +10, Perception +10, Performance +10

Senses darkvision 60 ft., passive Perception 20

Languages Common, Elvish

Challenge 12 (8,400 XP)

Elf Cantrip. *light* cantrip. Intelligence is the spellcasting ability.

Escape the Horde. Opportunity attacks against him are made with disadvantage.

Evasion. Can make a melee attack against any number of creatures within 5', with separate attack rolls.

Favored Enemy. Fiends and Undead and Constructs! He has advantage on Wisdom (Survival) checks to track them.

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

Feral Senses. He doesn't have disadvantage against creatures he can't see. He also knows the location of any invisible creatures within 30 feet, provided they aren't hidden from him.

Hide in Plain Sight. Can spend 1 minute camouflaging himself. +10 to Dexterity (Stealth) checks as long as remaining there without moving or taking actions.

Horde Breaker. He can take another attack with same weapon once per turn against a different creature.

Land Stride. Moving through nonmagical difficult terrain costs her no extra movement. He can also pass through nonmagical plants without being slowed down by them and without taking damage from them if they have thorns, spikes, or a similar hazard. In addition, she has advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Spellcasting. His spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks).

1st level. (4 slots): *animal friendship*, *cure wounds*, *fog cloud*, *speak with animals*

2nd level. (3 slots): *cordon of arrows*, *protection from poison*, *silence*

3rd level. (3 slots): *conjure animals*, *lightning arrow*, *speak with plants*

4th level. (3 slots): *conjure woodland beings*, *freedom of movement*, *locate creature*

5th level. (2 slots): *commune with nature*, *tree stride*

Vanish. He can use the Hide action as bonus action and can't be tracked by nonmagical means, unless he chooses to leave a trail.

Whirlwind Attack. Can make a melee attack against any number of creatures within 5', with separate attack rolls.

Actions

Multiattack. Crawford makes two melee attacks or two ranged attacks.

+2 Rapier. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. Hit: 11 (1d8 + 7) piercing damage.

+2 Longbow. *Ranged Weapon Attack:* +13 to hit, range 150/600 ft., one target. Hit: 11 (1d8 + 7) piercing damage.

NPC Bio

Personality Crawford knows a story relevant to almost every situation.

Appearance High elf male with long light-brown hair and gray eyes. 5' 10" 114 lbs. 33 years old

Characteristics

Ideal. Creativity

Bond. He idolizes a hero of the old tales and measures his deeds against that person.

Flaw. Crawford has trouble keeping his true feelings hidden.

Background

Crawford was an entertainer (storyteller). He is one of the brightest and most eloquent storytellers around. Crawford is enthusiastic and respectful. He is well-liked by many in the kingdom and is a frequent visitor to the king's court.

Equipment

4 days of rations, lute, 17 +3 arrows, bag of 16 caltrops, cloak, quiver of Ehlonna, bag of holding, bracers of archery, ring of animal influence, deck of many things, 66gp, 244pp.

IMMAE THAERL

20th level ranger (Hunter subclass)
Medium humanoid (wood elf), chaotic neutral

Armor Class 20 (+3 studded leather)

Hit Points 166 (20d10)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	11 (+0)	13 (+1)	20 (+5)	19 (+4)

Saving Throws Str +7, Dex +10

Skills Animal Handling +11, Insight +11, Perception +11, Sleight of Hand +10, Stealth +10

Senses darkvision 60 ft., passive Perception 21

Languages Common, Elvish, Sylvan

Challenge 13 (10,000 XP)

Escape the Horde. Opportunity attacks against her are made with disadvantage.

Favored Enemy. Bugbears and Goblins and Hobgoblins! She has advantage on Wisdom (Survival) checks to track them.

Feral Senses. She doesn't have disadvantage against creatures she can't see. She also knows the location of any invisible creatures within 30 feet, provided they aren't hidden from her.

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

Foe Slayer. Once on each turn she can add +5 to her attack roll or damage roll against a favored enemy.

Hide in Plain Sight. Can spend 1 minute camouflaging herself. +10 to Dexterity (Stealth) checks as long as remaining there without moving or taking actions.

Horde Breaker. She can take another attack with same weapon once per turn against a different creature.

Land Stride. Moving through nonmagical difficult terrain costs her no extra movement. She can also pass through nonmagical plants without being slowed down by them and without taking damage from them if they have thorns, spikes, or a similar hazard. In addition, she has advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

Mask of the Wild. Can attempt to hide even when she is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Spellcasting. Her spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks).

1st level. (4 slots): *animal friendship*, *cure wounds*, *hail of thorns*, *speak with animals*

2nd level. (3 slots): *beast sense*, *find traps*, *silence*

3rd level. (3 slots): *conjure animals*, *lightning arrow*, *speak with plants*

4th level. (3 slots): *freedom of movement*, *locate creature*, *stoneskin*

5th level. (2 slots): *conjure volley*, *tree stride*

Vanish. She can use the Hide action as bonus action and can't be tracked by nonmagical means, unless she chooses to leave a trail.

Whirlwind Attack. Can make a melee attack against any number of creatures within 5', with separate attack rolls.

Actions

Multiattack. Immae makes two melee attacks or two ranged attacks.

+3 Shortsword. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. Hit: 10 (1d6 + 7) piercing damage.

+2 Shortbow. *Ranged Weapon Attack:* +12 to hit, range 80/320 ft., one target. Hit: 9 (1d6 + 6) piercing damage.

Reactions

Uncanny Dodge. When an attacker that she can see hits her with an attack, she can use her reaction to halve the attack's damage against her.

NPC Bio

Personality Immae speaks bluntly and honestly.

Appearance Good-looking wood elf female with long blonde hair and light blue eyes. 5' 5" 89 lbs. 110 years old

Characteristics

Ideal. People.

Bond. No one else should have to endure the hardships she has been through.

Flaw. Immae will run from a fight if she's outnumbered.

Background

Immae was an urchin. She lives in the king of the elves' complex in an enormous forest.

Equipment

backpack, 5 days of rations, quiver, +3 arrows, bag of 14 caltrops, cloak of billowing¹, ring of shooting stars, gem of seeing, iron flask, broom of flying, emerald, 66gp, 109pp.

EMMETT MOONACRES

13th level rogue (Mastermind subclass)
Small humanoid (lightfoot halfling), chaotic good

Armor Class 18 (+2 studded leather)

Hit Points 86 (13d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	10 (+0)	16 (+3)	15 (+2)	11 (+0)

Saving Throws Dex +9, Int +8

Skills Acrobatics +14, Performance +10, Persuasion +10, Stealth +9

Senses passive Perception 12

Languages Common, Thieves' cant, Halfling

Challenge 8 (3,900 XP)

Brave. Advantage on saves against being frightened.

Cunning Action. Bonus action/Dash, Disengage, or Hide

Evasion. When he is subjected to an effect that allows him to make a Dexterity save to take only half damage, he instead takes no damage if he succeeds and only half damage if he fails.

Halfling Nimbleness. Can move through the space of any creature that is larger.

Insightful Manipulator. If he spends at least 1 minute observing or interacting with another creature outside combat, he can learn certain information about its capabilities compared to his. He knows if the creature is his equal, superior, or inferior in regard to 2 of these: Int, Wis, Cha, or class level. He might also realize he knows a piece of the creature's history or one of its personality traits.

Lucky. Can reroll any 1s.

Master of Intrigue. He has proficiency with the disguise kit, the forgery kit, and the chess set. He can also unerringly mimic the speech patterns and accent of a creature that he hears speak for at least 1 minute, enabling him to pass himself off as a native speaker of a particular land, provided he knows the language.

Master of Tactics. He can use the Help action as a bonus action. Additionally, when he uses the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 ft. of him, rather than within 5 ft. of him, if the target can see or hear him.

Misdirection. When he is targeted by an attack while a creature within 5 feet of him is granting him cover against that attack, he can use his reaction to have the attack target that creature instead of him.

Naturally Stealthy. Can attempt to hide even when only obscured by a creature that is at least one size larger.

Reliable Talent. Whenever he makes an ability check that lets him add his proficiency bonus, he can treat a d20 roll of 9 or lower as a 10.

Sneak Attack. Once per turn, he can deal an extra 24 (7d6) damage to one creature he hits with an attack if he has advantage or if another enemy is within 5 ft. of it.

Actions

+2 Shortsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 6) piercing damage.

+2 Shortbow. *Ranged Weapon Attack:* +11 to hit, range 80/320 ft., one target. Hit: 9 (1d6 + 6) piercing damage.

Reactions

Uncanny Dodge. When an attacker that he can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

NPC Bio

Personality Emmett gets bitter if he's not the center of attention.

Appearance A halfling male with tanned skin, curly blonde hair, and light-blue eyes. 2' 9" 39 lbs. 32 years old

Characteristics

Ideal. Beauty.

Bond. He would do anything for the members of his old troupe.

Flaw. Emmett is a sucker for a pretty face.

Background

Emmett was an entertainer (actor). He is very outgoing and says exactly what he feels. This halfling is for hire and has worked for some questionable individuals.

Equipment

backpack, 4 days of rations, thieves' tools, drum, *potion of climbing*, *potion of greater healing*, *bracers of archery*, *rod of absorption*, bedroll, tinderbox, quiver, 20 +1 arrows, cloak, 211gp, 31pp.

OSBIN DEEPELVER

14th level rogue (Thief subclass)

Medium humanoid (mountain dwarf), chaotic neutral

Armor Class 18 (+3 leather armor)

Hit Points 89 (14d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	11 (+0)	11 (+0)	17 (+3)	12 (+1)

Saving Throws Dex +9, Int +5

Skills Acrobatics +14, Performance +5, Persuasion +5, Sleight of Hand +14, Stealth +14

Senses darkvision 60 ft., blindsense 10 ft., passive Perception 13

Languages Common, Thieves' cant, Dwarvish

Challenge 9 (5,000 XP)

Cunning Action. Bonus action/Dash, Disengage, or Hide

Dwarven Resilience. He has advantage on saves against poison, and resistance against poison damage.

Fast Hands. Can use a bonus action to make a Dexterity (Sleight of Hand) check, use his thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent. Whenever he makes an ability check that lets him add his proficiency bonus, he can treat a d20 roll of 9 or lower as a 10

Second-Story Work. Climbing no longer costs him extra movement. In addition, when he makes a running jump, the distance covered increases by 5 feet.

Sneak Attack. Once per turn, he can deal an extra 24 (7d6) damage to one creature he hits with an attack if he has advantage or if another enemy is within 5 ft. of it.

Supreme Sneak. He has advantage on a Dexterity (Stealth) check if he moves no more than half his speed on the same turn.

Use Magic Device. He ignores all requirements for magic items.

Actions

+2 Dagger. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 8 (1d4 + 6) piercing damage.

+2 Light Crossbow. *Ranged Weapon Attack:* +11 to hit, range 80/320 ft., one target. Hit: 10 (1d8 + 6) piercing damage.

Reactions

Uncanny Dodge. When an attacker that he can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

NPC Bio

Personality Osbin eats like a pig and has bad manners.

Appearance A dwarf male with brown hair, a brown beard, and dark-blue eyes. 4' 2" 45 lbs. 132 years old

Characteristics

Ideal. Change.

Bond. He owes a debt to an old friend.

Flaw. Osbin is obsessed with food.

Background

Osbin was an urchin. He is trying to pay a debt off to someone who helped him get out of a tough situation. Osbin robs the rich and makes sure that nobody gets hurt.

Equipment

backpack, 2 days of rations, *bag of beans*, *chime of opening*, *oil of sharpness*, *stone of good luck*, *ring of swimming*, thieves' tools, disguise kit, bedroll, tinderbox, crossbow bolt case, 20 +1 bolts, 2 garnets, cloak, 77pp.

BIRNEY THE BIRDMAN

15th level rogue (Thief subclass)

Medium humanoid (human), chaotic good

Armor Class 19 (+2 studded leather)

Hit Points 92 (15d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	12 (+1)	9 (-1)	13 (+1)	19 (+4)

Saving Throws Dex +9, Int +4, Wis +6

Skills Acrobatics +15, Performance +14, Persuasion +9, Stealth +15

Senses blindsense 10 ft., passive Perception 11

Languages Common, Thieves' cant

Challenge 10 (5,900 XP)

Cunning Action. Can take a bonus action to Dash, Disengage, or Hide

Evasion. When he is subjected to an effect that allows him to make a Dexterity save to take only half damage, he instead takes no damage if he succeeds and only half damage if he fails.

Fast Hands. Can use a bonus action to make a Dexterity (Sleight of Hand) check, use his thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent. Whenever he makes an ability check that lets her add his proficiency bonus, he can treat a d20 roll of 9 or lower as a 10.

Second-Story Work. Climbing no longer costs him extra movement. In addition, when he makes a running jump, the distance covered increases by 5 feet.

Sneak Attack. Once per turn, he can deal an extra 28 (8d6) damage to one creature he hits with an attack if he has advantage or if another enemy is within 5 ft. of it.

Supreme Sneak. He has advantage on a Dexterity (Stealth) check if he moves no more than half his speed on the same turn.

Use Magic Device. He ignores all requirements for magic items.

Actions

+2 Rapier. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. Hit: 11 (1d8 + 7) piercing damage.

+2 Shortbow. *Ranged Weapon Attack:* +13 to hit, range 80/320 ft., one target. Hit: 10 (1d6 + 7) piercing damage.

Reactions

Uncanny Dodge. When an attacker that he can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

NPC Bio

Personality Birney changes his mood or his mind as quickly as he changes key in a song.

Appearance Attractive middle-aged man with brown hair and light-blue eyes. 5' 8" 153 lbs. 39 years old

Characteristics

Ideal. Creativity.

Bond. He wants his instrument back. It was stolen a few months ago.

Flaw. Birney has trouble keeping his true feelings hidden. His sharp tongue lands him in trouble.

Background

Birney was an entertainer (singer). He is skilled at getting inside tall towers and scaling walls. Birney is therefore known as 'the Birdman'.

Equipment

backpack, 3 days of rations, *boots of levitation*, *bracers of defense*, *amulet of health*, *dust of disappearance*. thieves' tools, drum, bedroll, tinderbox, quiver, 19 +2 *arrows*, cloak, 229gp.

DARNIN JOSS

16th level rogue (Mastermind subclass)
Medium humanoid (human), neutral

Armor Class 19 (+2 studded leather)
Hit Points 101 (16d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	13 (+1)	16 (+3)	11 (+0)	8 (-1)

Saving Throws Dex +10, Int +8, Wis +5
Skills Acrobatics +10, Arcana +13, History +13, Persuasion +4, Stealth +15
Senses blindsense 10 ft., passive Perception 10
Languages Common, Thieves' cant
Challenge 11 (7,200 XP)

Cunning Action. Bonus action/Dash, Disengage, or Hide

Evasion. When he is subjected to an effect that allows him to make a Dexterity save to take only half damage, he instead takes no damage if he succeeds and only half damage if he fails.

Insightful Manipulator. If he spends at least 1 minute observing or interacting with another creature outside combat, he can learn certain information about its capabilities compared to his. He knows if the creature is his equal, superior, or inferior in regard to 2 of these: Int, Wis, Cha, or class level. He might also realize he knows a piece of the creature's history or one of its personality traits.

Master of Intrigue. He has proficiency with the disguise kit, the forgery kit, and the chess set. He can also unerringly mimic the speech patterns and accent of a creature that he hears speak for at least 1 minute, enabling him to pass himself off as a native speaker of a particular land, provided he knows the language.

Master of Tactics. He can use the Help action as a bonus action. Additionally, when he uses the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 ft. of him, rather than within 5 ft. of him, if the target can see or hear him.

Misdirection. When he is targeted by an attack while a creature within 5 feet of him is granting him cover against that attack, he can use his reaction to have the attack target that creature instead of him.

Reliable Talent. Whenever he makes an ability check that lets him add his proficiency bonus, he can treat a d20 roll of 9 or lower as a 10.

Sneak Attack. Once per turn, he can deal an extra 28 (8d6) damage to one creature he hits with an attack if he has advantage or if another enemy is within 5 ft. of it.

Actions

+2 Shortsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 10 (1d6 + 7) piercing damage.

+2 Shortbow. *Ranged Weapon Attack:* +12 to hit, range 80/320 ft., one target. Hit: 10 (1d6 + 7) piercing damage.

Reactions

Uncanny Dodge. When an attacker that he can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

NPC Bio

Personality Darnin is convinced that people are always trying to steal his secrets.

Appearance A slim man with tanned skin, blonde hair, and light-blue eyes. 5' 10" 137 lbs. 32 years old

Characteristics

Ideal. Knowledge.

Bond. He works to preserve an ancient library.

Flaw. Darnin overlooks obvious solutions in favor of complicated ones.

Background

Darnin was a sage (discredited academic). He is rather paranoid and is always watching his back. Darnin doesn't trust anyone. He lives in an ancient library, wandering the halls at all hours.

Equipment

backpack, 4 days of rations, *potion of invisibility*, *potion of greater healing*, *bead of force*, *ring of regeneration*, thieves' tools, quill, bottle of ink, 5 pieces of parchment, bedroll, tinderbox, quiver, 19 +1 arrows, cloak, 174gp, 56pp.

HARRIET HOGFELLOW

17th level rogue (Scout subclass)

Small humanoid (lightfoot halfling), chaotic good

Armor Class 19 (+3 leather armor)

Hit Points 105 (17d8 + 17)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	13 (+1)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Dex +11, Int +6, Wis +9

Skills Acrobatics +11, Athletics +13, Performance +6, Persuasion +6, Stealth +17, Survival +15

Senses blindsense 10 ft., passive Perception 13

Languages Common, Thieves' cant, Halfling

Challenge 11 (7,200 XP)

Ambush Master. She has advantage on initiative rolls. In addition, the first creature she hits during the first round of combat becomes easier for her and others to strike; attack rolls against that target have advantage until the start of her next turn.

Brave. Advantage on saves against being frightened.

Cunning Action. Bonus action/Dash, Disengage, or Hide

Evasion. When she is subjected to an effect that allows her to make a Dexterity save to take only half damage, she instead takes no damage if she succeeds and only half damage if she fails.

Halfling Nimbleness. Can move through the space of any creature that is larger.

Lucky. Can reroll any 1s.

Naturally Stealthy. Can attempt to hide even when only obscured by a creature that is at least one size larger.

Reliable Talent. Whenever she makes an ability check that lets her add her proficiency bonus, she can treat a d20 roll of 9 or lower as a 10.

Sneak Attack. Once per turn, she can deal an extra 31 (9d6) damage to one creature she hits with an attack if she has advantage or if another enemy is within 5 ft. of it.

Skirmisher. She can move up to half her speed as a reaction when an enemy ends its turn with 5 ft. of her. This movement doesn't provoke opportunity attacks.

Sudden Strike. If she takes the Attack action on her turn, she can make one additional attack as a bonus action. The attack can benefit from her Sneak Attack even if she has already used it this turn, but she can't use her Sneak Attack against the same target more than once in a turn.

Survivalist. She has proficiency in the Nature and Survival skills. Her proficiency bonus is also doubled for an ability check she makes with either of these proficiencies.

Actions

+3 Shortsword. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. Hit: 11 (1d6 + 8) piercing damage.

+2 Light Crossbow. *Ranged Weapon Attack:* +13 to hit, range 80/320 ft., one target. Hit: 11 (1d8 + 7) piercing damage.

Reactions

Uncanny Dodge. When an attacker that she can see hits her with an attack, she can use her reaction to halve the attack's damage against her.

NPC Bio

Personality Harriet once ran twenty-five miles without stopping to warn her clan of an approaching orc horde. She'd do it again if she had to.

Appearance A halfling female with curly blonde hair, and greenish-blue eyes. 2' 9" 31 lbs. 28 years old

Characteristics

Ideal. Greater Good.

Bond. Her clan is the most important thing in her life, even when they are far from her.

Flaw. Harriet is slow to trust members of other races, tribes, and societies.

Background

Harriet was an outlander (trapper). She grew up in a small woodland village with many other halflings. This rogue then joined the royal scouts and served the elf queen for a couple of years.

Equipment

backpack, 5 days of rations, *rope of climbing*, *potion of longevity*, *ring of animal influence*, *boots of elvenkind*, thieves' tools, hunting trap, bedroll, tinderbox, crossbow bolt case, 17 +2 *crossbow bolts*, *garnet*, cloak, 141gp, 78pp.

GENNAI BEREVAN

18th level rogue (Mastermind subclass)
Medium humanoid (high elf), chaotic neutral

Armor Class 19 (+2 studded leather)

Hit Points 110 (18d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	10 (+0)	16 (+3)	14 (+2)	12 (+1)

Saving Throws Dex +11, Int +9, Wis +8

Skills Acrobatics +11, History +15, Perception +14, Performance +7, Persuasion +13, Stealth +11

Senses darkvision 60 ft., blindsense 10 ft., passive Perception 24

Languages Common, Thieves' cant, Elvish, Halfling

Challenge 12 (8,400 XP)

Cunning Action. Bonus action/Dash, Disengage, or Hide

Elf Cantrip. *blade ward* cantrip. Intelligence is the spellcasting ability.

Elusive. No attack roll has advantage against him while he isn't incapacitated.

Evasion. When he is subjected to an effect that allows him to make a Dexterity save to take only half damage, he instead takes no damage if he succeeds and only half damage if he fails.

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

Insightful Manipulator. If he spends at least 1 minute observing or interacting with another creature outside combat, he can learn certain information about its capabilities compared to his. He knows if the creature is his equal, superior, or inferior in regard to 2 of these: Int, Wis, Cha, or class level. He might also realize he knows a piece of the creature's history or one of its personality traits

Master of Intrigue. He has proficiency with the disguise kit, the forgery kit, and the chess set. He can also unerringly mimic the speech patterns and accent of a creature that he hears speak for at least 1 minute, enabling him to pass himself off as a native speaker of a particular land, provided he knows the language.

Master of Tactics. He can use the Help action as a bonus action. Additionally, when he uses the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 ft. of him, rather than within 5 ft. of him, if the target can see or hear him.

Misdirection. When he is targeted by an attack while a creature within 5 feet of him is granting him cover against that attack, he can use his reaction to have the attack target that creature instead of him.

Reliable Talent. Whenever he makes an ability check that lets him add his proficiency bonus, he can treat a d20 roll of 9 or lower as a 10.

Sneak Attack. Once per turn, he can deal an extra 31 (9d6) damage to one creature he hits with an attack if he has advantage or if another enemy is within 5 ft. of it.

Actions

+2 Rapier. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. Hit: 10 (1d6 + 7) piercing damage.

+2 Shortbow. *Ranged Weapon Attack:* +13 to hit, range 80/320 ft., one target. Hit: 10 (1d6 + 7) piercing damage.

Reactions

Uncanny Dodge. When an attacker that he can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

NPC Bio

Personality Gennai doesn't like to get his hands dirty, and he won't be caught dead in unsuitable accommodations.

Appearance A male elf with copper skin, blonde hair, and light-blue eyes. 5' 9" 88 lbs. 267 years old

Characteristics

Ideal. Independence.

Bond. He is love with the heir of a family that his family despises.

Flaw. Gennai secretly believes that everyone is beneath him.

Background

Gennai was a noble. He is an arrogant high elf who doesn't think much of those who aren't in the upper class. He lives in a large manor in a dark forest.

Equipment

backpack, 3 days of rations, *boots of striding and springing*, *amulet of health*, *ring of telekinesis*, thieves' tools, signet ring, set of fine clothes, bedroll, tinderbox, *pink pearl*, *silver bracelet*, quiver, 20 +2 arrows, cloak, 243gp, 2817pp (in manor).

VORSIK BLOODEBEARD

19th level rogue (Inquisitive subclass)
Medium humanoid (hill dwarf), lawful good

Armor Class 19 (+2 studded leather)

Hit Points 117 (19d8 + 19)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	12 (+1)	18 (+4)	20 (+5)	8 (-1)

Saving Throws Dex +11, Int +10, Wis +11

Skills Acrobatics +17, Performance +5, Persuasion +5, Sleight of Hand +17, Stealth +17

Senses darkvision 60 ft., blindsense 10 ft., passive Perception 15

Languages Common, Thieves' cant, Dwarvish, Orc

Challenge 12 (8,400 XP)

Cunning Action. Bonus action/Dash, Disengage, or Hide

Dwarven Resilience. He has advantage on saves against poison, and resistance against poison damage.

Ear for Deceit. Whenever Vorsik makes a Wisdom (Insight) check to determine a lie, he treats a roll of 7 or lower as an 8.

Elusive. No attack roll has advantage against him while he isn't incapacitated.

Evasion. When he is subjected to an effect that allows him to make a Dexterity save to take only half damage, he instead takes no damage if he succeeds and only half damage if he fails.

Eye for Detail. Able to use a bonus action to make a Wisdom (Perception) check to spot a hidden creature or object or to make an Intelligence (Investigation) check to uncover or decipher clues.

Eye for Weakness. While his Insightful Fighting feature applies to a creature, his Sneak Attack damage against that creature increases by 3d6.

Insightful Fighting. Able to use a bonus action to make a Wisdom (Insight) check against a creature he can see that isn't incapacitated, contested by the target's Charisma (Deception) check. If he succeeds, he can use his Sneak Attack against that target even if he doesn't have advantage on the attack roll, but not if he has disadvantage on it. Lasts for 1 minute or until he successfully uses this feature against a different target.

Reliable Talent. Whenever he makes an ability check that lets him add his proficiency bonus, he can treat a d20 roll of 9 or lower as a 10.

Sneak Attack. Once per turn, he can deal an extra 35(10d6) damage to one creature he hits with an attack if he has advantage or if another enemy is within 5 ft. of it.

Steady Eye. He has advantage on any Wisdom (Perception) or Intelligence (Investigation) check if he moves no more than half his speed on the same turn.

Unerring Eye. When he is targeted by an attack while a creature within 5 feet of him is granting him cover against that attack, he can use his reaction to have the attack target that creature instead of him.

Actions

+3 Shortsword. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. Hit: 11 (1d6 + 8) piercing damage.

+2 Light Crossbow. *Ranged Weapon Attack:* +13 to hit, range 80/320 ft., one target. Hit: 10 (1d6 + 7) piercing damage.

Reactions

Uncanny Dodge. When an attacker that he can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

NPC Bio

Personality Vorsik blunts says what other people are hinting at or hiding.

Appearance A dwarf male with black hair, a black beard, and light-blue eyes. 3' 11" 39 lbs. 152 years old

Characteristics

Ideal. Community.

Bond. His city is his home, and he'll fight to defend it.

Flaw. Vorsik will never fully trust anyone other than himself.

Background

Vorsik was an urchin. He is loyal adventurer and would be a great addition to any party of heroes. However, his honesty can sometimes rub people the wrong way.

Equipment

backpack, 4 days of rations, *dust of disappearance*, *medallion of thoughts*, *bag of beans*, *oil of sharpness*, thieves' tools, bedroll, tinderbox, crossbow bolt case, 18 +2 *crossbow bolts*, cloak, 82pp.

PHAEDRA TIMMINS

20th level rogue (Mastermind subclass)
Medium humanoid (human), chaotic neutral

Armor Class 20 (+3 studded leather)

Hit Points 86 (20d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	10 (+0)	17 (+3)	17 (+3)	14 (+2)

Saving Throws Dex +11, Int +9, Wis +9

Skills Acrobatics +17, Performance +14, Persuasion +14, Stealth +11

Senses blindsense 10 ft., passive Perception 13

Languages Common, Thieves' cant, Dwarvish

Challenge 13 (10,000 XP)

Cunning Action. Bonus action/Dash, Disengage, or Hide

Elusive. No attack roll has advantage against her while she isn't incapacitated.

Evasion. When she is subjected to an effect that allows her to make a Dexterity save to take only half damage, she instead takes no damage if she succeeds and only half damage if she fails.

Insightful Manipulator. If she spends at least 1 minute observing or interacting with another creature outside combat, she can learn certain information about its capabilities compared to hers. She knows if the creature is her equal, superior, or inferior in regard to 2 of these: Int, Wis, Cha, or class level. She might also realize she knows a piece of the creature's history or one of its personality traits.

Master of Intrigue. She has proficiency with the disguise kit, the forgery kit, and the chess set. She can also unerringly mimic the speech patterns and accent of a creature that she hears speak for at least 1 minute, enabling her to pass herself off as a native speaker of a particular land, provided she knows the language.

Master of Tactics. She can use the Help action as a bonus action. Additionally, when she uses the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 ft. of her, rather than within 5 ft. of her, if the target can see or hear her.

Misdirection. When she is targeted by an attack while a creature within 5 feet of her is granting her cover against that attack, she can use her reaction to have the attack target that creature instead of her.

Naturally Stealthy. Can attempt to hide even when only obscured by a creature that is at least one size larger.

Reliable Talent. Whenever she makes an ability check that lets her add her proficiency bonus, she can treat a d20 roll of 9 or lower as a 10.

Sneak Attack. Once per turn, she can deal an extra 35 (10d6) damage to one creature she hits with an attack if she has advantage or if another enemy is within 5 ft. of it.

Soul of Deceit. Her thoughts can't be read by any means, unless allowed. She can present false thoughts by succeeding on a

Charisma (Deception) check contested by the mind reader's Wisdom (Insight check). Additionally, magic always indicates she's being truthful if she chooses and she cannot be compelled to tell the truth by magic.

Stroke of Luck. If her attack misses a target within range, she can turn the miss into a hit. Alternatively, if she fails an ability check, she can treat the d20 roll as a 20. Must rest to reset this feature.

Actions

+3 Longsword. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. Hit: 13 (1d10 + 8) slashing damage.

Reactions

Uncanny Dodge. When an attacker that she can see hits her with an attack, she can use her reaction to halve the attack's damage against her.

NPC BIO

Personality Phaedra loves a good insult, even one directed at her.

Appearance Young woman with medium-length blonde hair, and blue eyes. 5' 6" 139 lbs. 29 years old

Characteristics

Ideal. Creativity.

Bond. Her instrument is her most treasured possession, and it reminds her of someone she loved.

Flaw. Despite her best efforts, Phaedra is unreliable to her friends.

Background

Phaedra was an entertainer (instrumentalist). She is a free spirit who enjoys life to the fullest. She is known to be very dramatic and chaos seems to follow her around.

Equipment

2 days of rations, *ring of invisibility*, *bag of holding*, *Quaal's feather token*, *gem of seeing*, *mantle of spell resistance*, *gloves of missile snaring*, thieves' tools, lute, bedroll, tinderbox, quiver, 20 +3 arrows, cloak, 1999gp, 234pp.

RIMPLE REESE

13th level sorcerer (Storm Sorcery subclass)
Small humanoid (forest gnome), lawful good

Armor Class 10 (13 with *mage armor*)

Hit Points 66 (13d6 + 26)

Speed 25 ft.

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

Saving Throws Con +7, Cha +9

Skills Arcana +8, History +8, Religion +8

Senses darkvision 60 ft., passive Perception 13

Languages Common, Gnomish, Primordial

Challenge 8 (3,900 XP)

Font of Magic. Can create extra spell slots or sorcery points.

Gnome Cunning. Advantage against all Intelligence, Wisdom, and Charisma saving throws against magic.

Heart of the Storm. He has resistance to lightning and thunder damage. In addition, whenever he starts casting a spell of 1st level or higher that deals lightning or thunder damage, stormy magic erupts from him. This eruption causes creatures of his choice that he can see within 10 ft. of him to take lightning or thunder damage equal to 5 hit points.

Metamagic. Distant Spell. Can spend 1 sorcery point to double the range of a spell with a range of 5' or greater or make the range of a touch spell 30'. Extended Spell. Can spend 1 sorcery point to double a spell's duration (w/duration of at least 1 minute), to a maximum of 24 hours. Quickened Spell. When casting a spell with casting time of 1 action, he can spend 2 sorcery points to change the casting time to 1 bonus action.

Speak with Small Beasts. Is able to communicate simple ideas with Small or smaller beasts through sounds and gestures.

Spellcasting. Rimple is a 13th level sorcerer. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Rimple has the following sorcerer spells:

Cantrips. (at will): *fire bolt*, *light*, *message*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st level. (4 slots): *burning hands*, *disguise self*, *expeditious retreat*, *mage armor*

2nd level. (3 slots): *knock*, *misty step*, *scorching ray*

3rd level. (3 slots): *blink*, *lightning bolt*, *Melf's minute meteors*

4th level. (3 slots): *banishment*, *greater invisibility*, *wall of fire*

5th level. (2 slots): *cone of cold*, *teleportation circle*

6th level. (1 slot): *arcane gate*

7th level. (3 slots): *plane shift*

Storm Guide. Has the ability to control the weather around him. If it's raining, he can use an action to cause the rain to stop falling in a 20-foot-radius sphere centered on him. End w/bonus action. If it is windy, he can use a bonus action each round to choose the

direction that the wind blows in a 100-foot-radius sphere centered on him. The wind blows in that direction until the end of his next turn. This feature doesn't alter the speed of the wind.

Tempestuous Magic. He can use a bonus action to cause whirling gusts of elemental air to briefly surround him, immediately before and after he casts a spell of 1st level or higher. Doing so allows him to fly up to 10 ft. without provoking opportunity attacks.

Wind Speaker. Knows Primordial and can be understood by those who speak it dialects: Aquan, Auran, Ignan, and Terran.

Actions

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

NPC Bio

Personality Rimple loves mysteries.

Appearance Handsome gnome male with long blonde hair and gray eyes. 3' 7" 30 lbs. 227 years old

Characteristics

Ideal. Logic.

Bond. He has been searching his whole life for the answer to a certain question.

Flaw. Rimple can't keep a secret to save his life, or anyone else's.

Background

Rimple was a sage (astronomer). He is an absent-minded gnome who often gets lost in his thoughts.

Equipment

backpack, 7 days of rations, *potion of superior healing*, *staff of thunder and lightning*, *gem of seeing*, quill, bottle of ink, 6 pieces of parchment, tinderbox, cloak, 92pp.

Sorcery Points

13

RARATHAE ITHKIIR

14th level sorcerer (Draconic subclass)
Medium humanoid (half-elf), chaotic good

Armor Class 10 (13 with *mage armor*)

Hit Points 71 (14d6 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	11 (+0)	14 (+2)	18 (+4)

Saving Throws Con +7, Cha +9

Skills Arcana +5, Athletics +5, History +5, Religion +5, Survival +7

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic, Elvish

Challenge 9 (5,000 XP)

Draconic Ancestor. Blue dragon ancestry. Proficiency bonus is doubled for Charisma checks with dragons if it applies.

Draconic Resilience. Skin is covered with a thin blue sheen of dragon-like scales, AC is 14.

Dragon Wings. He gains the ability to sprout a pair of dragon wings from his back, gaining a flying speed equal to his current speed. He can create these wings as a bonus action on his turn. They last until he dismisses them as a bonus action on his turn. He can't manifest his wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate his wings might be destroyed when he manifests them.

Elemental Affinity. When he casts a spell that deals cold damage, he adds +3 to the damage roll. At the same time, he can spend 1 sorcery point to gain resistance to cold damage for 1 hour.

Fey Ancestry. He has advantage on saves against poison, and resistance against poison damage.

Font of Magic. Can create extra spell slots or sorcery points.

Metamagic. Distant Spell. Can spend 1 sorcery point to double the range of a spell with a range of 5' or greater or make the range of a touch spell 30'. Extended Spell. Can spend 1 sorcery point to double a spell's duration (w/duration of at least 1 minute), to a maximum of 24 hours. Quickened Spell. When casting a spell with casting time of 1 action, he can spend 2 sorcery points to change the casting time to 1 bonus action.

Speak with Small Beasts. Is able to communicate simple ideas with Small or smaller beasts through sounds and gestures.

Spellcasting. Rarathae is a 14th level sorcerer. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Jebeddo has the following sorcerer spells:

Cantrips. (at will): *blade ward*, *light*, *message*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st level. (4 slots): *charm person*, *disguise self*, *expeditious retreat*, *mage armor*

2nd level. (3 slots): *knock*, *misty step*, *scorching ray*

3rd level. (3 slots): *blink*, *lightning bolt*, *Melf's minute meteors*

4th level. (3 slots): *banishment*, *greater invisibility*, *wall of fire*

5th level. (2 slots): *cone of cold*, *teleportation circle*

6th level. (1 slot): *globe of invulnerability*

7th level. (3 slots): *delayed blast fireball*

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

NPC Bio

Personality Rarathae places no stock in wealthy or well-mannered folk. Money and manners won't save you from a hungry owlbear.

Appearance Half-elf male with long blonde hair and green eyes. 5' 7" 100 lbs. 37 years old

Characteristics

Ideal. Greater Good.

Bond. He suffers awful visions of a coming disaster and will do anything to prevent it.

Flaw. Rarathae believes there is no room for caution in a life lived to the fullest.

Background

Rarathae was an outlander (guide). He used to guide humans through an old forest. He gets along well with the common folk but can't stand nobles.

Equipment

backpack, 7 days of rations, *dust of disappearance*, *potion of invulnerability*, *potion of speed*, *oil of etherealness*, hunting trap, tinderbox, cloak, 213gp.

Sorcery Points

14

HAVA RAAGOG

15th level sorcerer (Draconic subclass)
Medium humanoid (gold dragonborn), lawful good

Armor Class 13

Hit Points 72 (15d6 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	10 (+0)	9 (-1)	19 (+4)

Saving Throws Con +7, Cha +9

Skills Arcana +7, Athletics, History +7, Intimidation, Religion +7

Senses passive Perception 7

Languages Common, Draconic

Challenge 10 (5,900 XP)

Breath Weapon 1/day. Fire breath. 14 (4d6) fire damage, DC 15 Dexterity saving throw.

Draconic Ancestor. Gold dragon ancestry. Proficiency bonus is doubled for Charisma checks with dragons if it applies.

Draconic Resilience. Skin is covered with a thin gold sheen of dragon-like scales, AC is 13.

Dragon Wings. She gains the ability to sprout a pair of dragon wings from her back, gaining a flying speed equal to her current speed. She can create these wings as a bonus action on her turn. They last until she dismisses them as a bonus action on her turn. She can't manifest her wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate her wings might be destroyed when she manifests them.

Elemental Affinity. When she casts a spell that deals fire damage, she adds +3 to the damage roll. At the same time, she can spend 1 sorcery point to gain resistance to cold damage for 1 hour.

Fire Resistance. Has resistance to fire damage.

Font of Magic. Can create extra spell slots or sorcery points.

Metamagic. Distant Spell. Can spend 1 sorcery point to double the range of a spell with a range of 5' or greater or make the range of a touch spell 30'. Extended Spell. Can spend 1 sorcery point to double a spell's duration (w/duration of at least 1 minute), to a maximum of 24 hours. Quickened Spell. When casting a spell with casting time of 1 action, she can spend 2 sorcery points to change the casting time to 1 bonus action.

Spellcasting. Hava is a 15th level sorcerer. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Jebeddo has the following sorcerer spells:

Cantrips. (at will): *blade ward*, *light*, *message*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st level. (4 slots): *charm person*, *disguise self*, *expeditious retreat*, *mage armor*

2nd level. (3 slots): *knock*, *misty step*, *scorching ray*

3rd level. (3 slots): *counterspell*, *fly*, *water breathing*

4th level. (3 slots): *banishment*, *greater invisibility*, *wall of fire*

5th level. (2 slots): *insect plague*, *teleportation circle*

6th level. (1 slot): *chain lightning*

7th level. (1 slot): *fire storm*

8th level. (1 slot): *power word stun*

Actions

+1 Quarterstaff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

NPC Bio

Personality Hava is always polite and respectful.

Appearance Gold dragonborn female. 6' 7" 240 lbs. 22 years old

Characteristics

Ideal. Responsibility.

Bond. She will never forget the crushing defeat her company suffered, or the tieflings who dealt it.

Flaw. Hava would rather eat her quarterstaff than admit when she's wrong.

Background

Hava was a soldier (standard bearer). She was a proud member of a famous company of warriors. However, the company was almost wiped out after a surprise attack by tieflings.

Equipment

backpack, 7 days of rations, *sovereign glue*, *boots of false tracks*¹, *potion of superior healing*, tinderbox, cloak, 111pp.

Sorcery Points

15

ALEXIS GILMORE

16th level sorcerer (Wild Magic subclass)
Medium humanoid (human), lawful good

Armor Class 10 (14 with *mage armor* and *ring of protection*)

Hit Points 74 (16d6 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	18 (+4)	16 (+3)	11 (+0)	20 (+5)

Saving Throws Con +9, Cha +10

Skills Arcana +7, History +7, Religion +7

Senses passive Perception 7

Languages Common, Elvish, Giant

Challenge 11 (7,200 XP)

Controlled Chaos. Whenever she rolls on the Wild Magic Surge table, she can roll twice and use either number.

Font of Magic. Can create extra spell slots or sorcery points.

Metamagic. Distant Spell. Can spend 1 sorcery point to double the range of a spell with a range of 5' or greater or make the range of a touch spell 30'. Extended Spell. Can spend 1 sorcery point to double a spell's duration (w/duration of at least 1 minute), to a maximum of 24 hours. Quickened Spell. When casting a spell with casting time of 1 action, she can spend 2 sorcery points to change the casting time to 1 bonus action.

Speak with Small Beasts. Is able to communicate simple ideas with Small or smaller beasts through sounds and gestures.

Spellcasting. Alexis is a 16th level sorcerer. Her spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). Jebeddo has the following sorcerer spells:

Cantrips. (at will): *chill touch*, *light*, *message*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st level. (4 slots): *charm person*, *disguise self*, *expeditious retreat*, *mage armor*

2nd level. (3 slots): *cloud of daggers*, *misty step*, *scorching ray*

3rd level. (3 slots): *dispel magic*, *gaseous form*, *slow*

4th level. (3 slots): *banishment*, *greater invisibility*, *wall of fire*

5th level. (2 slots): *dominate person*, *teleportation circle*

6th level. (1 slot): *globe of invulnerability*

7th level. (1 slot): *teleport*

8th level. (1 slot): *dominate monster*

Tides of Chaos 1/day. Advantage on attack, check, or save.

Wild Magic Surge. Roll a d20 after casting spells, if she rolls a 1, roll on the Wild Magic Surge table.

Actions

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

Reactions

Bend Luck 1/day. Add 1d4 to another creature's attack roll, ability check, or saving throw (that she can see). 2 sorcery points.

NPC Bio

Personality Alexis is a friendly, respectful young woman.

Appearance Pretty woman with long dark-brown hair and blue eyes. 5' 7" 119 lbs. 26 years old

Characteristics

Ideal. Beauty.

Bond. She is very close to her mother.

Flaw. Alexis is a risk-taker.

Background

Alexis was a noble. She went against her mother's wishes and left home to seek adventures. Alexis would be an ideal addition to any adventuring party.

Equipment

backpack, 7 days of rations, *ring of protection*, *helm of teleportation*, 3 *potions of supreme healing*, signet ring, set of fine clothes, quill, bottle of ink, 3 pieces of parchment, tinderbox, cloak, 122pp.

Sorcery Points

16

THEA QUICKHEART

17th level sorcerer (Draconic subclass)
Medium humanoid (human), chaotic good

Armor Class 10 (13 with *mage armor*)

Hit Points 80 (17d6 + 34)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	15 (+2)	16 (+3)	8 (-1)	20 (+5)

Saving Throws Con +8, Cha +11

Skills Arcana +9, History +9, Religion +9

Senses passive Perception 9

Languages Common, Draconic, Giant, Infernal

Challenge 11 (7,200 XP)

Draconic Ancestor. Blue dragon ancestry. Proficiency bonus is doubled for Charisma checks with dragons if it applies.

Draconic Resilience. Skin is covered with a thin blue sheen of dragon-like scales, AC is 13 plus Dexterity modifier.

Dragon Wings. She gains the ability to sprout a pair of dragon wings from her back, gaining a flying speed equal to her current speed. She can create these wings as a bonus action on her turn. They last until she dismisses them as a bonus action on her turn. She can't manifest her wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate her wings might be destroyed when she manifests them.

Elemental Affinity. When she casts a spell that deals cold damage, she adds +3 to the damage roll. At the same time, she can spend 1 sorcery point to gain resistance to cold damage for 1 hour.

Font of Magic. Can create extra spell slots or sorcery points.

Metamagic. Distant Spell. Can spend 1 sorcery point to double the range of a spell with a range of 5' or greater or make the range of a touch spell 30'. Extended Spell. Can spend 1 sorcery point to double a spell's duration (w/duration of at least 1 minute), to a maximum of 24 hours. Quickened Spell. When casting a spell with casting time of 1 action, she can spend 2 sorcery points to change the casting time to 1 bonus action.

Spellcasting. Thea is a 17th level sorcerer. Her spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). Thea has the following sorcerer spells:

Cantrips. (at will): *blade ward*, *light*, *message*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st level. (4 slots): *chromatic orb*, *disguise self*, *expeditious retreat*, *mage armor*

2nd level. (3 slots): *blur*, *misty step*, *scorching ray*

3rd level. (3 slots): *counterspell*, *lightning bolt*, *Melf's minute meteors*

4th level. (3 slots): *banishment*, *greater invisibility*, *wall of fire*

5th level. (2 slots): *animate objects*, *seeming*

6th level. (1 slot): *mass suggestion*

7th level. (1 slot): *etherealness*

8th level. (1 slot): *dominate monster*

9th level. (1 slot): *time stop*

Actions

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

NPC Bio

Personality Thea is convinced that people are always trying to steal her secrets.

Appearance Attractive middle-aged woman with long blonde hair and gray eyes. 5' 7" 158 lbs. 44 years old

Characteristics

Ideal. Knowledge.

Bond. She has been searching her whole life for the secret to Draconic Magic.

Flaw. Thea speaks without thinking.

Background

Thea was a sage (discredited academic). She is an obsessive type who doesn't get along well with others. Thea is obsessed with finding the source of Draconic Magic.

Equipment

7 days of rations, *bag of holding*, *potion of superior healing*, *bag of tricks (rust)*, *boots of speed*, *ring of mind shielding*, quill, bottle of ink, 3 pieces of parchment, tinderbox, cloak, 2017gp, 246pp.

Sorcery Points

17

WALDEN THE WISE

18th level sorcerer (Wild Magic subclass)
Medium humanoid (human), neutral

Armor Class 10 (13 with *mage armor*)
Hit Points 83 (18d6 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	13 (+1)	16 (+3)	16 (+3)	20 (+5)

Saving Throws Con +7, Cha +11
Skills Arcana +7, History +7, Medicine, Religion +7
Senses passive Perception 7
Languages Common, Giant, Gnomish, Infernal
Challenge 12 (8,400 XP)

Controlled Chaos. Whenever he rolls on the Wild Magic Surge table, he can roll twice and use either number.

Font of Magic. Can create extra spell slots or sorcery points.

Metamagic. Distant Spell. Can spend 1 sorcery point to double the range of a spell with a range of 5' or greater or make the range of a touch spell 30'. Extended Spell. Can spend 1 sorcery point to double a spell's duration (w/duration of at least 1 minute), to a maximum of 24 hours. Quickened Spell. When casting a spell with casting time of 1 action, he can spend 2 sorcery points to change the casting time to 1 bonus action.

Spell Bombardment. Once a turn when he rolls damage for a spell and rolls the highest number possible on any of the dice, he can choose one of those dice, roll it again and add that roll to the damage.

Spellcasting. Walden is an 18th level sorcerer. His spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). Jebeddo has the following sorcerer spells:

Cantrips. (at will): *light, message, minor illusion, prestidigitation, shocking grasp, true strike*

1st level. (4 slots): *charm person, disguise self, expeditious retreat, mage armor*

2nd level. (3 slots): *mirror image, misty step, scorching ray*

3rd level. (3 slots): *blink, lightning bolt, Melf's minute meteors*

4th level. (3 slots): *banishment, greater invisibility, wall of fire*

5th level. (2 slots): *cone of cold, teleportation circle*

6th level. (1 slot): *globe of invulnerability*

7th level. (1 slot): *plane shift*

8th level. (1 slot): *power word stun*

9th level. (1 slot): *gate*

Tides of Chaos 1/day. Advantage on attack, check, or save.

Wild Magic Surge. Roll a d20 after casting spells, if he roll is a 1, roll on the Wild Magic Surge table.

Actions

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

Reactions

Bend Luck 1/day. Add 1d4 to another creature's attack roll, ability check, or saving throw (that he can see). 2 sorcery points.

NPC Bio

Personality Walden has been isolated for so long that he rarely speaks.

Appearance Good-looking man with long brown hair and green eyes. 5' 10" 170 lbs. 48 years old

Characteristics

Ideal. Community.

Bond. Should his discovery come to light, it could bring ruin to the world.

Flaw. Walden underestimates his worthiness.

Background

Walden was a hermit. He is an interesting combination, a charming introvert who gets along with almost anyone. However, he is not very verbal and only speaks when he feels moved to.

Equipment

backpack, 5 days of rations, *robe of stars, potion of gaseous form, well of many worlds*, quill, bottle of ink, 3 pieces of parchment, tinderbox, cloak, 136pp.

Sorcery Points

18

TABITHA STEPHENSON

19th level sorcerer (Wild Magic subclass)
Medium humanoid (human), lawful good

Armor Class 10 (13 with *mage armor*)

Hit Points 85 (19d6 + 76)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	11 (+0)	18 (+4)	16 (+3)	14 (+2)	20 (+5)

Saving Throws Con +10, Cha +11

Skills Arcana +7, Athletics, History +7, Perception, Survival

Senses passive Perception 18

Languages Common, Elvish

Challenge 12 (8,400 XP)

Controlled Chaos. Whenever she rolls on the Wild Magic Surge table, she can roll twice and use either number.

Font of Magic. Can create extra spell slots or sorcery points.

Metamagic. Distant Spell. Can spend 1 sorcery point to double the range of a spell with a range of 5' or greater or make the range of a touch spell 30'. Extended Spell. Can spend 1 sorcery point to double a spell's duration (w/duration of at least 1 minute), to a maximum of 24 hours. Quickened Spell. When casting a spell with casting time of 1 action, she can spend 2 sorcery points to change the casting time to 1 bonus action.

Spell Bombardment. Once a turn when she rolls damage for a spell and rolls the highest number possible on any of the dice, she can choose one of those dice, roll it again and add that roll to the damage.

Spellcasting. Tabitha is a 19th level sorcerer. Her spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). Jebeddo has the following sorcerer spells:

Cantrips. (at will): *mage hand*, *message*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st level. (4 slots): *color spray*, *disguise self*, *expeditious retreat*, *mage armor*

2nd level. (3 slots): *knock*, *misty step*, *scorching ray*

3rd level. (3 slots): *blink*, *lightning bolt*, *Melf's minute meteors*

4th level. (3 slots): *confusion*, *greater invisibility*, *wall of fire*

5th level. (2 slots): *cone of cold*, *teleportation circle*

6th level. (1 slot): *globe of invulnerability*

7th level. (1 slot): *teleport*

8th level. (1 slot): *dominate monster*

9th level. (1 slot): *wish*

Tides of Chaos 1/day. Advantage on attack, check, or save.

Wild Magic Surge. Roll a d20 after casting spells, if the roll is a 1, roll on the Wild Magic Surge table.

Actions

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

Reactions

Bend Luck 1/day. Add 1d4 to another creature's attack roll, ability check, or saving throw (that she can see). 2 sorcery points.

NPC Bio

Personality Tabitha is a responsible, honest young woman.

Appearance Pretty, young woman with long blonde hair and light-blue eyes. 5' 9" 127 lbs. 26 years old

Characteristics

Ideal. Honor.

Bond. She suffers awful visions of a coming disaster and will do anything to prevent it.

Flaw. Tabitha can be too hard on herself.

Background

Tabitha was an outlander (exile). She was raised by a famous witch and had a peaceful childhood. However, that all changed when the enemies of the good witches drove them out of the kingdom.

Equipment

backpack, 7 days of rations, *wand of magic missiles*, *wand of fireballs*, *periapt of health*, *talisman of the sphere*, hunting trap, tinderbox, cloak, 177pp.

Sorcery Points

19

CLOUDFIRE

20th level sorcerer (Wild Magic subclass)
Medium humanoid (air gensai), chaotic good

Armor Class 10 (13 with *mage armor*)

Hit Points 147 (20d6 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	18 (+4)	11 (+0)	16 (+3)	20 (+5)

Saving Throws Con +10, Cha +11

Skills Arcana +7, History +7, Religion +7, Sleight of Hand, Stealth

Senses darkvision 60 ft., passive Perception 7

Languages Common, Primordial

Challenge 13 (10,000 XP)

Controlled Chaos. Whenever he rolls on the Wild Magic Surge table, he can roll twice and use either number.

Font of Magic. Can create extra spell slots or sorcery points.

Metamagic. Distant Spell. Can spend 1 sorcery point to double the range of a spell with a range of 5' or greater or make the range of a touch spell 30'. Extended Spell. Can spend 1 sorcery point to double a spell's duration (w/duration of at least 1 minute), to a maximum of 24 hours. Quickened Spell. When casting a spell with casting time of 1 action, he can spend 2 sorcery points to change the casting time to 1 bonus action.

Mingle with the Wind. He can cast the *levitate* spell once with this trait, requiring no material components, and he regains the ability to cast it this way when he finishes a long rest. Constitution is her spellcasting ability for this spell.

Spell Bombardment. Once a turn when he rolls damage for a spell and rolls the highest number possible on any of the dice, he can choose one of those dice, roll it again and add that roll to the damage.

Spellcasting. Cloudfire is a 20th level sorcerer. His spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). Jebeddo has the following sorcerer spells:

Cantrips. (at will): *blade ward*, *friends*, *light*, *message*, *minor illusion*, *prestidigitation*

1st level. (4 slots): *charm person*, *disguise self*, *expeditious retreat*, *mage armor*

2nd level. (3 slots): *gust of wind*, *misty step*, *scorching ray*

3rd level. (3 slots): *blink*, *lightning bolt*, *Melf's minute meteors*

4th level. (3 slots): *banishment*, *greater invisibility*, *wall of fire*

5th level. (2 slots): *cloudkill*, *insect plague*

6th level. (1 slot): *chain lightning*

7th level. (1 slot): *delayed blast fireball*

8th level. (1 slot): *incendiary cloud*

9th level. (1 slot): *meteor swarm*

Tides of Chaos 1/day. Advantage on attack, check, or save.

Unending Breath. He can hold his breath indefinitely while she is not incapacitated.

Wild Magic Surge. Roll a d20 after casting spells, if the roll is a 1, roll on the Wild Magic Surge table.

Actions

+3 Quarterstaff. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

Reactions

Bend Luck 1/day. Add 1d4 to another creature's attack roll, ability check, or saving throw (that he can see). 2 sorcery points.

NPC Bio

Personality Cloudfire thinks anyone who's nice to him is hiding evil intent.

Appearance Air gensai with gray skin, white hair and light-blue eyes. 5' 11" 173 lbs. 49 years old

Characteristics

Ideal. Greater Good.

Bond. His town is his home, and he'll fight to defend it.

Flaw. Cloudfire speaks without thinking.

Background

Cloudfire was an urchin. He had a rough upbringing and appreciates each and every day. He is cautious about meeting new people and it takes him time to warm up to them. This sorcerer lives in a tower in the mountains. He has a number of **pegasi** and **air elemental** allies.

Equipment

backpack, 7 days of rations, 4 *potions of superior healings*, *crystal ball* (legendary version), *ring of evasion*, dice set, tinderbox, cloak, 157pp.

Sorcery Points

20

Mount

pegasus

SIMMONS

13th level warlock (The Archfey subclass)
Medium humanoid (human), chaotic neutral

Armor Class 16 (+1 studded leather and ring of protection)
Hit Points 70 (13d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	14 (+2)	18 (+4)	19 (+4)

Saving Throws Wis +9, Cha +9
Skills Investigation +5, Medicine +8, Nature +8, Religion +5
Senses passive Perception 14
Languages Common, Sylvan
Challenge 8 (3,900 XP)

Fey Presence 2/day. Can use an action to charm or frighten in a 10ft. cube from them/DC 17 Wisdom save. Must rest to reset feature.

Pact of the Chain. Has a **sprite** familiar. Can use an attack to let the familiar attack with its reaction.

Spellcasting. Simmons is a 13th level warlock. Their spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks).

Cantrips. (at will): *blade ward*, *eldritch blast*, *friends*, *minor illusion*

1st – 5th level. (3 slots): *arcane gate*, *armor of Agathys*, *banishment*, *blink*, *calm emotions*, *darkness*, *dominate beast*, *dominate person*, *faerie fire*, *fly*, *forcecage*, *greater invisibility*, *hold monster*, *hypnotic pattern*, *magic circle*, *misty step*, *phantasmal force*, *plant growth*, *remove curse*, *scrying*, *seeming*, *shatter*, *sleep*

Invocations. (6): *ascendant step*, *bewitching whispers*, *eldritch sight*, *eldritch spear*, *mask of many faces*, *misty visions*

Actions

+2 Dagger. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

Reactions

Beguiling Defenses. They are immune to being charmed, and when another creature attempts to charm them, they can use their reaction to attempt to turn the charm back on that creature. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by them for 1 minute or until the creature takes any damage.

Misty Escape. Can vanish in a puff of mist in response to harm. Use reaction to turn invisible and move 60 ft. Invisible until start of next turn or action. Must rest to reset feature.

NPC Bio

Personality Simmons is oblivious to etiquette and social expectations.

Appearance Short middle-aged individual with curly black hair and blue eyes. 5' 9" 155 lbs. 41 years old

Characteristics

Ideal. Free Thinking.

Bond. They are close to their family.

Flaw. Simmons enjoys the delights of the world a little too much.

Background

Simmons was a charlatan. However, they have seen the error of their ways and left that life behind them. Simmons wants to do what they can to make the world a better place. They don't identify as male or female.

Equipment

backpack, 4 days of rations, *ring of protection*, *potion of invulnerability*, *necklace of fireballs*, herbalism kit, bag of 18 caltrops, tankard, bedroll, tinderbox, cloak, 78gp.

FOPS BOGGLE

14th level warlock (The Archfey subclass)
Small humanoid (rock gnome), chaotic neutral

Armor Class 16 (+2 studded leather)

Hit Points 81 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	12 (+1)	9 (-1)	18 (+4)	19 (+4)

Saving Throws Wis +9, Cha +9

Skills Investigation +5, Medicine +8, Nature +8, Survival

Senses darkvision 60 ft., passive Perception 14

Languages Common, Gnomish, Sylvan

Challenge 9 (5,000 XP)

Dark Delirium. As action, he can choose a creature he can see within 60 feet of him. It must make a DC 17 Wisdom saving throw. On a failed save, it is charmed or frightened by him for 1 minute or until your concentration is broken. This effect ends early if the creature takes any damage. Until this illusion ends, the creature thinks it is lost in a misty realm, the appearance of which he chooses. The creature can see and hear only itself, him, and the illusion. He must rest to reset this feature.

Fey Presence. Can use an action to charm or frighten in a 10ft. cube from him/DC 17 Wisdom save. Must rest to reset feature.

Gnome Cunning. Advantage against all Intelligence, Wisdom, and Charisma saving throws against magic.

Pact of the Chain. Has a **hawk** familiar. Can use an attack to let the familiar attack with its reaction.

Speak with Small Beasts. Is able to communicate simple ideas with Small or smaller beasts through sounds and gestures.

Spellcasting. Fops is a 14th level warlock. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks).

Cantrips. (at will): *chill touch, eldritch blast, friends, minor illusion*

1st – 5th level. (3 slots): *banishment, blink, calm emotions, charm person, conjure fey, darkness, dominate beast, dominate person, faerie fire, fly, greater invisibility, hallucinatory terrain, hold monster, hypnotic pattern, magic circle, misty step, phantasmal force, planet shift, plant growth, remove curse, seeming, sleep, spider climb*

Invocations. (6): *ascendant step, beguiling influence, bewitching whispers, eldritch sight, eldritch spear, mask of many faces*

Actions

+2 Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Reactions

Beguiling Defenses. He is immune to being charmed, and when another creature attempts to charm him, he can use his reaction to attempt to turn the charm back on that creature. The creature

must succeed on a DC 15 Wisdom saving throw or be charmed by him for 1 minute or until the creature takes any damage.

Misty Escape. Can vanish in a puff of mist in response to harm. Use reaction to turn invisible and move 60 ft. Invisible until start of next turn or action. Must rest to reset feature.

NPC Bio

Personality Fops is a very confused, creative gnome.

Appearance Overweight gnome with short blonde hair and blue eyes. 2' 11" 47 lbs. 141 years old

Characteristics

Ideal. Creativity.

Bond. He feels closer to animals than other humanoids.

Flaw. Fops has difficulty functioning in the everyday world.

Background

Fops was an outlander (hunter). He lived deep in a mysterious forest for many years. After he returned to the world, he never quite got his feet back on the ground. Stubbins is a lost soul and enjoys his mead far too much. This warlock is an extremely unpredictable individual.

Equipment

3 days of rations, *bag of holding, lantern of revealing, bag of beans, cloak of the bat, Nolzur's marvelous pigments, ring of resistance*, herbalism kit, bag of 18 caltrops, tankard, hunting trap, bedroll, tinderbox, cloak, 138gp.

DARRAK TRUEBLOOD

15th level warlock (Celestial subclass)
Medium humanoid (mountain dwarf), lawful neutral

Armor Class 16 (+2 studded leather)
Hit Points 87 (15d8 + 45)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	10 (+0)	11 (+0)	19 (+4)

Saving Throws Wis +5, Cha +9
Skills Investigation +5, Medicine +5, Sleight of Hand +6, Stealth +6
Senses darkvision 60 ft., passive Perception 10
Languages Common, Dwarvish, Celestial
Challenge 10 (5,900 XP)

Celestial Resilience. He gains 19 temporary hit points whenever he finishes a short or long rest. Additionally, he can choose up to five creatures he can see at the end of the rest. Those creatures each gain 11 temporary hit points.

Dwarven Resilience. He has advantage on saves against poison, and resistance against poison damage.

Healing Light. Healing pool of 9d6 hit points to cure wounds. As a bonus action he can heal a creature he can see within 60 ft. Can spend a maximum of 4d6. Feature resets with a long rest.

Pact of the Chain. Has a **owl** familiar. Can use an attack to let the familiar attack with its reaction.

Radiant Soul. He has resistance to radiant damage, and when he casts a spell that deals radiant or fire damage, he can add +3 to one radiant or fire damager roll against one of its targets.

Searing Vengeance. When he has to make a death saving throw at the start of his turn, he can instead spring back to his feet with a burst of radiant energy. He regains hit points equal to half his hit point maximum, and then he stands up if he chooses. Each creature of his choice that is within 30 feet of him takes 2d8 + 4 radiant damage, and it is blinding until the end of the current turn. He must finish a long rest to reset this feature.

Spellcasting. Darrak is a 15th level warlock. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks).

Cantrips. (at will): *blade ward, eldritch blast, friends, minor illusion*

1st – 5th level. (3 slots): *armor of Agathys, blight, blink, calm emotions, contact other plane, darkness, dominate beast, dominate person, etherealness, faerie fire, fly, greater invisibility, hold monster, hypnotic pattern, magic circle, misty step, phantasmal force, plant growth, power word stun, remove curse, seeming, shatter, sleep, spider climb, true seeing*

Invocations. (7): *agonizing blast, beguiling influence, bewitching whispers, eldritch sight, eldritch spear, misty visions, repelling blast*

Actions

+1 Mace. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

NPC Bio

Personality Darrak is on a path of redemption.

Appearance Old, overweight dwarf with short black hair, a black beard, and blue eyes. 4' 0" 155 lbs. 41 years old

Characteristics

Ideal. Responsibility.

Bond. He is dedicated to helping society.

Flaw. Darrak is a gambler.

Background

Darrak was a criminal (thief). He was part of the Thieves' Guild at a young age. However, he left that life behind him and does what service he can for society.

Equipment

backpack, 4 days of rations, herbalism kit, bag of 18 caltrops, tankard, bedroll, 2 *potions of speed*, 3 *potions of greater healing*, thieves' tools, tinderbox, cloak, 59pp.

SCORCHAS

16th level warlock (The Archfey subclass)
Medium humanoid (fire gensai), chaotic good

Armor Class 16 (+2 studded leather)

Hit Points 96 (16d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	12 (+1)	18 (+4)	19 (+4)

Saving Throws Wis +9, Cha +9

Skills Investigation +5, Medicine +8, Nature +8, Survival

Senses passive Perception 14

Languages Common, Primordial, Sylvan

Challenge 11 (7,200 XP)

Dark Delirium. As action, he can choose a creature he can see within 60 feet of him. It must make a DC 17 Wisdom saving throw. On a failed save, it is charmed or frightened by him for 1 minute or until your concentration is broken. This effect ends early if the creature takes any damage. Until this illusion ends, the creature thinks it is lost in a misty realm, the appearance of which he chooses. The creature can see and hear only itself, him, and the illusion. He must rest to reset this feature.

Fey Presence. Can use an action to charm or frighten in a 10ft. cube from him/DC 17 Wisdom save. Must rest to reset feature.

Fire Resistance. He has resistance to fire damage.

Pact of the Chain. Has a **sprite** familiar. Can use an attack to let the familiar attack with its reaction.

Reach to the Blaze. He knows the *produce flame* cantrip and *burning hands*.

Spellcasting. Scorchas is a 16th level warlock. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks).

Cantrips. (at will): *blade ward*, *eldritch blast*, *friends*, *minor illusion*

1st – 5th level. (3 slots): *armor of Agathys*, *banishment*, *blight*, *blink*, *calm emotions*, *conjure fey*, *darkness*, *dispel magic*, *dominate beast*, *dominate person*, *faerie fire*, *fly*, *forcecage*, *greater invisibility*, *hold monster*, *hypnotic pattern*, *magic circle*, *misty step*, *phantasmal force*, *plant growth*, *power word stun*, *remove curse*, *seeming*, *shatter*, *spider climb*

Invocations. (7): *agonizing blast*, *ascendant step*, *bewitching whispers*, *eldritch sight*, *eldritch spear*, *fiendish vigor*, *misty visions*

Actions

+3 Mace. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

Reactions

Beguiling Defenses. He is immune to being charmed, and when another creature attempts to charm him, he can use his reaction

to attempt to turn the charm back on that creature. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by him for 1 minute or until the creature takes any damage.

Misty Escape. Can vanish in a puff of mist in response to harm. Use reaction to turn invisible and move 60 ft. Invisible until start of next turn or action. Must rest to reset feature.

NPC Bio

Personality Thinking is for other people. Scorchas prefers action.

Appearance Fire gensai male orange skin, short black hair, and red eyes. 5' 6" 125 lbs. 41 years old

Characteristics

Ideal. Freedom.

Bond. He protects those who cannot protect themselves.

Flaw. Scorchas has a weakness for the vices of the city, especially hard drink.

Background

Scorchas was a folk hero. He saved his homeland from an evil sorcerer a dozen years ago. This gensai is extremely brave and loyal. He is an experienced adventurer.

Equipment

backpack, 2 days of rations, herbalism kit, bag of 18 caltrops, 7 *beads of nourishment*¹, *wand of smiles*¹, tankard, love letter, bedroll, tinderbox, cloak, 257gp.

HISSAN

17th level warlock (The Archfey subclass)
Medium humanoid (lizardfolk), neutral

Armor Class 16 (natural armor)

Hit Points 101 (17d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	11 (+0)	6 (-2)	18 (+4)	19 (+4)

Saving Throws Wis +10, Cha +10

Skills Investigation +5, Medicine +8, Nature +8, Perception, Stealth, Survival

Senses passive Perception 14

Languages Common, Draconic

Challenge 11 (7,200 XP)

Cunning Artisan. As part of a short rest, he can harvest bone and hide from a slain beast, construct, dragon, monstrosity, or plant creature of size Small or larger to create one the following items: a shield, a club, a javelin, or 1d4 darts or blowgun needles. To use this trait, he needs a blade, such as a dagger, or appropriate artisan's tools, such as leatherworker's tools.

Dark Delirium. As action, he can choose a creature he can see within 60 feet of him. It must make a DC 18 Wisdom saving throw. On a failed save, it is charmed or frightened by him for 1 minute or until your concentration is broken. This effect ends early if the creature takes any damage. Until this illusion ends, the creature thinks it is lost in a misty realm, the appearance of which he chooses. The creature can see and hear only itself, him, and the illusion. He must rest to reset this feature.

Fey Presence. Can use an action to charm or frighten in a 10ft. cube from him/DC 18 Wisdom save. Must rest to reset feature.

Hold Breath. Can use an action to charm or frighten in a 10ft. cube from him/DC 15 Wisdom save.

Hungry Jaws. As a bonus action he can make a special attack with his bite. If the attack hits, it deals its normal damage, and he gains 3 temporary hit points. He must rest to reset this feature.

Pact of the Chain. Has a **pseudodragon** familiar. Can use an attack to let the familiar attack with its reaction.

Spellcasting. Hissan is a 17th level warlock. His spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks).

Cantrips. (at will): *eldritch blast*, *friends*, *mage hand*, *minor illusion*

1st – 5th level. (4 slots): *armor of Agathys*, *blight*, *blink*, *calm emotions*, *darkness*, *dimension door*, *dominate beast*, *dominate person*, *eyebite*, *faerie fire*, *fly*, *greater invisibility*, *hallucinatory terrain*, *hold monster*, *hypnotic pattern*, *magic circle*, *misty step*, *phantasmal force*, *plane shift*, *plant growth*, *remove curse*, *seeming*, *shatter*, *sleep*, *spider climb*, *true polymorph*

Invocations. (7): *agonizing blast*, *beguiling influence*, *bewitching whispers*, *eldritch sight*, *eldritch spear*, *mask of many faces*, *master of myriad forms*, *misty visions*

Actions

+3 Dagger. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 7 (1d4 + 5) piercing damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Reactions

Beguiling Defenses. He is immune to being charmed, and when another creature attempts to charm him, he can use his reaction to attempt to turn the charm back on that creature. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by him for 1 minute or until the creature takes any damage.

Misty Escape. Can vanish in a puff of mist in response to harm. Use reaction to turn invisible and move 60 ft. Invisible until start of next turn or action. Must rest to reset feature.

NPC Bio

Personality Hissan has a lesson for every situation, drawn from observing nature.

Appearance Lizardfolk male with short black hair and blue eyes. 6' 5" 245 lbs. 29 years old

Characteristics

Ideal. Nature.

Bond. An injury to the unspoiled wilderness is an injury to him.

Flaw. He is slow to trust members of other races, tribes, and societies.

Background

Hissan was an outlander (guide). He has guided adventurers through the swampy terrain of his homeland for many years. This lizardfolk is a powerful warlock and cares deeply about nature.

Equipment

backpack, 3 days of rations, *amulet of health*, *potion of supreme healing*, *sending stones*, hunting trap, tankard, bedroll, tinderbox, cloak, 199pp.

CANDICE SWAN

18th level warlock (The Archfey subclass)
Medium humanoid (human), chaotic neutral

Armor Class 18 (+3 studded leather)

Hit Points 111 (18d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	12 (+1)	18 (+4)	25 (+7)

Saving Throws Wis +10, Cha +13

Skills Acrobatics +9, Deception +13, Nature +10, Performance +13

Senses passive Perception 14

Languages Common, Sylvan

Challenge 12 (8,400 XP)

Dark Delirium. As action, she can choose a creature she can see within 60 feet of her. It must make a DC 21 Wisdom saving throw. On a failed save, it is charmed or frightened by her for 1 minute or until your concentration is broken. This effect ends early if the creature takes any damage. Until this illusion ends, the creature thinks it is lost in a misty realm, the appearance of which she chooses. The creature can see and hear only itself, her, and the illusion. She must rest to reset this feature.

Fey Presence. Can use an action to charm or frighten in a 10ft. cube from her/DC 21 Wisdom save. Must rest to reset feature.

Pact of the Chain. Has a **cat** familiar. Can use an attack to let the familiar attack with its reaction.

Spellcasting. Candice is a 18th level warlock. Her spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks).

Cantrips. (at will): *blade ward*, *eldritch blast*, *friends*, *minor illusion*

1st – 5th level. (4 slots): *armor of Agathys*, *astral projection*, *banishment*, *blink*, *calm emotions*, *darkness*, *dimension door*, *dominate beast*, *dominate person*, *dream*, *faerie fire*, *feeblemind*, *fly*, *forcecage*, *greater invisibility*, *hypnotic pattern*, *magic circle*, *mass suggestion*, *misty step*, *phantasmal force*, *plant growth*, *remove curse*, *scrying*, *seeming*, *shatter*, *sleep*, *spider climb*

Invocations. (8): *agonizing blast*, *beguiling influence*, *bewitching whispers*, *eldritch sight*, *mask of many faces*, *misty visions*, *one with shadows*, *visions of distant realms*

Actions

+3 Dagger. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 8 (1d4 + 6) piercing damage.

Reactions

Beguiling Defenses. She is immune to being charmed, and when another creature attempts to charm her, she can use his reaction to attempt to turn the charm back on that creature. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by her for 1 minute or until the creature takes any damage.

Misty Escape. Can vanish in a puff of mist in response to harm. Use reaction to turn invisible and move 60 ft. Invisible until start of next turn or action. Must rest to reset feature.

NPC Bio

Personality Candice is a hopeless romantic.

Appearance Gorgeous blonde-haired beauty with light blue eyes. 5' 9" 125 lbs. 26 years old

Characteristics

Ideal. Beauty.

Bond. She is deeply connected to the sea.

Flaw. Candice tries to do too much at times.

Background

Candice was an entertainer (actress). She is famous across the land and her beauty rivals that of the gods. In fact, several deities and demi-gods have asked for her hand in marriage.

Equipment

4 days of rations, lute, disguise kit, costume, 23 love letters, bedroll, *perfume of bewitching*¹, *bag of holding*, *cloak of billowing*¹, *ring of evasion*, tinderbox, *diamond earrings*, 545pp.

ARGENAAN

19th level warlock (The Archfey subclass)
Medium humanoid (silver dragonborn), chaotic good

Armor Class 16 (+2 studded leather)
Hit Points 123 (19d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	10 (+0)	11 (+0)	18 (+4)	19 (+4)

Saving Throws Wis +10, Cha +10
Skills Deception +10, History +6, Insight +10, Persuasion +10
Senses passive Perception 14
Languages Common, Draconic, Sylvan
Challenge 12 (8,400 XP)

Breath Weapon 1/day. Cold breath. 17 (5d6) cold damage, DC 14 Constitution saving throw.

Cold Resistance. He has resistance to cold damage.

Dark Delirium. As action, he can choose a creature he can see within 60 feet of him. It must make a DC 18 Wisdom saving throw. On a failed save, it is charmed or frightened by him for 1 minute or until your concentration is broken. This effect ends early if the creature takes any damage. Until this illusion ends, the creature thinks it is lost in a misty realm, the appearance of which he chooses. The creature can see and hear only itself, him, and the illusion. He must rest to reset this feature.

Fey Presence. Can use an action to charm or frighten in a 10ft. cube from him/DC 18 Wisdom save. Must rest to reset feature.

Pact of the Chain. Has a **sprite** familiar. Can use an attack to let the familiar attack with its reaction.

Spellcasting. Argenaan is a 19th level warlock. His spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks).

Cantrips. (at will): *eldritch blast*, *friends*, *minor illusion*, *poison spray*

1st – 5th level. (4 slots): *banishment*, *blight*, *blink*, *calm emotions*, *contact other plane*, *darkness*, *dominate beast*, *dominate person*, *faerie fire*, *fear*, *fly*, *gaseous form*, *greater invisibility*, *hold monster*, *hypnotic pattern*, *magic circle*, *misty step*, *phantasmal force*, *plane shift*, *plant growth*, *power word stun*, *remove curse*, *seeming*, *shatter*, *sleep*, *spider climb*, *true polymorph*, *true seeing*

Invocations. (8): *ascendant step*, *beast speech*, *bewitching whispers*, *eldritch sight*, *eldritch spear*, *master of myriad forms*, *misty visions*, *repelling blast*

Actions

+3 Mace. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage.

Reactions

Beguiling Defenses. He is immune to being charmed, and when another creature attempts to charm him, he can use his reaction

to attempt to turn the charm back on that creature. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by him for 1 minute or until the creature takes any damage.

Misty Escape. Can vanish in a puff of mist in response to harm. Use reaction to turn invisible and move 60 ft. Invisible until start of next turn or action. Must rest to reset feature.

NPC Bio

Personality Argenaan always wants to know how things work and what makes people tick.

Appearance Male silver dragonborn. 6' 3" 225 lbs. 25 years old

Characteristics

Ideal. Freedom.

Bond. One day he'll return to his guild and prove that he is the greatest artisan of them all.

Flaw. No one must ever learn that he once stole money from guild coffers.

Background

Argenaan was a guild artisan (tinker). He used to work as a tinker in a large city. He left that life after robbing his own guild. Now he makes a good living as an adventurer.

Equipment

backpack, 3 days of rations, *tankard of sobriety*¹, *boots of the winterlands*, 3 *potions of speed*, *deck of illusions*, tinker's tools, tankard, bedroll, tinderbox, cloak, 142pp.

EMILY EVE

20th level warlock (The Archfey subclass)
Medium humanoid (human), chaotic neutral

Armor Class 19 (+3 studded leather)

Hit Points 130 (20d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	11 (+0)	12 (+1)	18 (+4)	20 (+5)

Saving Throws Wis +10, Cha +11

Skills History +7, Intimidation +11, Persuasion +11, Religion +10

Senses passive Perception 14

Languages Common, Elvish, Sylvan

Challenge 13 (10,000 XP)

Dark Delirium. As action, she can choose a creature she can see within 60 feet of her. It must make a DC 19 Wisdom saving throw. On a failed save, it is charmed or frightened by her for 1 minute or until your concentration is broken. This effect ends early if the creature takes any damage. Until this illusion ends, the creature thinks it is lost in a misty realm, the appearance of which she chooses. The creature can see and hear only itself, her, and the illusion. She must rest to reset this feature.

Fey Presence. Can use an action to charm or frighten in a 10ft. cube from her/DC 19 Wisdom save. Must rest to reset feature.

Pact of the Chain. Has a **pseudodragon** familiar. Can use an attack to let the familiar attack with its reaction.

Spellcasting. Emily is a 20th level warlock. Her spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks).

Cantrips. (at will): *blade ward*, *eldritch blast*, *friends*, *minor illusion*

1st – 5th level. (4 slots): *armor of Agathys*, *banishment*, *blink*, *calm emotions*, *conjure fey*, *contact other plane*, *darkness*, *dominate beast*, *dominate person*, *dream*, *etherealness*, *faerie fire*, *fly*, *glibness*, *greater invisibility*, *hold monster*, *hypnotic pattern*, *invisibility*, *major image*, *magic circle*, *misty step*, *phantasmal force*, *remove curse*, *seeming*, *shatter*, *sleep*, *spider climb*, *true polymorph*

Invocations. (8): *agonizing blast*, *ascendant step*, *bewitching whispers*, *eldritch sight*, *eldritch spear*, *misty visions*, *otherworldly leap*, *witch sight*

Actions

+3 Dagger. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. Hit: 9 (1d4 + 7) piercing damage.

Reactions

Beguiling Defenses. She is immune to being charmed, and when another creature attempts to charm her, she can use her reaction to attempt to turn the charm back on that creature. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by her for 1 minute or until the creature takes any damage.

Misty Escape. Can vanish in a puff of mist in response to harm. Use reaction to turn invisible and move 60 ft. Invisible until start of next turn or action. Must rest to reset feature.

NPC Bio

Personality Her eloquent flattery makes everyone she talks to feel like the most wonderful and important person in the world.

Appearance Short middle-aged woman with short black hair and blue eyes. 5' 9" 155 lbs. 58 years old

Characteristics

Ideal. Independence.

Bond. She is in love with the heir of a family that her family despises.

Flaw. Emily has an insatiable desire for carnal pleasures.

Background

Emily was a noble. She has always been part of the upper class and has lived a life of luxury. She is a charming individual who knows who to manipulate others.

Equipment

backpack, 4 days of rations, signet ring, set of fine clothes, Three-
Dragon Ante set, tinderbox, *wand of smiles*¹, *potion of speed*,
driftglobe, *cubic gate*, cloak, 29333gp (in manor), 473pp (in
manor), 195pp.

REGAN COLLINS

13th level wizard (War Magic subclass)
Medium humanoid (human), lawful good

Armor Class 12 (16 with *mage armor* and *cloak of protection*)
Hit Points 62 (13d6 + 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	18 (+4)	8 (-1)	7 (-2)

Saving Throws Int +9, Wis +4
Skills Arcana +9, Athletics +6, Intimidation +3, Investigation +9
Senses passive Perception 9
Languages Common, Dwarvish, Elvish
Challenge 8 (3,900 XP)

Arcane Deflection. When he is hit by an attack or he fails a saving throw, he can use his reaction to gain a +2 bonus to his AC against that attack or a +4 bonus to that saving throw.

Durable Magic. While he maintains concentration on a spell, he has a +2 bonus to AC and all saving throws.

Power Surge. He can store 3 power surges. Whenever he finishes a long rest, his number of power surges resets to one. Whenever he successfully ends a spell with *dispel magic* or *counterspell*, he gains one power surge, as he steals magic from the spell he foiled. If he ends a short rest with no power surges, he gains one power surge. Once per turn when he deals damage to a creature or object with a wizard spell, he can spend one power surge to deal an extra 3 force damage to that target.

Spellcasting. Regan is a 13th level wizard. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Regan has the following wizard spells prepared:

Cantrips. (at will): *blade ward*, *fire bolt*, *prestidigitation*, *ray of frost*, *shocking grasp*

1st level. (4 slots): *catapult*, *mage armor*, *magic missile*, *protection from evil and good*, *shield*, *thunderwave*

2nd level. (3 slots): *continual flame*, *scorching ray*, *shatter*

3rd level. (3 slots): *counterspell*, *fireball*, *magic circle*

4th level. (3 slots): *banishment*, *Otiluke's Resilient Sphere*, *polymorph*

5th level. (2 slots): *destructive wave*, *flame strike*

6th level. (1 slot): *disintegrate*

7th level. (1 slot): *delayed blast fireball*

Tactical Wit. He can add +3 to his initiative rolls.

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

NPC Bio

Personality Regan can stare down a hell hound without flinching.

Appearance Middle-aged man with red hair, a long gray beard, and blue eyes. 5' 11" 172 lbs. 46 years old

Characteristics

Ideal. Responsibility.

Bond. His kitchen is his home.

Flaw. Regan would rather eat his armor than admit when he's wrong.

Background

Regan was a soldier (cook). He is a brave, responsible wizard who loves adventuring. He is also a fabulous cook and owns a tavern in his hometown.

Equipment

4 days of rations, spellbook, a set of bone dice, a deck of cards, an insignia of rank, component pouch, 4 darts, *bag of holding*, 2 *potions of superior healing*, *cloak of protection*, *boots of speed*, sack of salt, pot, tinderbox, 4 torches, cloak, 129gp, 96pp.

JAVAK RAZORBLOOD

14th level wizard (School of Enchantment subclass)

Medium humanoid (goliath), chaotic good

Armor Class 12 (16 with *mage armor* and *ring of protection*)

Hit Points 82 (14d6 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+2)	20 (+5)	8 (-1)	9 (-1)

Saving Throws Int +9, Wis +4

Skills Arcana +9, Athletics +7, Insight +4, Perception +4

Senses passive Perception 9

Languages Common, Giant

Challenge 9 (5,000 XP)

Alter Memories. When he casts an enchantment spell, the creature remains unaware it's being charmed. Additionally, once before spell expires, creature must succeed on an Intelligence saving throw or lose up to four hours of memories.

Hypnotic Gaze. He can choose one creature that he can see within 5' of him. If the target can see or hear him, it must succeed on a Wisdom saving throw (DC 15) or be charmed by him until the end of his next turn. The charmed creature's speed drops to 0, and the creature is incapacitated and visibly dazed. On subsequent turns, he can use his action to maintain this effect, extending the duration until the end of his next turn. However, the effect ends if he moves more than 5' away from the creature, or if the creature takes damage. Once the effect ends, or if the creature succeeds on its initial saving throw, he can't use this feature on that creature again until he finishes a long rest.

Instinctive Charm. When a creature he can see within 30' of him makes an attack roll against him, he can use his reaction to divert the attack, provided that another creature is within the attack's range. The attacker must make a Wisdom saving throw (DC 15). On a failed save, the attacker must target the creature that is closest to it, not including him or itself. If multiple creatures are closest, the attacker chooses which one to target. On a successful save, he can't use this feature on the attacker again until he finishes a long rest.

Mountain Born. Javak is acclimated to high altitude, including elevations above 20,000 feet. He's also naturally adapted to cold climates.

Natural Athlete. He has proficiency in the Athletics skill.

Powerful Build. He counts as one size larger when determining his carrying capacity and the weight he can push, drag, or lift.

Spellcasting. Javak is a 12th level wizard. His spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). Javak has the following wizard spells prepared:

Cantrips. (at will): *friends*, *light*, *mage hand*, *minor illusion*, *prestidigitation*

1st level. (4 slots): *charm person*, *mage armor*, *magic missile*, *Tasha's Hideous Laughter*

2nd level. (3 slots): *crown of madness*, *invisibility*, *scorching ray*

3rd level. (3 slots): *fear*, *fireball*, *magic circle*

4th level. (3 slots): *confusion*, *Mordenkainen's Faithful Hound*, *wall of fire*

5th level. (2 slots): *modify memory*, *synaptic static*

6th level. (1 slot): *Otto's Irresistible Dance*

7th level. (1 slot): *power word pain*

Split Enchantment. When he casts an enchantment spell of 1st level or higher that targets only one creature, he can have it target a second creature.

Stone's Endurance. Each undead creature within 30 ft. must make a Wisdom save or be turned for 1 minute.

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

NPC Bio

Personality Javak enjoys sailing into new ports and making new friends over a flagon of ale.

Appearance Massive bald goliath with a long black beard, and brown eyes. 6' 9" 245 lbs. 33 years old

Characteristics

Ideal. Freedom.

Bond. In a harbor town, he has a paramour whose eyes nearly stole him from the sea.

Flaw. Javak will say anything to avoid having to do extra work.

Background

Javak was a sailor. He has made many friends over the years and has an extensive network of loyal contacts. He enjoys adventuring and meeting new people.

Equipment

backpack, 3 days of rations, navigator's tools, 50 feet of silk rope, a rabbit foot, a set of common clothes, spellbook, component pouch, 4 darts, 2 *potions of superior healing*, *ring of protection*, *driftglobe*, cloak, 125gp, 51pp.

ARANNIS ALORO

15th level wizard (School of Transmutation subclass)
Medium humanoid (wood elf), chaotic neutral

Armor Class 12 (16 with *mage armor*)

Hit Points 83 (15d6 + 30)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	15 (+2)	18 (+4)	18 (+4)	16 (+3)

Saving Throws Int +9, Wis +9

Skills Arcana +9, Athletics +4, Insight +9, Investigation +9, Perception +9, Survival +9

Senses darkvision 60 ft., passive Perception 19

Languages Common, Elvish, Goblin, Halfling

Challenge 10 (5,900 XP)

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

Mask of the Wild. Can attempt to hide even when he is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Master Transmuter. Can use an action to consume the reserve of transmuter's stone in a single burst. Major Transformation, Panacea, Restore Life, or Restore Youth.

Minor Alchemy. He can temporarily alter the physical properties of one nonmagical object, changing it from one substance to another. He performs a special alchemical procedure on one object composed entirely of wood, stone (but not a gemstone), iron, copper, or silver, transforming it into a different one of those materials. For each 10 minutes he spends performing the procedure, he can transform up to 1 cubic foot of material. After 1 hour, or until he loses his concentration, the material reverts to its original substance.

Shapechanger. Arannis can cast the *polymorph* spell without expending a spell slot. When he does so, he can target himself and transform into a beast who has a CR of 1 or lower. Resets with a rest, though he can still cast it normally with a spell slot.

Spellcasting. Arannis is a 15th level wizard. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Arannis has the following wizard spells prepared:

Cantrips. (at will): *mage hand*, *mending*, *message*, *prestidigitation*, *shape water*

1st level. (4 slots): *feather fall*, *longstrider*, *mage armor*, *magic missile*

2nd level. (3 slots): *enlarge/reduce*, *knock*, *spider climb*

3rd level. (3 slots): *blink*, *fly*, *gaseous form*

4th level. (3 slots): *fabricate*, *polymorph*, *stone shape*

5th level. (2 slots): *animate objects*, *awaken*

6th level. (1 slot): *move earth*

7th level. (1 slot): *reverse gravity*

8th level. (1 slot): *control weather*

Transmuter's Stone. Can spend eight hours to create a magical stone that can give him or another creature darkvision 60 ft., increase speed 10 ft., proficiency in Constitution saves, or resistance to acid, cold, fire, lightning, or thunder damage.

Actions

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

NPC Bio

Personality Arannis places no stock in wealthy or well-mannered folk.

Appearance Handsome wood elf male with red hair and silver eyes. 5' 5" 95 lbs. 238 years old

Characteristics

Ideal. Nature.

Bond. An injury to the unspoiled wilderness is an injury to him.

Flaw. Arannis is slow to trust members of other races, tribes, and societies.

Background

Arannis was an outlander (exile). He was thrown out of his kingdom for opposing the young elf king. Arannis now lives in a dark forest in a strange land.

Equipment

backpack, 3 days of rations, hunting trap, staff, a set of traveler's clothes, spellbook, component pouch, 4 darts, 2 *potions of superior healing*, *orb of time*¹, *deck of illusions*, cloak, 129gp, 21pp.

PORTIS

16th level wizard (War Magic subclass)
Medium humanoid (human), lawful good

Armor Class 12 (16 with *mage armor* and *cloak of protection*)
Hit Points 84 (16d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	20 (+5)	16 (+3)	14 (+2)

Saving Throws Int +10, Wis +8
Skills Arcana +10, History +10, Insight +8, Investigation +10
Senses passive Perception 13
Languages Common, Dwarvish, Elvish
Challenge 11 (7,200 XP)

Arcane Deflection. When he is hit by an attack or he fails a saving throw, he can use his reaction to gain a +2 bonus to his AC against that attack or a +4 bonus to that saving throw.

Durable Magic. While he maintains concentration on a spell, he has a +2 bonus to AC and all saving throws.

Deflecting Shroud. When he uses his Arcane Deflection feature, he can cause magical energy to arc from him. Up to three creatures of his choice that he can see within 60 feet of him each take 8 force damage.

Power Surge. Portis can store 3 power surges. Whenever he finishes a long rest, his number of power surges resets to one. Whenever he successfully ends a spell with *dispel magic* or *counterspell*, he gains one power surge, as he steals magic from the spell he foiled. If he ends a short rest with no power surges, he gains one power surge. Once per turn when he deals damage to a creature or object with a wizard spell, he can spend one power surge to deal an extra 3 force damage to that target.

Spellcasting. Portis is a 16th level wizard. His spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). Portis has the following wizard spells prepared:

Cantrips. (at will): *blade ward*, *dancing lights*, *light*, *mage hand*, *prestidigitation*

1st level. (4 slots): *catapult*, *mage armor*, *magic missile*, *shield*, *thunderwave*

2nd level. (3 slots): *arcane lock*, *continual flame*, *scorching ray*

3rd level. (3 slots): *counterspell*, *fireball*, *magic circle*

4th level. (3 slots): *banishment*, *ice storm*, *fire shield*

5th level. (2 slots): *Bigby's Hand*, *cone of cold*

6th level. (1 slot): *disintegrate*

7th level. (1 slot): *delayed blast fireball*

8th level. (1 slot): *sunburst*

Tactical Wit. He can add +3 to his initiative rolls.

Actions

+2 Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

NPC Bio

Personality Portis loves a good mystery.

Appearance Middle-aged man with black hair, a long gray beard, and blue eyes. 5' 9" 175 lbs. 46 years old

Characteristics

Ideal. No Limits.

Bond. His life's work is a series of tomes related to alchemy.

Flaw. Portis overlooks obvious solutions in favor of complicated ones.

Background

Portis was a sage (alchemist). He has brewed potions all of his life. These days he runs a large alchemy store in a bustling city. Portis often leaves on adventures to gather new ingredients for his potion making.

Equipment

backpack, 3 days of rations, spellbook, component pouch, 4 darts, 2 *potions of superior healing*, *amulet of health*, *jug of alchemy*, *ring of spell storing*, cloak, 167gp, 101pp.

DOBBIN REDRIVER

17th level wizard (School of Abjuration subclass)
Small humanoid (lightfoot halfling), lawful good

Armor Class 12 (16 with *mage armor* and *cloak of protection*)
Hit Points 91 (17d6 + 17)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	20 (+5)	14 (+2)	11 (+0)

Saving Throws Int +11, Wis +8
Skills Arcana +11, Athletics +7, Insight +8, Survival +8
Senses passive Perception 12
Languages Common, Halfling, Gnomish
Challenge 11 (7,200 XP)

Arcane Ward. Dobbin can cast an abjuration spell of 1st level or higher, and simultaneously use a strand of the spell's magic to create a magical ward on himself that lasts until he finishes a long rest. The ward has 20 hit points. Whenever he takes damage, the ward takes the damage instead. If the damage reduces the ward to 0 hit points, he takes any remaining damage. While the ward has 0 hit points, it can't absorb damage, but its magic remains. Whenever he casts an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell. Once he creates the ward, he can't create it again until he finishes a long rest.

Brave. Advantage on saves against being frightened.

Halfling Nimbleness. Can move through the space of any creature that is larger.

Improved Abjuration. When he casts an abjuration spell that requires him to make an ability check as a part of casting that spell, he adds +4 to that ability check.

Lucky. Can reroll any 1s.

Naturally Stealthy. Can attempt to hide even when only obscured by a creature that is at least one size larger.

Projected Ward. When a creature that he can see within 30' of him takes damage, he can use his reaction to cause his Arcane Ward to absorb that damage. If this damage reduces the ward to 0 hit points, the warded creature takes any remaining damage.

Spellcasting. Dobbin is a 17th level wizard. His spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). Dobbin has the following wizard spells prepared:

Cantrips. (at will): *blade ward*, *dancing lights*, *light*, *mending*, *prestidigitation*

1st level. (4 slots): *alarm*, *mage armor*, *magic missile*, *shield*

2nd level. (3 slots): *arcane lock*, *invisibility*, *scorching ray*

3rd level. (3 slots): *counterspell*, *dispel magic*, *nondetection*

4th level. (3 slots): *banishment*, *Mordenkainen's Private Sanctum*, *stoneskin*

5th level. (2 slots): *Bigby's Hand*, *planar binding*

6th level. (1 slot): *primordial ward*

7th level. (1 slot): *symbol*

8th level. (1 slot): *antimagic field*

9th level. (1 slot): *invulnerability*

Spell Resistance. He has advantage on saving throws against spells. Furthermore, he has resistance against the damage of spells.

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

NPC Bio

Personality Dobbin is always picking things up, absently fiddling with them, and sometimes accidentally breaking them.

Appearance Halfling male with brown hair and blue eyes. 3' 4" 35 lbs. 29 years old

Characteristics

Ideal. Honor.

Bond. His family is the most important thing in his life.

Flaw. Dobbin is too enamored of mead.

Background

Dobbin was an outlander (hunter). He grew up living a simple life in a small village. Dobbin is a curious fellow and an eager student of life.

Equipment

backpack, 3 days of rations, hunting trap, lute, staff, spellbook, component pouch, *ring of evasion*, *cloak of protection*, *cubic gate*, 103gp, 78pp.

BORADIN GRAYBEARD

18th level wizard (School of Transmutation subclass)
Medium humanoid (mountain dwarf), lawful neutral

Armor Class 12 (16 with *mage armor*)

Hit Points 92 (18d6 + 36)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (-1)	14 (+2)	20 (+5)	18 (+4)	6 (-2)

Saving Throws Int +11, Wis +10

Skills Arcana +11, Investigation +11, Medicine +10, Religion +11

Senses darkvision 60 ft., passive Perception 14

Languages Common, Dwarvish

Challenge 12 (8,400 XP)

Dwarven Resilience. He has advantage on saves against poison, and resistance against poison damage.

Master Transmuter. Can use an action to consume the reserve of transmuter's stone in a single burst. Major Transformation, Panacea, Restore Life, or Restore Youth.

Minor Alchemy. He can temporarily alter the physical properties of one nonmagical object, changing it from one substance to another. He performs a special alchemical procedure on one object composed entirely of wood, stone (but not a gemstone), iron, copper, or silver, transforming it into a different one of those materials. For each 10 minutes he spends performing the procedure, he can transform up to 1 cubic foot of material. After 1 hour, or until he loses his concentration, the material reverts to its original substance.

Shapechanger. He can cast the *polymorph* spell without expending a spell slot. When he does so, he can target himself and transform into a beast who has a CR of 1 or lower. Resets with a rest, though he can still cast it normally with a spell slot.

Spellcasting. Boradin is a 18th level wizard. His spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). Boradin has the following wizard spells prepared:

Cantrips. (at will): *dancing lights*, *light*, *mage hand*, *prestidigitation*, *shape water*

1st level. (4 slots): *expeditious retreat*, *longstrider*, *mage armor*, *magic missile*

2nd level. (3 slots): *knock*, *levitate*, *rope trick*

3rd level. (3 slots): *blink*, *gaseous form*, *haste*

4th level. (3 slots): *fabricate*, *polymorph*, *stone shape*

5th level. (3 slots): *animate objects*, *telekinesis*, *transmute rock*

6th level. (1 slot): *Tenser's Transformation*

7th level. (1 slot): *reverse gravity*

8th level. (1 slot): *glibness*

9th level. (1 slot): *true polymorph*

Transmuter's Stone. Can spend eight hours to create a magical stone that can gives him or another creature darkvision 60 ft.,

increase speed 10 ft., proficiency in Constitution saves, or resistance to acid, cold, fire, lightning, or thunder damage.

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

NPC Bio

Personality Boradin has been isolated for so long that he rarely speaks, preferring gestures and the occasional grunt.

Appearance Dwarf male with black hair, a tidy black beard, and blue eyes. 3' 9" 145 lbs. 146 years old

Characteristics

Ideal. Logic.

Bond. Should his discovery come to light, it could bring ruin to the world.

Flaw. Boradin is dogmatic in his thoughts and philosophy.

Background

Boradin was a hermit. He has an abrasive, stubborn personality. He doesn't get along well with others and has a bad reputation. This dwarf is mainly interested in a hiding an incredible discovery he made recently.

Equipment

backpack, 3 days of rations, herbalism kit, scroll case, spellbook, component pouch, *elixir of health*, *potion of supreme healing*, *ring of feather falling*, cloak, 88gp, 207pp.

SAMANTHA THE SEER

19th level wizard (School of Conjuration subclass)
Medium humanoid (human), lawful good

Armor Class 12 (16 with *mage armor*)
Hit Points 93 (19d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	10 (+0)	20 (+5)	12 (+1)	16 (+3)

Saving Throws Int +11, Wis +7

Skills Animal Handling +7, Arcana +11, Insight +7, Persuasion +9, Survival +7

Senses passive Perception 14

Languages Common, Celestial, Elvish

Challenge 12 (8,400 XP)

Benign Transposition. Samantha can use her action to teleport up to 30' to an unoccupied space that she can see. Alternatively, she can choose a space within range that is occupied by a Small or Medium creature. If that creature is willing, they both teleport, swapping places. One she uses this feature, she can't use it again until she finishes a long rest or she casts a conjuration spell of 1st level or higher.

Durable Summons. Any creature that she summons or creates with a conjuration spell has 30 temporary hit points.

Focused Concentration. While she is concentrating on a conjuration spell, her concentration can't be broken as a result of taking damage.

Minor Conjuration. She can use her action to conjure up an inanimate object in her hand or on the ground in an unoccupied space that she can see within 10' of her. This object can be no larger than 3 feet on a side and weigh no more than 10 pounds, and its form must be that of a nonmagical object that she has seen. The object is visibly magical, radiating dim light out to 5'. The object disappears after 1 hour, when she uses this feature again, or if it takes any damage.

Spellcasting. Samantha is a 19th level wizard. Her spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). Samantha has the following wizard spells prepared:

Cantrips. (at will): *fire bolt*, *light*, *mage hand*, *poison spray*, *shape water*

1st level. (4 slots): *catapult*, *detect magic*, *feather fall*, *find familiar*, *mage armor*, *Tenser's Floating Disk*

2nd level. (3 slots): *flaming sphere*, *scorching ray*, *web*

3rd level. (3 slots): *fireball*, *sleet storm*, *stinking cloud*

4th level. (3 slots): *conjure minor elementals*, *dimension door*, *Leomund's Secret Chest*

5th level. (3 slots): *cloudkill*, *conjure elemental*, *teleportation circle*

6th level. (2 slots): *conjure fey*, *wall of thorns*

7th level. (1 slot): *Mordenkainen's Magnificent Mansion*

8th level. (1 slot): *maze*

9th level. (1 slot): *gate*

Transmuter's Stone. Can spend eight hours to create a magical stone that can gives her or another creature darkvision 60 ft., increase speed 10 ft., proficiency in Constitution saves, or resistance to acid, cold, fire, lightning, or thunder damage.

Actions

+3 Dagger. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 7 (1d4 + 5) piercing damage.

NPC Bio

Personality Samantha is confident in her own abilities and do what she can to instill confidence in others.

Appearance Beautiful young woman with medium-length long blonde hair and blue eyes. 5' 8" 115 lbs. 27 years old

Characteristics

Ideal. Fairness.

Bond. She would do anything for her family.

Flaw. The powerful tyrant who rules a neighbouring kingdom will stop at nothing to see her killed.

Background

Samantha was a folk hero. She had a vision of a coming flood and saved hundreds of people. Her legend has grown and she is known across the land as a truth teller. Samantha gives almost all her gold to her family and lives in a small hut.

Equipment

backpack, 4 days of rations, cartographer's tools, bottle of ink, quill, 7 pieces of parchment, *wand of magic missiles*, *ring of spell storing*, 4 *potions of supreme healing*, spellbook, component pouch, cloak, 23pp.

GOSBALOR

20th level wizard (School of Transmutation subclass)
Medium humanoid (human), chaotic neutral

Armor Class 12 (16 with *mage armor* and *ring of protection*)
Hit Points 95 (20d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	11 (+0)	20 (+5)	14 (+2)	16 (+3)

Saving Throws Int +11, Wis +8
Skills Arcana +11, Insight +8, Sleight of Hand +8, Stealth +8
Senses passive Perception 12
Languages Common, Dwarvish, Elvish, Goblin
Challenge 13 (10,000 XP)

Master Transmuter. Can use an action to consume the reserve of transmuter's stone in a single burst. Major Transformation, Panacea, Restore Life, or Restore Youth.

Minor Alchemy. He can temporarily alter the physical properties of one nonmagical object, changing it from one substance to another. He performs a special alchemical procedure on one object composed entirely of wood, stone (but not a gemstone), iron, copper, or silver, transforming it into a different one of those materials. For each 10 minutes he spends performing the procedure, he can transform up to 1 cubic foot of material. After 1 hour, or until he loses his concentration, the material reverts to its original substance.

Shapechanger. He can cast the *polymorph* spell without expending a spell slot. When he does so, he can target himself and transform into a beast who has a CR of 1 or lower. Resets with a rest, though he can still cast it normally with a spell slot.

Spellcasting. Gosbador is a 20th level wizard. His spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). Gosbador has the following wizard spells prepared:

Cantrips. (at will): *light*, *mending*, *message*, *prestidigitation*, *shape water*

1st level. (4 slots): *expeditious retreat*, *feather fall*, *find familiar*, *mage armor*

2nd level. (3 slots): *enlarge/reduce*, *scorching ray*, *spider climb*

3rd level. (3 slots): *blink*, *counterspell*, *gaseous form*

4th level. (3 slots): *fabricate*, *polymorph*, *stone shape*

5th level. (3 slots): *animate objects*, *passwall*, *telekinesis*

6th level. (2 slots): *create homunculus*, *disintegrate*

7th level. (2 slots): *etherealness*, *regenerate*

8th level. (1 slot): *control weather*

9th level. (1 slot): *mass polymorph*

Transmuter's Stone. Can spend eight hours to create a magical stone that can give him or another creature darkvision 60 ft., increase speed 10 ft., proficiency in Constitution saves, or resistance to acid, cold, fire, lightning, or thunder damage.

Actions

+3 Dagger. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 7 (1d4 + 5) piercing damage.

NPC Bio

Personality Gosbador is a grumpy, disillusioned old man.

Appearance Skinny, old man with gray hair, a long gray beard, and striking green eyes. 6' 4" 156 lbs. 61 years old

Characteristics

Ideal. Freedom.

Bond. He owes a debt he can never repay to the person who took pity on him.

Flaw. Gosbador will never fully trust anyone other than myself.

Background

Gosbador was an urchin. He has risen from the slums to become the greatest wizard in the land! However, he is not a happy individual and is extremely unpredictable. Considering how much power he has, this isn't a great combination.

Equipment

backpack, 3 days of rations, disguise kit, thieves' tools, small knife, spellbook, component pouch, *staff of the arch magi*, 3 *potions of speed*, *sending stones*, *ring of protection*, *cloak of billowing*¹, 45989gp (in castle), 190pp.





VAUGOTH HORNSMASHER

13th level barbarian (Path of the Ancestral Guardian subclass)
Medium humanoid (goliath), chaotic evil

Armor Class 15

Hit Points 126 (13d12 + 52)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (+0)	14 (+2)	10 (+0)

Saving Throws Str +9, Con +9

Skills Animal Handling +7, Athletics +9, Nature +7, Survival +7

Senses passive Perception 12

Languages Common, Giant

Challenge 8 (3,900 XP)

Ancestral Protectors. Vaugoth has spectral warriors appear when he rages. The first creature he hits with an attack on his turn becomes the target of the warriors, which hinder its attacks. Until the start of his next turn, that target has disadvantage on any attack roll that isn't against him, and when the target hits a creature other than him with an attack, that creature has resistance to the damage dealt by the attack. This effect on the target ends if his rage ends.

Brutal Critical. Can roll two additional weapon damage dice when determining the extra damage for a critical hit with a melee attack.

Consult the Spirits. He can cast the *augury* or *clairvoyance* spell, without using a spell slot or material components. This use of *clairvoyance* invisibly summons one of his ancestral spirits to the location. Wisdom is his spellcasting ability. After he casts either spell in this way, he must finish a short or long rest to use again.

Danger Sense. Vaugoth has advantage on Dexterity saving throws against effects he can see, such as traps and spells.

Feral Instinct. Advantage on initiative rolls.

Mountain Born. Vaugoth is acclimated to high altitude, including elevations above 20,000 feet. He's also naturally adapted to cold climates.

Natural Athlete. He has proficiency in the Athletics skill.

Powerful Build. He counts as one size larger when determining his carrying capacity and the weight he can push, drag, or lift.

Rage. 5/day. Vaugoth has advantage on Strength checks and Strength saves, +3 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage.

Reckless Attack. Vaugoth can make a melee attack with advantage on the first turn of an attack but attack rolls against him have advantage until his next turn.

Relentless Rage. If he drops to 0 hit points while he is raging and doesn't die outright, he can make a DC10 Constitution saving throw. If he succeeds, he drops to 1 hit point instead. Each time he uses this feature after the first, the DC increases by 5. When he finishes a short or long rest, the DC resets to 10.

Spirit Shield. If he is raging and another creature he can see within 30 ft. of him takes damage, he can use his reaction to reduce that damage by 3d6.

Stone's Endurance. He can focus himself to occasionally shrug off injury. When he takes damage, he can use his reaction to roll a d12. He then reduces the damage by that amount. After he uses this trait, he can't use it again until he finishes a short or long rest.

Vengeful Ancestors. When he uses his Spirit Shield to reduce the damage of an attack, the attacker takes an amount of damage equal to the damage that his Spirit Shield prevents.

Actions

Multiattack. Vaugoth makes two melee attacks or two ranged attacks.

+2 Greatsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

NPC Bio

Personality Vaugoth is a loud, abrasive individual.

Appearance Massive, powerfully-built bald goliath with large black tattoos on his face. 8' 340 lbs. 26 years old

Characteristics

Ideal. Might.

Bond. He never lets his sword out of his sight.

Flaw. Vaugoth can't control his temper or his tongue.

Background

Vaugoth was an outlander (exile). He is a dangerous warrior that embodies chaos and evil. He lives in a small keep in the hills. This goliath has a small army with numerous **veterans** and **bandits**.

Equipment

backpack, 5 days of rations, hunting trap, manacles, drum, quiver, 18 +2 arrows, bag of holding, ring of animal influence, manual of bodily health, cloak, 129gp.

Mount

warhorse

BALKAN

14th level barbarian (Path of the Berserker subclass)

Medium humanoid (human), neutral evil

Armor Class 13

Hit Points 137 (14d12 + 42)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	10 (+0)	14 (+2)	6 (-2)

Saving Throws Str +9, Con +8

Skills Medicine +7, Nature +7, Religion +5, Survival +7

Senses passive Perception 12

Languages Common

Challenge 9 (5,000 XP)

Brutal Critical. Can roll two additional weapon damage dice when determining the extra damage for a critical hit with a melee attack.

Danger Sense. Balkan has advantage on Dexterity saving throws against effects he can see, such as traps and spells.

Feral Instinct. Advantage on initiative rolls.

Frenzy. Goes into a frenzy when raging. Can make a single melee weapon attack as a bonus action on each of his turns after this one. Suffers one level of exhaustion when the rage ends.

Intimidating Presence. He can choose one creature that he can see within 30 ft. to frighten. If the creature can see or hear him, it must succeed on a DC14 Wisdom saving throw, or be frightened of him until the end of his next turn. On subsequent turns, he can use an action to extend the duration until the end of his next turn. This effect ends if the creature ends its turn out of line sight or more than 60 ft. away from him. If the creature succeeds on the saving throw, he can't use this feature on them for 24 hrs.

Mindless Rage. He can't be charmed or frightened when he enters his rage, any previous effects are suspended for the rage.

Rage. 5/day. Balkan has advantage on Strength checks and Strength saves, +3 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage.

Reckless Attack. Balkan can make a melee attack with advantage on the first turn of an attack but attack rolls against him have advantage until his next turn.

Relentless Rage. If he drops to 0 hit points while he is raging and doesn't die outright, he can make a DC10 Constitution saving throw. If he succeeds, he drops to 1 hit point instead. Each time he uses this feature after the first, the DC increases by 5. When he finishes a short or long rest, the DC resets to 10.

Retaliation. When he takes damage from a creature that is within 5 ft. of him, he can use his reaction to make a melee weapon attack against that creature.

Stone's Endurance. He can focus himself to occasionally shrug off injury. When he takes damage, he can use his reaction to roll a d12. He then reduces the damage by that amount. After he uses

this trait, he can't use it again until he finishes a short or long rest.

Actions

Multiattack. Balkan makes two melee attacks or two ranged attacks.

+2 Greataxe. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 12 (1d12 + 6) slashing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. Hit: 3 (1d6) piercing damage.

NPC Bio

Personality Balkan often gets lost in his own thoughts and contemplation, becoming oblivious to his surroundings.

Appearance Muscular man with curly brown hair and blue eyes. 6' 3" 223 lbs. 29 years old

Characteristics

Ideal. Power.

Bond. He entered seclusion to hide from his family.

Flaw. Balkan is dogmatic in his thoughts and philosophy.

Background

Balkan was a hermit. He had to hide for many years from his family. He had looted the family treasury and fled to a far away land. Once there he lived by himself in solitude. Balkan is still on the run.

Equipment

backpack, 5 days of rations, herbalism kit, tinderbox, bedroll, quiver, 18 +2 arrows, dread helm¹, folding boat, alchemy jug, cloak, 175gp.

Mount

riding horse

DORN

15th level barbarian (Path of the Berserker subclass)
Medium humanoid (half-orc), chaotic evil

Armor Class 14

Hit Points 169 (15d12 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	14 (+2)	11 (+0)	10 (+0)

Saving Throws Str +10, Con +8

Skills Athletics +10, Deception +5, Intimidation +5, Stealth +6, Survival +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 10 (5,900 XP)

Brutal Critical. Can roll two additional weapon damage dice when determining the extra damage for a critical hit with a melee attack.

Danger Sense. Dorn has advantage on Dexterity saving throws against effects he can see, such as traps and spells.

Feral Instinct. Advantage on initiative rolls.

Frenzy. Goes into a frenzy when raging. Can make a single melee weapon attack as a bonus action on each of her turns after this one. Suffers one level of exhaustion when the rage ends.

Intimidating Presence. He can choose one creature that he can see within 30 ft. to frighten. If the creature can see or hear him, it must succeed on a DC14 Wisdom saving throw, or be frightened of him until the end of his next turn. On subsequent turns, he can use an action to extend the duration until the end of his next turn. This effect ends if the creature ends its turn out of line sight or more than 60 ft. away from him. If the creature succeeds on the saving throw, he can't use this feature on them for 24 hrs.

Mindless Rage. Dorn can't be charmed or frightened when he enters his rage, any previous effects are suspended for the rage.

Rage. 5/day. Dorn has advantage on Strength checks and Strength saves, +3 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage. Rage only ends if he falls unconscious or if he chooses to end it.

Reckless Attack. He can make a melee attack with advantage on the first turn of an attack but attack rolls against him have advantage until his next turn.

Relentless Endurance. When he 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.

Relentless Rage. If he drops to 0 hit points while he is raging and doesn't die outright, he can make a DC10 Constitution saving throw. If he succeeds, he drops to 1 hit point instead. Each time he uses this feature after the first, the DC increases by 5. When he finishes a short or long rest, the DC resets to 10.

Retaliation. When he takes damage from a creature that is within 5 ft. of him, he can use his reaction to make a melee weapon attack against that creature.

Savage Attacks. When he scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Stone's Endurance. He can focus himself to occasionally shrug off injury. When he takes damage, he can use his reaction to roll a d12. He then reduces the damage by that amount. After he uses this trait, he can't use it again until he finishes a short or long rest.

Actions

Multiattack. Dorn makes two melee attacks or one ranged attack.

+2 Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

NPC Bio

Personality Dorn is always calm, no matter what the situation.

Appearance Tall, muscular half-orc male with long brown hair and brown eyes. 6' 6" 236 lbs. 24 years old

Characteristics

Ideal. Might.

Bond. He uses his ill-gotten gains to support his large family.

Flaw. Dorn has a 'tell' that reveals when he is lying.

Background

Dorn was a criminal (enforcer). He takes his time and then takes what he wants. He has put together a dangerous gang. This notorious group includes two human fighters, a half-orc monk, and two gnome thieves.

Equipment

backpack, 5 days of rations, thieves' tools, set of dice, crowbar, set of dark common clothes including a hood, crossbow bolt case, 12 +2 crossbow bolts, rope of climbing, ring of free action, cloak, 252gp.

Mount

worg

VICTORIA OF THE BEASTS

16th level barbarian (Path of the Totem Warrior subclass)

Medium humanoid (human), neutral evil

Armor Class 16 (with *ring of protection*)

Hit Points 187 (16d12 + 64)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	8 (-1)	6 (-3)	19 (+4)

Saving Throws Str +10, Con +10 (with *ring of protection*)

Skills Athletics +10, Intimidation +9, Nature +2, Survival +2

Senses passive Perception 7

Languages Common

Challenge 11 (7,200 XP)

Aspect of the Beast (Bear). Her carrying capacity is doubled, and she has advantage on Strength checks made to push, pull, lift, or break objects.

Brutal Critical. Can roll two additional weapon damage dice when determining the extra damage for a critical hit with a melee attack.

Danger Sense. Victoria has advantage on Dexterity saving throws against effects she can see, such as traps and spells.

Feral Instinct. Advantage on initiative rolls.

Rage. 5/day. Victoria has advantage on Strength checks and Strength saves, +4 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage. Rage only ends if she falls unconscious or if she chooses to end it.

Reckless Attack. She can make a melee attack with advantage on the first turn of an attack but attack rolls against her have advantage until her next turn.

Relentless Rage. If she drops to 0 hit points while she is raging and doesn't die outright, she can make a DC10 Constitution saving throw. If she succeeds, she drops to 1 hit point instead. Each time she uses this feature after the first, the DC increases by 5. When she finishes a short or long rest, the DC resets to 10.

Spirit Seeker. She has the ability to cast the *beast speak* and *speak with animals* spells, but only as rituals.

Spirit Walker. She can cast the *commune with nature* spell, but only as a ritual. When she does so, a spiritual version of a bear appears to her to convey the information she seeks.

Totem Spirit (Bear). While she is raging, she has resistance to all damage except psychic damage.

Totemic Attunement (Bear). While she is raging, any creature within 5 feet of her that's hostile to her has disadvantage on attack rolls against targets other than her or another character with this feature. An enemy is immune to this effect if it can't see or hear her or if it can't be frightened.

Actions

Multiattack. Victoria makes two melee attacks or two ranged attacks.

+3 Greatsword. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

NPC Bio

Personality Victoria is an aggressive, extroverted individual.

Appearance Curvaceous, athletic woman with medium length blonde hair and light-blue eyes. 5' 6" 115 lbs. 28 years old

Characteristics

Ideal. Might.

Bond. She is surrounded by loyal henchmen.

Flaw. Victoria obsesses over her looks. She's very jealous of any other women she finds attractive.

Background

Victoria was an outlander (exile). She is a beautiful woman who takes whatever she can get. This barbarian is incredibly strong and fit. She has a large country estate and is guarded by several **bandit captains** and many **bandits**.

Equipment

backpack, 5 days of rations, hunting trap, tinderbox, bedroll, 50 ft. rope, quiver, 18 +2 arrows, *ring of protection*, *potion of fire breath*, *necklace of adaptation*, cloak, 12099gp (in estate), 101pp.

Mount

riding horse

RED DONJA

17th level barbarian (Path of the Berserker subclass)

Medium humanoid (human), chaotic evil

Armor Class 16

Hit Points 199 (17d12 + 68)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	9 (-1)	14 (+2)	18 (+4)

Saving Throws Str +11, Con +10

Skills Athletics +11, Intimidation +10, Sleight of Hand +8, Stealth +8

Senses passive Perception 12

Languages Common

Challenge 11 (7,200 XP)

Brutal Critical. Can roll three additional weapon damage dice when determining the extra damage for a critical hit with a melee attack.

Danger Sense. Red Donja has advantage on Dexterity saving throws against effects she can see, such as traps and spells.

Feral Instinct. Advantage on initiative rolls.

Frenzy. Goes into a frenzy when raging. Can make a single melee weapon attack as a bonus action on each of her turns after this one. Suffers one level of exhaustion when the rage ends.

Intimidating Presence. She can choose one creature that she can see within 30 ft. to frighten. If the creature can see or hear her, it must succeed on a DC14 Wisdom saving throw, or be frightened of her until the end of her next turn. On subsequent turns, she can use an action to extend the duration until the end of his next turn. This effect ends if the creature ends its turn out of line sight or more than 60 ft. away from her. If the creature succeeds on the saving throw, she can't use this feature on them for 24 hrs.

Mindless Rage. She can't be charmed or frightened when she enters her rage, any previous effects are suspended for the rage.

Rage. 6/day. Red Donja has advantage on Strength checks and Strength saves, +4 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage. Rage only ends if she falls unconscious or if she chooses to end it.

Reckless Attack. She can make a melee attack with advantage on the first turn of an attack but attack rolls against her have advantage until her next turn.

Relentless Rage. If he drops to 0 hit points while he is raging and doesn't die outright, he can make a DC10 Constitution saving throw. If he succeeds, he drops to 1 hit point instead. Each time he uses this feature after the first, the DC increases by 5. When he finishes a short or long rest, the DC resets to 10.

Retaliation. When she takes damage from a creature that is within 5 ft. of her, she can use her reaction to make a melee weapon attack against that creature.

Actions

Multiattack. Red Donja makes two melee attacks or two ranged attacks.

+1 Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

NPC Bio

Personality Red Donja is an angry, wild individual.

Appearance Tall, muscular red-haired woman with blue eyes. 6' 2" 161 lbs. 27 years old

Characteristics

Ideal. Might.

Bond. She will lay down her life for those she fights alongside.

Flaw. Red Donja can't control her temper or her tongue.

Background

Red Donja was an urchin. She escaped her life of poverty by fighting her way out of the slums. Red Donja is a warrior that dominates every battle she is in. She lives in an old castle in the mountains.

Equipment

backpack, 4 days of rations, disguise kit, thieves' tools, small knife, quiver, 15 +3 arrows, 6 +3 spears, 3 potions of greater healing, periapt of health, horseshoes of speed, quiver of Ehlonna, tinderbox, bedroll, cloak, 169pp.

Mount

riding horse

RANGRIM EVERSARP

18th level barbarian (Path of the Berserker subclass)
Medium humanoid (mountain dwarf), chaotic evil

Armor Class 14

Hit Points 219 (18d12 + 54)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	14 (+2)	16 (+3)	10 (+0)

Saving Throws Str +11, Con +9

Skills Insight +9, Nature +9, Religion +8, Survival +9

Senses darkvision 60 ft., passive Perception 13

Languages Common, Dwarvish

Challenge 12 (8,400 XP)

Brutal Critical. Can roll three additional weapon damage dice when determining the extra damage for a critical hit with a melee attack.

Danger Sense. Rangrim has advantage on Dexterity saving throws against effects he can see, such as traps and spells.

Dwarven Resilience. He has advantage on saves against poison, and resistance against poison damage.

Feral Instinct. Advantage on initiative rolls.

Frenzy. Goes into a frenzy when raging. Can make a single melee weapon attack as a bonus action on each of her turns after this one. Suffers one level of exhaustion when the rage ends.

Indomitable Might. Strength checks equal Strength score or higher.

Intimidating Presence. He can choose one creature that he can see within 30 ft. to frighten. If the creature can see or hear him, it must succeed on a DC14 Wisdom saving throw, or be frightened of him until the end of his next turn. On subsequent turns, he can use an action to extend the duration until the end of his next turn. This effect ends if the creature ends its turn out of line sight or more than 60 ft. away from him. If the creature succeeds on the saving throw, he can't use this feature on them for 24 hrs.

Mindless Rage. He can't be charmed or frightened when he enters his rage, any previous effects are suspended for the rage.

Rage. 6/day. He has advantage on Strength checks and Strength saves, +4 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage. Rage only ends if he falls unconscious or if he chooses to end it.

Reckless Attack. He can make a melee attack with advantage on the first turn of an attack but attack rolls against him have advantage until his next turn.

Relentless Rage. If he drops to 0 hit points while he is raging and doesn't die outright, he can make a DC10 Constitution saving throw. If he succeeds, he drops to 1 hit point instead. Each time he uses this feature after the first, the DC increases by 5. When he finishes a short or long rest, the DC resets to 10.

Retaliation. When he takes damage from a creature that is within 5 ft. of him, he can use his reaction to make a melee weapon attack against that creature.

Actions

Multiattack. Rangrim makes two melee attacks or one ranged attack.

+2 Warhammer. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. Hit: 12 (1d10 + 7) bludgeoning damage.

+2 Light Crossbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

NPC Bio

Personality Rangrim is a crazed, impulsive warrior.

Appearance Bald dwarf male with strange black tattoos on his face. 4' 2" 140 lbs. 229 years old

Characteristics

Ideal. Power.

Bond. He feels close to the land.

Flaw. Rangrim can't control his temper or his tongue.

Background

Rangrim was an acolyte. He worships an evil god of war. Rangrim is constantly getting into conflicts, and he usually comes out on top. This dwarf lives in a keep in a beautiful valley. He has a small army of evil dwarves at his command.

Equipment

backpack, 5 days of rations, holy symbol, prayer book, 5 sticks of incense, vestments, a set of common clothes, crossbow bolt case, 18 +2 bolts, bag of beans, orb of time¹, ring of swimming, sending stones, cloak, 214gp.

TAVIS THE TREE

19th level barbarian (Path of the Berserker subclass)

Medium humanoid (human), neutral evil

Armor Class 17

Hit Points 244 (19d12 + 76)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	19 (+4)	5 (-3)	7 (-2)	11 (+0)

Saving Throws Str +11, Con +10

Skills Deception +6, Nature +4, Stealth +9, Survival +4

Senses passive Perception 8

Languages Common

Challenge 12 (8,400 XP)

Brutal Critical. Can roll three additional weapon damage dice when determining the extra damage for a critical hit with a melee attack.

Danger Sense. Tavis has advantage on Dexterity saving throws against effects he can see, such as traps and spells.

Feral Instinct. Advantage on initiative rolls.

Frenzy. Goes into a frenzy when raging. Can make a single melee weapon attack as a bonus action on each of his turns after this one. Suffers one level of exhaustion when the rage ends.

Indomitable Might. Strength checks equal Strength score or higher.

Intimidating Presence. He can choose one creature that he can see within 30 ft. to frighten. If the creature can see or hear him, it must succeed on a DC14 Wisdom saving throw, or be frightened of him until the end of his next turn. On subsequent turns, he can use an action to extend the duration until the end of his next turn. This effect ends if the creature ends its turn out of line sight or more than 60 ft. away from him. If the creature succeeds on the saving throw, he can't use this feature on them for 24 hrs.

Mindless Rage. Tavis can't be charmed or frightened when he enters his rage, any previous effects are suspended for the rage.

Rage. 6/day. Tavis has advantage on Strength checks and Strength saves, +4 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage. Rage only ends if he falls unconscious or if he chooses to end it.

Reckless Attack. Tavis can make a melee attack with advantage on the first turn of an attack but attack rolls against him have advantage until his next turn.

Relentless Rage. If he drops to 0 hit points while he is raging and doesn't die outright, he can make a DC10 Constitution saving throw. If he succeeds, he drops to 1 hit point instead. Each time he uses this feature after the first, the DC increases by 5. When he finishes a short or long rest, the DC resets to 10.

Retaliation. When he takes damage from a creature that is within 5 ft. of him, he can use his reaction to make a melee weapon attack against that creature.

Actions

Multiattack. Tavis makes two melee attacks or two ranged attacks.

+2 Greatsword. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage.

Shortbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

NPC Bio

Personality Tavis has an ego almost as big as his big frame.

Appearance Hulking bald man with a gray moustache and blue eyes. 6' 4" 240 lbs. 29 years old

Characteristics

Ideal. Might.

Bond. He feels close to the land.

Flaw. Tavis can't control his temper or his tongue.

Background

Tavis was a criminal (smuggler). He was named 'The Tree' because he was such a large child. He and his family have smuggled goods along the coast for many years. Tavis has just taken over the operation from his ailing father. He has a sister (10th level fighter) who is often at his side.

Equipment

backpack, 7 days of rations, crowbar, thieves' tools, set of dice, set of dark common clothes including a hood, quiver, 18 +2 arrows, *potion of supreme healing*, *well of many worlds*, cloak, 313pp.

Mount

riding horse

ADAMA

20th level barbarian (Path of the Berserker subclass)
Medium humanoid (human), chaotic evil

Armor Class 17

Hit Points 276 (20d12 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	14 (+2)	14 (+2)	15 (+2)

Saving Throws Str +11, Con +10

Skills Athletics +11, Intimidation +8, Nature +8, Perception +8

Senses passive Perception 18

Languages Common, Dwarvish, Elvish

Challenge 13 (10,000 XP)

Brutal Critical. Can roll three additional weapon damage dice when determining the extra damage for a critical hit with a melee attack.

Danger Sense. Adama has advantage on Dexterity saving throws against effects he can see, such as traps and spells.

Feral Instinct. Advantage on initiative rolls.

Frenzy. Goes into a frenzy when raging. Can make a single melee weapon attack as a bonus action on each of his turns after this one. Suffers one level of exhaustion when the rage ends.

Indomitable Might. Strength checks equal Strength score or higher.

Intimidating Presence. He can choose one creature that he can see within 30 ft. to frighten. If the creature can see or hear him, it must succeed on a DC14 Wisdom saving throw, or be frightened of him until the end of his next turn. On subsequent turns, he can use an action to extend the duration until the end of his next turn. This effect ends if the creature ends its turn out of line sight or more than 60 ft. away from him. If the creature succeeds on the saving throw, he can't use this feature on them for 24 hrs.

Mindless Rage. Adama can't be charmed or frightened when he enters his rage, any previous effects are suspended for the rage.

Rage (Unlimited). He has advantage on Strength checks and Strength saves, +4 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage. Rage only ends if he falls unconscious or if he chooses to end it.

Reckless Attack. He can make a melee attack with advantage on the first turn of an attack but attack rolls against him have advantage until his next turn.

Relentless Rage. If he drops to 0 hit points while he is raging and doesn't die outright, he can make a DC10 Constitution saving throw. If he succeeds, he drops to 1 hit point instead. Each time he uses this feature after the first, the DC increases by 5. When he finishes a short or long rest, the DC resets to 10.

Retaliation. When he takes damage from a creature that is within 5 ft. of him, he can use his reaction to make a melee weapon attack against that creature.

Actions

Multiattack. Adama makes two melee attacks or two ranged attacks.

+3 Greatsword. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

+3 Longbow. *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

NPC Bio

Personality Adama is a wise, seasoned warrior.

Appearance Massive, powerfully-built man with gray hair and blue eyes. 8' 340 lbs. 47 years old

Characteristics

Ideal. Power.

Bond. He is loyal to his soldiers.

Flaw. Adama can't control his temper or his tongue.

Background

Adama was a soldier (officer). This evil barbarian commands a large force of **berserkers**. His army are mounted on warhorses and raid the surrounding countryside at will. He uses a large castle as his home.

Equipment

backpack, 3 days of rations, dragonchess set, deck of cards, *quiver of Ehlonna*, 6 +2 spears, 4 *potions of supreme healing*, *ring of warmth*, *helm of teleportation*, 20 +3 arrows, cloak, 20835gp (in castle), 329gp.

Mount

warhorse

GONNA AGEN

13th level bard (College of Whispers subclass)

Small humanoid (forest gnome), neutral evil

Armor Class 16 (+2 studded leather)

Hit Points 79 (13d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	10 (+0)	10 (+0)	16 (+3)	18 (+4)

Saving Throws Dex +7, Cha +9

Skills Insight +13, Medicine +13, Perception +13, Religion +5, Stealth +12

Senses darkvision 60 ft., passive Perception 23

Languages Common, Gnomish, Elvish

Challenge 8 (3,900 XP)

Bardic Inspiration. 4/day. Bonus action to give another creature within 60 ft. a d8 to add to ability check, attack roll, or save in the next 10 minutes.

Gnome Cunning. Advantage against all Intelligence, Wisdom, and Charisma saving throws against magic.

Jack of All Trades. Add half proficiency bonus, to any ability check that doesn't already include proficiency bonus.

Mantle of Whispers. When a humanoid dies within 30' of her, she can magically capture its shadow using her reaction. She retains this shadow until she uses it or she finishes a long rest. She can use this shadow as an action. When she does so, it vanishes, magically transforming into a disguise that appears on her. She now looks like the dead person, but healthy and alive. This disguise lasts for 1 hr or until she ends it as a bonus action. While she is in disguise, she gains access to all information that the humanoid would freely share with a casual acquaintance. Such information includes general details on its background and personal life, but doesn't include secrets. The information is enough that she can pass herself off as the person by drawing on its memories. Another creature can see through this disguise by succeeding on a Wisdom (Insight) check contested by her Charisma (Deception) check. She gains a +5 bonus to her check. This feature resets with a short or long rest.

Psychic Blades. When she hits a creature with a weapon attack, she can expend one of her uses of Bardic Inspiration to deal an extra 5d6 psychic damage 1/round on her turn.

Song of Rest. Use soothing music or oration to give an extra 1d10 hit points to any friendly creatures who can hear her during a short rest.

Speak with Small Beasts. Is able to communicate simple ideas with Small or smaller beasts through sounds and gestures.

Spellcasting. Gonna is a 13th level bard. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Gonna has the following bard spells:

Cantrips. (at will): *blade ward*, *message*, *prestidigitation*, *vicious mockery*

1st level. (4 slots): *charm person*, *dissonant whispers*, *illusory script*, *silent image*

2nd level. (3 slots): *animal messenger*, *magic mouth*, *suggestion*

3rd level. (3 slots): *clairvoyance*, *hypnotic pattern*, *major image*

4th level. (3 slots): *compulsion*, *dimension door*, *greater invisibility*

5th level. (2 slots): *animate objects*, *scrying*

6th level. (1 slot): *mass suggestion*

7th level. (1 slot): *etherealness*

Word of Terror. If she speaks to a humanoid alone for at least 1 minute, she can attempt to seed paranoia in its mind. At the end of the conversation, the target must succeed on a Wisdom saving throw against her saving throw DC 16 or be frightened of her or another creature of her choice. The target is frightened in this way for 1 hr, until it is attacked or damaged, or until it witnesses its allies being attacked or damaged. If the target succeeds on its saving throw, the target has no hint that she tried to frighten it. This feature resets with a short or long rest.

Actions

+2 Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

NPC Bio

Personality Gonna is driven by a wanderlust.

Appearance Gnome female with brown spiky hair and brown eyes. 2' 10" 35 lbs. 130 years old

Characteristics

Ideal. Freedom.

Bond. She guards her treasure with her life.

Flaw. Gonna is a risk-taker.

Background

Gonna was a folk hero. She saved a group of other gnomes from a large ogre. However, the fame went to her head and she came to see herself as better than anyone. Gonna doesn't care about anyone except herself.

Equipment

backpack, 5 days of rations, herbalism kit, scroll case, 2 *potions of superior healing*, *ring of feather falling*, *universal solvent*, quiver, 16 +2 *arrows*, cloak, 5032gp (hidden away), 150gp, 38pp.

SAMUEL THE SMARMY

14th level bard (College of Valor subclass)
Medium humanoid (human), neutral evil

Armor Class 15 (+2 studded leather)
Hit Points 88 (14d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	15 (+2)	16 (+3)	18 (+4)

Saving Throws Dex +6, Cha +9
Skills Deception +14, Insight +13, Perception +13, Sleight of Hand +11, Stealth +6
Senses passive Perception 23
Languages Common, Elvish
Challenge 9 (5,000 XP)

Bardic Inspiration. 5/day. Bonus action to give another creature within 60 ft. a d10 to add to ability check, attack roll, or save in the next 10 minutes.

Battle Magic. When he uses an action to cast a bard spell, he can make one weapon attack as a bonus action.

Combat Inspiration. A creature that has a Bardic Inspiration die from him can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, he can use his reaction to roll the Bardic Inspiration die and add the number rolled to his AC against the attack.

Countercharm. Can start a performance that lasts until the end of his next turn. During that time, he and any friendly creatures within 30' have advantage on saving throws against being frightened or charmed.

Jack of All Trades. Add half proficiency bonus, to any ability check that doesn't already include proficiency bonus.

Song of Rest. Use soothing music or oration to give an extra 1d10 hit points to any friendly creatures who can hear him during a short rest.

Spellcasting. Samuel is a 14th level bard. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Samuel has the following bard spells:

Cantrips. (at will): *friends, message, prestidigitation, vicious mockery*

1st level. (4 slots): *charm person, dissonant whispers, illusory script, silent image*

2nd level. (3 slots): *detect thoughts, magic mouth, suggestion*

3rd level. (3 slots): *dispel magic, hypnotic pattern, major image*

4th level. (3 slots): *compulsion, dimension door, greater invisibility*

5th level. (2 slots): *dominate person, modify memory*

6th level. (1 slot): *programmed illusion*

7th level. (1 slot): *teleport*

Word of Terror. If he speaks to a humanoid alone for at least 1 minute, he can attempt to seed paranoia in its mind. At the end

of the conversation, the target must succeed on a Wisdom saving throw against his saving throw DC 16 or be frightened of him or another creature of his choice. The target is frightened in this way for 1 hr, until it is attacked or damaged, or until it witnesses its allies being attacked or damaged. If the target succeeds on its saving throw, the target has no hint that he tried to frighten it. This feature resets with a short or long rest.

Actions

Multiattack. Samuel makes two attacks.

+2 Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) slashing damage.

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

NPC Bio

Personality Samuel is an obnoxious, self-centered young man.

Appearance Bald man with a red moustache and green eyes. 5' 10" 175 lbs. 39 years old

Characteristics

Ideal. Greed.

Bond. He entered seclusion because he loved someone he could not have.

Flaw. Samuel can be overly critical of others.

Background

Samuel was a charlatan. He has cheated folks out of their gold for years and years. Although he's naturally an obnoxious, know-it-all, he can turn on the charm when he wants. Samuel will do anything to get more gold.

Equipment

backpack, 3 days of rations, disguise kit, set of weighted dice, forgery kit, deck of cards, *ring of evasion*, *cloak of the bat*, *potion of cloud giant strength*, quiver, 17 +2 arrows, cloak, 187gp, 123pp.

Mount

riding horse

CARRIE QUICKMOUSE

15th level bard (College of Valor subclass)
Small humanoid (stout halfling), neutral evil

Armor Class 18 (+2 studded leather)

Hit Points 102 (15d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	11 (+0)	10 (+0)	12 (+1)	18 (+4)

Saving Throws Dex +9, Cha +9

Skills Acrobatics +14, Deception +14, Insight +11, Perception +6, Stealth +14

Senses passive Perception 16

Languages Common, Halfling

Challenge 10 (5,900 XP)

Battle Magic. When he uses an action to cast a bard spell, he can make one weapon attack as a bonus action.

Bardic Inspiration. 4/day. Bonus action to give another creature within 60 ft. a d8 to add to ability check, attack roll, or save in the next 10 minutes.

Brave. Advantage on saves against being frightened.

Combat Inspiration. A creature that has a Bardic Inspiration die from him can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, he can use his reaction to roll the Bardic Inspiration die and add the number rolled to his AC against the attack.

Halfling Nimbleness. Can move through the space of any creature that is larger.

Jack of All Trades. Add half proficiency bonus, to any ability check that doesn't already include proficiency bonus.

Lucky. Can reroll any 1s.

Song of Rest. Use soothing music or oration to give an extra 1d10 hit points to any friendly creatures who can hear her during a short rest.

Spellcasting. Carrie is a 15th level bard. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Natasha has the following bard spells:

Cantrips. (at will): *mage hand*, *minor illusion*, *prestidigitation*, *vicious mockery*

1st level. (4 slots): *dissonant whispers*, *illusory script*, *longstrider*, *silent image*

2nd level. (3 slots): *blindness/deafness*, *detect thoughts*, *suggestion*

3rd level. (3 slots): *bestow curse*, *hypnotic pattern*, *major image*

4th level. (3 slots): *compulsion*, *dimension door*, *greater invisibility*

5th level. (2 slots): *dream*, *geas*

6th level. (1 slot): *true seeing*

7th level. (1 slot): *project image*

8th level. (1 slot): *power word stun*

Stout Resilience. Has advantage on saving throws against poison, and has resistance against poison damage.

Actions

Multiattack. Carrie makes two attacks.

+2 Shortsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 9 (1d6 +6) piercing damage.

+1 Shortbow. *Ranged Weapon Attack:* +10 to hit, range 80/320 ft., one target. Hit: 8 (1d6 + 5) piercing damage.

NPC Bio

Personality Carrie connects everything to a grand cosmic plan.

Appearance Pretty, tanned halfling with blonde hair and blue eyes. 3' 8" 32 lbs. 25 years old

Characteristics

Ideal. Destiny.

Bond. She is close to her mother.

Flaw. Carrie is easily distracted.

Background

Carrie was a criminal (fence). This halfling believes she is destined for greatness. Therefore, she'll do just about anything she can get away with. She lives in an elegant manor in a wealthy settlement.

Equipment

backpack, 5 days of rations, thieves' tools, dice set, 2 *potions of speed*, *dust of disappearance*, *dust of sneezing and choking*, *ring of spell storing*, *orb of direction*¹, quiver, 12 +2 arrows, 2 *garnets*, cloak, 4120gp (in manor), 55pp.

VINCENT STONE

16th level bard (College of Lore subclass)
Medium humanoid (human), chaotic evil

Armor Class 16 (+2 studded leather)

Hit Points 107 (16d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	10 (+0)	11 (+0)	18 (+4)

Saving Throws Dex +7, Cha +9

Skills Acrobatics, +12, Insight +10, Performance +14, Persuasion +14, Stealth +7

Senses passive Perception 10

Languages Common

Challenge 11 (7,200 XP)

Bardic Inspiration. 4/day. Bonus action to give another creature within 60 ft. a d8 to add to ability check, attack roll, or save in the next 10 minutes.

Cutting Words. A creature that has a Bardic Inspiration die from him can roll that die and add the number rolled to a weapon damage roll he just made. Alternatively, when an attack roll is made against the creature, he can use his reaction to roll the Bardic Inspiration die and add the number rolled to his AC against the attack.

Jack of All Trades. Add half proficiency bonus, to any ability check that doesn't already include proficiency bonus.

Peerless Skill. When she makes an ability check, she can expend one use of Bardic inspiration. Roll a d12 and add the number rolled to the ability check.

Song of Rest. Use soothing music or oration to give an extra 1d10 hit points to any friendly creatures who can hear him during a short rest.

Spellcasting. Vincent is a 16th level bard. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Vincent has the following bard spells:

Cantrips. (at will): *friends, message, prestidigitation, vicious mockery*

1st level. (4 slots): *charm person, dissonant whispers, illusory script, silent image*

2nd level. (3 slots): *detect thoughts, magic mouth, suggestion*

3rd level. (3 slots): *clairvoyance, hypnotic pattern, major image*

4th level. (3 slots): *compulsion, dimension door, greater invisibility*

5th level. (2 slots): *dominate person, modify memory*

6th level. (1 slot): *mass suggestion*

7th level. (1 slot): *mirage arcane*

8th level. (1 slot): *feeblemind*

Actions

+2 Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) slashing damage.

+1 Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

NPC Bio

Personality Vincent is a hopeless romantic.

Appearance Attractive dark-skinned young man with long black hair and brown eyes. 6' 2" 185 lbs. 26 years old

Characteristics

Ideal. Creativity.

Bond. He sleeps with his flute.

Flaw. Vincent is a sucker for a pretty face.

Background

Vincent was an entertainer (musician). He was part of a famous musical group. However, he grew jealous of the lead singer. Vincent killed him and took over leadership of the band. He will often use violence to solve his problems.

Equipment

backpack, 2 days of rations, flute, *Nolzur's marvelous pigments*, *ring of water walking*, *potion of climbing*, *bag of tricks (rust)*, quiver, 18 +2 arrows, *black pearl*, cloak, 220gp, 87pp.

Mount

nightmare

HARGIN GOLDHARP

17th level bard (College of Lore subclass)
Medium humanoid (hill dwarf), lawful evil

Armor Class 18 (+3 leather armor and ring of protection)

Hit Points 126 (17d8 + 51)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	9 (-1)	6 (-2)	19 (+4)

Saving Throws Dex +9, Cha +10

Skills Acrobatics +15, Deception +16, Perception +4, Performance +16, Stealth +15

Senses darkvision 60 ft., passive Perception 14

Languages Common, Dwarvish, Gnomish

Challenge 11 (7,200 XP)

Bardic Inspiration. 4/day. Bonus action to give another creature within 60 ft. a d8 to add to ability check, attack roll, or save in the next 10 minutes.

Cutting Words. A creature that has a Bardic Inspiration die from him can roll that die and add the number rolled to a weapon damage roll he just made. Alternatively, when an attack roll is made against the creature, he can use his reaction to roll the Bardic Inspiration die and add the number rolled to his AC against the attack.

Jack of All Trades. Add half proficiency bonus, to any ability check that doesn't already include proficiency bonus.

Peerless Skill. When she makes an ability check, she can expend one use of Bardic inspiration. Roll a d12 and add the number rolled to the ability check.

Song of Rest. Use soothing music or oration to give an extra 1d10 hit points to any friendly creatures who can hear him during a short rest.

Spellcasting. Hargin is a 17th level bard. His spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). Hargin has the following bard spells:

Cantrips. (at will): *dancing lights*, *minor illusion*, *prestidigitation*, *vicious mockery*

1st level. (4 slots): *charm person*, *dissonant whispers*, *illusory script*, *silent image*

2nd level. (3 slots): *cloud of daggers*, *crown of madness*, *suggestion*

3rd level. (3 slots): *fear*, *feign death*, *nondetection*

4th level. (3 slots): *dimension door*, *freedom of movement*, *greater invisibility*

5th level. (2 slots): *dominate person*, *modify memory*

6th level. (1 slot): *find the path*

7th level. (1 slot): *etherealness*

8th level. (1 slot): *power word stun*

9th level. (1 slot): *true polymorph*

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

NPC Bio

Personality Hargin knows a story relevant to almost every situation.

Appearance Attractive hill dwarf male with long black hair, a black beard, and brown eyes. 3' 10" 145 lbs. 112 years old

Characteristics

Ideal. Tradition.

Bond. He will do anything to prove himself superior to his hated rival. Hargin always calls him the 'new man'.

Flaw. Hargin has trouble keeping his feelings hidden.

Background

Hargin was an entertainer (poet). He was a very unsuccessful poet and grew angrier and angrier. Eventually his rage turned him to the dark side. He is insanely jealous of his hated rival, a very successful poet.

Equipment

backpack, 5 days of rations, lute, *ring of protection*, *cloak of the bat*, *potion of growth*, *bead of force*, *hat of disguise*, quiver, 18 +2 arrows, cloak, 4 garnets, 120gp, 55pp.

SHANNON SWIFT

18th level bard (College of Valor subclass)
Medium humanoid (human), neutral evil

Armor Class 20 (+3 studded leather)
Hit Points 128 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	14 (+2)	7 (-2)	9 (-1)	22 (+6)

Saving Throws Dex +11, Cha +12
Skills Acrobatics +17, Deception +18, Insight +5, Perception +5, Performance +18, Persuasion +18, Survival +5
Senses passive Perception 15
Languages Common
Challenge 12 (8,400 XP)

Bardic Inspiration. 5/day. Bonus action to give another creature within 60 ft. a d12 to add to ability check, attack roll, or save in the next 10 minutes.

Battle Magic. When she uses an action to cast a bard spell, she can make one weapon attack as a bonus action.

Combat Inspiration. A creature that has a Bardic Inspiration die from her can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against the attack.

Countercharm. Can start a performance that lasts until the end of her next turn. During that time, she and any friendly creatures within 30' have advantage on saving throws against being frightened or charmed.

Jack of All Trades. Add half proficiency bonus, to any ability check that doesn't already include proficiency bonus.

Song of Rest. Use soothing music or oration to give an extra 1d12 hit points to any friendly creatures who can hear her during a short rest.

Spellcasting. Shannon is a 18th level bard. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Shannon has the following bard spells:

Cantrips. (at will): *friends, message, prestidigitation, vicious mockery*

1st level. (4 slots): *charm person, dissonant whispers, illusory script, silent image*

2nd level. (3 slots): *detect thoughts, enthrall, suggestion*

3rd level. (3 slots): *clairvoyance, hypnotic pattern, major image*

4th level. (3 slots): *compulsion, dimension door, greater invisibility*

5th level. (3 slots): *dominate person, mislead, modify memory*

6th level. (1 slot): *Otto's Irresistible Dance*

7th level. (1 slot): *forcecage, teleport*

8th level. (1 slot): *mind blank, power word stun*

9th level. (1 slot): *power word kill*

Actions

Multiattack. Shannon makes two attacks.

+3 Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) slashing damage.

+2 Longbow. *Ranged Weapon Attack:* +13 to hit, range 150/600 ft., one target. Hit: 11 (1d8 + 7) piercing damage.

NPC Bio

Personality Shannon is a sly, seductive young woman.

Appearance Very beautiful, athletic young woman with long dark brown hair and dark brown eyes. 5' 9" 125 lbs. 24 years old

Characteristics

Ideal. Greed.

Bond. She is a member of the local Thieves' Guild.

Flaw. Shannon thinks she can charm anyone.

Background

Shannon was an entertainer (dancer). She was a very popular dancer when she was a teenager. People would come from miles around to watch her dance. One day she met a dark lord who took her away from the spotlight. Now she runs the Thieves' Guild with help from her old mentor.

Equipment

backpack, 5 days of rations, thieves' tools, lute, *deck of many things*, *dust of disappearance*, 3 *potions of supreme healing*, *philter of love*, quiver, 19 +3 arrows, *gold belly ring*, cloak, 120gp, 55pp.

Mount

riding horse

NATHANIEL ZANE

19th level bard (College of Valor subclass)

Medium humanoid (human), neutral evil

Armor Class 19 (+2 studded leather)

Hit Points 131 (19d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	11 (+0)	10 (+0)	16 (+3)	19 (+4)

Saving Throws Dex +11, Cha +10

Skills Acrobatics +11, History +12, Perception +15, Persuasion +16, Stealth +17

Senses passive Perception 25

Languages Common, Elvish

Challenge 12 (8,400 XP)

Bardic Inspiration. 5/day. Bonus action to give another creature within 60 ft. a d12 to add to ability check, attack roll, or save in the next 10 minutes.

Battle Magic. When he uses an action to cast a bard spell, he can make one weapon attack as a bonus action.

Combat Inspiration. A creature that has a Bardic Inspiration die from him can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against the attack.

Countercharm. Can start a performance that lasts until the end of his next turn. During that time, he and any friendly creatures within 30' have advantage on saving throws against being frightened or charmed.

Jack of All Trades. Add half proficiency bonus, to any ability check that doesn't already include proficiency bonus.

Song of Rest. Use soothing music or oration to give an extra 1d12 hit points to any friendly creatures who can hear him during a short rest.

Spellcasting. Nathaniel is a 19th level bard. His spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). Nathaniel has the following bard spells:

Cantrips. (at will): *light*, *mending*, *prestidigitation*, *vicious mockery*

1st level. (4 slots): *charm person*, *dissonant whispers*, *illusory script*, *silent image*

2nd level. (3 slots): *enthrall*, *heat metal*, *hold person*

3rd level. (3 slots): *dispel magic*, *hypnotic pattern*, *major image*

4th level. (3 slots): *compulsion*, *hallucinatory terrain*, *polymorph*

5th level. (3 slots): *animate objects*, *awaken*, *dream*

6th level. (2 slots): *eyebite*, *Otto's Irresistible Dance*

7th level. (1 slot): *teleport*

8th level. (1 slot): *power word stun*

9th level. (1 slot): *power word kill*

Actions

Multiattack. Nathaniel makes two attacks.

+3 Rapier. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. Hit: 12 (1d8 + 8) piercing damage.

+2 Longbow. *Ranged Weapon Attack:* +13 to hit, range 150/600 ft., one target. Hit: 11 (1d8 + 7) piercing damage.

NPC Bio

Personality Nathaniel takes great pains to always look his best and follow the latest fashions.

Appearance Handsome young man with short black hair and brown eyes. 6' 1" 198 lbs. 26 years old

Characteristics

Ideal. Family.

Bond. He will face any challenge to win the approval of his family.

Flaw. Nathaniel secretly believes that everyone is beneath him.

Background

Nathaniel was a noble. This young bard is incredibly vain and greedy. He will do whatever he can to gain more gold and power for himself and his evil family.

Equipment

backpack, 8 days of rations, signet ring, set of fine clothes, *lantern of revealing*, *potion of speed*, *potion of vitality*, *ring of spell storing*, quiver, 18 +2 arrows, *diamond*, cloak, 274pp.

Mount

riding horse

THAEDRIA MINDAR

20th level bard (College of Lore subclass)
Medium humanoid (wood elf), chaotic evil

Armor Class 20 (+3 studded leather and ring of protection)
Hit Points 157 (20d8 + 20)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	12 (+1)	16 (+3)	11 (+0)	20 (+5)

Saving Throws Dex +10, Cha +11
Skills History +9, Insight +12, Medicine +12, Perception +6, Religion +15, Stealth +16
Senses darkvision 60 ft., passive Perception 16
Languages Common, Elvish, Sylvan
Challenge 13 (10,000 XP)

Bardic Inspiration. 5/day. Bonus action to give another creature within 60 ft. a d12 to add to ability check, attack roll, or save in the next 10 minutes.

Countercharm. Can start a performance that lasts until the end of his next turn. During that time, he and any friendly creatures within 30' have advantage on saving throws against being frightened or charmed.

Cutting Words. A creature that has a Bardic Inspiration die from him can roll that die and add the number rolled to a weapon damage roll he just made. Alternatively, when an attack roll is made against the creature, he can use his reaction to roll the Bardic Inspiration die and add the number rolled to his AC against the attack.

Jack of All Trades. Add half proficiency bonus, to any ability check that doesn't already include proficiency bonus.

Peerless Skill. When he makes an ability check, he can expend one use of Bardic inspiration. Roll a d12 and add the number rolled to the ability check.

Song of Rest. Use soothing music or oration to give an extra 1d12 hit points to any friendly creatures who can hear her during a short rest.

Spellcasting. Thaedria is a 20th level bard. Her spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). Thaedria has the following bard spells:

Cantrips. (at will): *dancing lights*, *message*, *prestidigitation*, *vicious mockery*

1st level. (4 slots): *charm person*, *dissonant whispers*, *illusory script*, *silent image*

2nd level. (3 slots): *detect thoughts*, *silence*, *suggestion*

3rd level. (3 slots): *dispel magic*, *hypnotic pattern*, *major image*

4th level. (3 slots): *confusion*, *dimension door*, *greater invisibility*

5th level. (3 slots): *dominate person*, *mislead*

6th level. (2 slots): *mass suggestion*

7th level. (2 slots): *Mordenkainen's Sword*, *teleport*

8th level. (1 slot): *feeblemind*, *mind blank*

9th level. (1 slot): *power word kill*

Superior Inspiration. When she rolls initiative and has no more uses of Bardic inspiration left, she regains one use.

Actions

+3 Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) slashing damage.

+3 Longbow. *Ranged Weapon Attack:* +13 to hit, range 150/600 ft., one target. Hit: 11 (1d8 + 7) piercing damage.

NPC Bio

Personality Thaedria often gets lost in her own thoughts and contemplation, becoming oblivious to her surroundings.

Appearance Attractive, tanned wood elf female with long copper hair and green eyes. 5' 10" 115 lbs. 174 years old

Characteristics

Ideal. Free Thinking.

Bond. Nothing is more important than the other members of her order.

Flaw. Thaedria likes keeping secrets and won't share them with anyone.

Background

Thaedria was a hermit. She has never been the same after her period of solitude. Her heart turned dark and she joined a demon-worshipping cult. This cult uses a deserted dungeon as their headquarters.

Equipment

10 days of rations, herbalism kit, *bag of holding*, *potion of superior healing*, *ring of protection*, quiver, 19 +2 arrows, 2 emeralds, cloak, 348pp.

DUST

13th level cleric (Tempest Domain subclass)
Medium humanoid (earth gensai), neutral evil

Armor Class 15 (+2 studded leather)

Hit Points 88 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	10 (+0)	18 (+4)	15 (+2)

Saving Throws Wis +9, Cha +7

Skills Insight +9, Medicine +9, Persuasion +7, Religion +5

Senses passive Perception 14

Languages Common, Primordial, Dwarvish, Gnomish

Challenge 8 (3,900 XP)

Channel Divinity: Destructive Wrath. When she rolls lightning or thunder damage, she can use her Channel Divinity to deal maximum damage instead of rolling. Must rest to reset feature.

Divine Strike. Can cause a weapon attack to deal an extra 4 (1d8) thunder damage to the target.

Earth Walk. Dust can move across difficult terrain made of earth or stone without expending extra movement.

Spellcasting. Dust is a 13th level cleric. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks).

Cantrips. (at will): *light, resistance, spare the dying, thaumaturgy*

1st level. (4 slots): *cure wounds, detect good and evil, guiding bolt, shield of faith*

2nd level. (3 slots): *calm emotions, hold person, prayer of healing*

3rd level. (3 slots): *bestow curse, dispel magic, meld into stone*

4th level. (3 slots): *banishment, divination, stone shape*

5th level. (2 slots): *raise dead, scrying*

6th level. (1 slot): *harm*

7th level. (1 slot): *fire storm*

Domain spells: *call lightning, control water, destructive wave, fog cloud, gust of wind, ice storm, insect plague, shatter, sleet storm, thunderwave*

Thunderous Strike. When she deals lightning damage to a Large or smaller creature, she can also push it up to 10' feet away.

Actions

+1 Mace. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage.

Reaction

Wrath of the Storm 5/day. When a creature within 5' of her that she can see hits her with an attack, she can use her reaction to cause the creature to make a Dexterity save. The creature takes 9

(2d8) thunder damage on a failed saving throw, and half as much damage on a successful one. Resets with a long rest.

NPC Bio

Personality Dust idolizes a particular hero of her faith, and constantly refer to that person's deeds and example.

Appearance Brown-skinned earth gensai female with stunning purple eyes. 5' 10" 181 lbs. 29 years old

Characteristics

Ideal. Aspiration.

Bond. She would do anything to protect the temple.

Flaw. Dust blindly trusts her god.

Background

Dust was an acolyte. She has belonged to the temple since she was a teenager. This cleric enjoys chaos and seeks it out every day.

Equipment

backpack, 3 days of rations, unholy symbol, *amulet of health*, *orb of direction*¹, *potion of speed*, *ring of evasion*, 2 vials of poison, cloak, 3 pearls, 91gp.

RAGGAR HAMMERBEARD

14th level cleric (Forge Domain subclass)
Medium humanoid (mountain dwarf), lawful evil

Armor Class 15 (+3 leather armor)

Hit Points 90 (14d8 + 42)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	9 (-1)	18 (+4)	8 (-2)

Saving Throws Wis +9, Cha +3

Skills Athletics +8, Insight +9, Intimidation +3, Medicine +9

Senses darkvision 60 ft., passive Perception 14

Languages Common, Dwarvish, Gnomish

Challenge 9 (5,000 XP)

Blessing of the Forge (1/day). At the end of a long rest, he can touch one nonmagical object that is a suit of armor or a simple or martial weapon. Until the end of his next long rest or until he dies, the object becomes a magic item, granting a +1 bonus to the AC if it's armor or a +1 bonus to attack and damage rolls if it's a weapon.

Channel Divinity: Artisan's Blessing. Hour long ritual that includes some metal: simple or martial weapon, 10 pieces of ammunition, a set of tools, or another metal object. The ritual creates a duplicate of a nonmagical item that he possesses. Must rest to reset feature.

Destroy Undead. CR 3 or lower if they fail save.

Divine Strike. Extra 9 (2d8) fire damage with a weapon attack.

Dwarven Resilience. He has advantage on saves against poison, and resistance against poison damage.

Soul of the Forge. Resistance to fire damage and +1 to AC if wearing heavy armor.

Spellcasting. Raggar is a 14th level cleric. His spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks).

Cantrips. (at will): *light*, *resistance*, *spare the dying*, *thaumaturgy*

1st level. (4 slots): *cure wounds*, *detect good and evil*, *guiding bolt*, *shield of faith*

2nd level. (3 slots): *calm emotions*, *hold person*, *prayer of healing*

3rd level. (3 slots): *bestow curse*, *dispel magic*, *mass healing word*

4th level. (3 slots): *banishment*, *divination*, *freedom of movement*

5th level. (2 slots): *planar binding*, *scrying*

6th level. (1 slot): *planar ally*

7th level. (1 slot): *plane shift*

Domain spells: *animate objects*, *creation*, *elemental weapon*, *fabricate*, *heat metal*, *identify*, *magic weapon*, *protection from energy*, *searing smite*, *wall of fire*

Actions

+1 Mace. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage.

NPC Bio

Personality Raggar is always polite and charming

Appearance Bald male dwarf with blue eyes. 4' 4" 151 lbs. 229 years old

Characteristics

Ideal. Greed.

Bond. His massive treasure trove.

Flaw. He isn't the smartest dwarf.

Background

Raggar was a criminal (burglar). He travels the planes seeking to add to his treasure hoard. This dwarf has hidden his treasure on another plane of existence.

Equipment

backpack, 5 days of rations, unholy symbol, *cloak of the bat*, *lantern of revealing*, *folding boat*, 2 vials of poison, 4 *amethysts*, cloak, 10987gp (hidden), 209gp.

STOMPY RIPPLES

15th level cleric (Grave Domain subclass)
Small humanoid (rock gnome), chaotic evil

Armor Class 15 (+2 studded leather)

Hit Points 99 (15d8 + 15)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	10 (+0)	19 (+4)	9 (-1)

Saving Throws Wis +9, Cha +4

Skills Deception +4, Insight +9, Persuasion +4, Stealth +6

Senses darkvision 60 ft., passive Perception 14

Languages Common, Gnomish, Goblin

Challenge 10 (5,900 XP)

Channel Divinity: Path to the Grave. When he rolls lightning or thunder damage, he can use his Channel Divinity to deal maximum damage instead of rolling. Must rest to reset feature.

Circle of Mortality. Can cause a weapon attack to deal an extra 1d8 thunder damage to the target.

Eyes of the Grave. When he deals lightning damage to a Large or smaller creature, he can also push it up to 10' feet away.

Gnome Cunning. Advantage against all Intelligence, Wisdom, and Charisma saving throws against magic.

Potent Spellcasting. When he deals lightning damage to a Large or smaller creature, he can also push it up to 10' feet away.

Sentinel at Death's Door. Bonus action to give another creature within 60 ft. a d12 to add to ability check, attack roll, or save in the next 10 minutes.

Speak with Small Beasts. Is able to communicate simple ideas with Small or smaller beasts through sounds and gestures.

Spellcasting. Stompy is a 15th level cleric. His spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks).

Cantrips. (at will): *light, resistance, spare the dying, thaumaturgy*

1st level. (4 slots): *cure wounds, detect good and evil, guiding bolt, shield of faith*

2nd level. (3 slots): *calm emotions, hold person, prayer of healing*

3rd level. (3 slots): *bestow curse, dispel magic, mass healing word*

4th level. (3 slots): *banishment, divination, freedom of movement*

5th level. (2 slots): *insect plague, flame strike*

6th level. (1 slot): *harm*

7th level. (1 slot): *fire storm*

8th level. (1 slot): *earthquake*

Domain spells: *antilife shell, bane, blight, death ward, false life, gentle repose, raise dead, ray of enfeeblement, revivify, vampiric touch*

Actions

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

NPC Bio

Personality Stompy is an enthusiastic gnome

Appearance Male gnome with long blonde hair and blue eyes. 2' 10" 31 lbs. 59 years old

Characteristics

Ideal. Change.

Bond. He would do anything to protect the temple.

Flaw. Stompy blindly trusts his god.

Background

Stompy was a soldier (infantry). He was involved in a long war between the gnomes and the goblins. He learned much about death and became obsessed with the dark elements of death.

Equipment

6 days of rations, unholy symbol, *potion of fire breath, potion of climbing, bag of holding, cloak, 124pp.*

ARAD SHADOWFIST

16th level cleric (Grave Domain subclass)
Medium humanoid (goliath), neutral evil

Armor Class 15 (+2 studded leather)
Hit Points 100 (16d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	12 (+1)	11 (+0)	20 (+5)	11 (+0)

Saving Throws Wis +10, Cha +5
Skills Athletics +9, Insight +10, Medicine +10, Survival +10
Senses passive Perception 15
Languages Common, Giant
Challenge 11 (7,200 XP)

Channel Divinity: Path to the Grave. When he rolls lightning or thunder damage, he can use his Channel Divinity to deal maximum damage instead of rolling. Must rest to reset feature.

Circle of Mortality. Can cause a weapon attack to deal an extra 1d8 thunder damage to the target.

Eyes of the Grave. When he deals lightning damage to a Large or smaller creature, he can also push it up to 10' feet away.

Divine Strike. Can cause a weapon attack to deal an extra 9 (2d8) thunder damage to the target.

Mountain Born. Torzak is acclimated to high altitude, including elevations above 20,000 feet. He's also naturally adapted to cold climates.

Natural Athlete. He has proficiency in the Athletics skill.

Potent Spellcasting. When he deals lightning damage to a Large or smaller creature, he can also push it up to 10' feet away.

Powerful Build. He counts as one size larger when determining his carrying capacity and the weight he can push, drag, or lift.

Sentinel at Death's Door. Bonus action to give another creature within 60 ft. a d12 to add

Spellcasting. Arad is a 16th level cleric. His spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks).

Cantrips. (at will): *light, resistance, spare the dying, thaumaturgy*

1st level. (4 slots): *cure wounds, detect good and evil, guiding bolt, shield of faith*

2nd level. (3 slots): *calm emotions, hold person, prayer of healing*

3rd level. (3 slots): *bestow curse, dispel magic, mass healing word*

4th level. (3 slots): *banishment, divination, freedom of movement*

5th level. (2 slots): *contagion, scrying*

6th level. (1 slot): *blade barrier*

7th level. (1 slot): *etherealness*

8th level. (1 slot): *control weather*

Domain spells: *antilife shell, bane, blight, death ward, false life, gentle repose, raise dead, ray of enfeeblement, revivify, vampiric touch*

Stone's Endurance. Arad can focus himself to occasionally shrug off injury. When he takes damage, he can use his reaction to roll a d12. He then reduces the damage by that amount. After he uses this trait, he can't use it again until he finishes a short or long rest.

Actions

+1 Mace. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) bludgeoning damage.

NPC Bio

Personality Arad watches over his friends as if they were a litter of newborn pups.

Appearance Goliath male with short black hair and beautiful blue eyes. 7' 1" 181 lbs. 29 years old

Characteristics

Ideal. Might.

Bond. He is the last of his tribe, and it is up to him to ensure their names enter legend.

Flaw. Arad remembers every insult he has received and nurses a silent resentment toward anyone who's ever wronged him.

Background

Arad was an outlander (forester). He lived in a beautiful forest with his small family. A party of adventurers killed his evil family and drove him insane. He now spends his days seeking revenge against adventurers of any kind.

Equipment

backpack, 5 days of rations, hunting trap, unholy symbol, *ear horn of hearing*¹, 3 *potions of speed*, *ring of invisibility*, gold bracelet, cloak, 135pp.

BOBS THE BOAR

17th level cleric (Tempest Domain subclass)
Small humanoid (stout halfling), lawful evil

Armor Class 15 (+2 studded leather)

Hit Points 107 (17d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	14 (+2)	20 (+5)	12 (+1)

Saving Throws Wis +11, Cha +7

Skills Insight +11, Medicine +11, Persuasion +7, Religion +11

Senses passive Perception 15

Languages Common, Halfling

Challenge 11 (7,200 XP)

Brave. Advantage on saves against being frightened.

Channel Divinity: Destructive Wrath. When he rolls lightning or thunder damage, he can use her Channel Divinity to deal maximum damage instead of rolling. Must rest to reset feature.

Divine Strike. Can cause a weapon attack to deal an extra 2d8 thunder damage to the target.

Halfling Nimbleness. Can move through the space of any creature that is larger.

Lucky. Can reroll any 1s.

Spellcasting. Bobs is a 17th level cleric. His spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks).

Cantrips. (at will): *light, resistance, spare the dying, thaumaturgy*

1st level. (4 slots): *cure wounds, detect good and evil, guiding bolt, shield of faith*

2nd level. (3 slots): *calm emotions, hold person, prayer of healing*

3rd level. (3 slots): *bestow curse, dispel magic, mass healing word*

4th level. (3 slots): *banishment, divination, freedom of movement*

5th level. (2 slots): *flame strike, scrying*

6th level. (1 slot): *harm*

7th level. (1 slot): *regenerate*

8th level. (1 slot): *antimagic field*

9th level. (1 slot): *gate*

Domain spells: *call lightning, control water, destructive wave, fog cloud, gust of wind, ice storm, insect plague, shatter, sleet storm, thunderwave*

Stormborn. He has a flying speed equal to his current walking speed whenever he is not underground or indoors.

Stout Resilience. Has advantage on saving throws against poison, and has resistance against poison damage.

Thunderous Strike. When he deals lightning damage to a Large or smaller creature, he can also push it up to 10' feet away.

Actions

+2 Mace. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

Reaction

Wrath of the Storm 5/day. When a creature within 5' of him that he can see hits him with an attack, he can use his reaction to cause the creature to make a Dexterity save. The creature takes 9 (2d8) thunder damage on a failed saving throw, and half as much damage on a successful one. Resets with a long rest.

NPC Bio

Personality Bobs is utterly serene, even the face of disaster.

Appearance Male halfling with brown hair and dark blue eyes. 3' 5" 31 lbs. 35 years old

Characteristics

Ideal. Power.

Bond. He entered seclusion to hide from a group of paladins seeking to kill him for the horrible crimes he committed.

Flaw. Bobs would risk much to uncover a lost bit of knowledge.

Background

Bobs was a hermit. He has gotten away with a series of murders after returning to civilization. Bobs seems like an unassuming fellow, but he is evil.

Equipment

backpack, 4 days of rations, unholy symbol, *ring of spell storing, amulet of health, helm of comprehending languages, sending stones, cloak, 91pp.*

AZURAZA

18th level cleric (War Domain subclass)
Medium humanoid (water gensai), neutral evil

Armor Class 15 (+2 studded leather)

Hit Points 113 (18d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	11 (+0)	20 (+5)	16 (+3)

Saving Throws Wis +11, Cha +9

Skills History +11, Insight +11, Persuasion +9, Religion +6

Senses passive Perception 15

Languages Common, Primordial

Challenge 12 (8,400 XP)

Acid Resistance. She has resistance to acid damage.

Amphibious. She can breathe air and water.

Avatar of Battle. Resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Call to the Wave. She can cast the *shape water* cantrip and can cast the *create or destroy water* spell as a 2nd level spell once with this trait. She must finish a long rest to cast *create or destroy water* again. Constitution is the spellcasting ability for these spells.

Channel Divinity: Guided Strike. When she rolls lightning or thunder damage, she can use her Channel Divinity to deal maximum damage instead of rolling. Must rest to reset feature.

Channel Divinity: War God's Blessing. When a creature within 30 ft. of her makes an attack roll, she can use her reaction to grant that creature a +10 bonus to the roll. Must rest to reset feature.

Divine Strike. Can cause a weapon attack to deal an extra 9 (2d8) weapon damage to the target.

Spellcasting. Azuraza is a 18th level cleric. Her spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks).

Cantrips. (at will): *light*, *resistance*, *spare the dying*, *thaumaturgy*
1st level. (4 slots): *bane*, *cure wounds*, *detect good and evil*, *guiding bolt*

2nd level. (3 slots): *calm emotions*, *hold person*, *prayer of healing*

3rd level. (3 slots): *bestow curse*, *dispel magic*, *mass healing word*

4th level. (3 slots): *banishment*, *control water*, *divination*

5th level. (3 slots): *legend lore*, *scrying*

6th level. (1 slot): *harm*

7th level. (1 slot): *fire storm*

8th level. (1 slot): *control weather*

9th level. (1 slot): *astral projection*

Domain spells: *crusader's mantle*, *divine favor*, *flame strike*, *freedom of movement*, *hold monster*, *magic weapon*, *shield of faith*, *spirit guardian*, *spiritual weapon*, *stoneskin*

War Priest. Can make one weapon attack as a bonus action. Can use this feature 5 times, resets with a long rest.

Actions

+3 Mace. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage.

NPC Bio

Personality Azuraza doesn't like to get her hands dirty, and won't be caught dead in unsuitable accommodations.

Appearance Water gensai female with light-blue skin, blue hair, and gray eyes. 5' 10" 181 lbs. 29 years old

Characteristics

Ideal. Power.

Bond. Her house's alliance with another noble family must be sustained at all costs.

Flaw. Azuraza believes the world revolves around her.

Background

Azuraza was a noble. She lived in a hidden gensai community deep under the ocean. However, a **kraken** wiped out her home. Azuraza wants to gain more and more power and hunt down the huge monster. She pursues the kraken with every fiber of her being.

Equipment

backpack, 5 days of rations, unholy symbol, *potion of growth*, *bag of holding*, *helm of teleportation*, *trident of fish command*, cloak, 176pp.

ZEDAAR ZUROTH

19th level cleric (War Domain subclass)
Medium humanoid (black dragonborn), lawful evil

Armor Class 15 (+2 studded leather)

Hit Points 125 (19d8 + 38)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	12 (+1)	20 (+5)	9 (-1)

Saving Throws Wis +11, Cha +5

Skills History +7, Insight +11, Persuasion +5, Religion +5

Senses passive Perception 15

Languages Common, Draconic

Challenge 12 (8,400 XP)

Acid Resistance. Resistance to acid damage.

Avatar of Battle. Resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Breath Weapon 1/day. Acid breath. 17 (5d6) acid damage, DC 16 Dexterity saving throw.

Channel Divinity: Guided Strike. When she rolls lightning or thunder damage, she can use her Channel Divinity to deal maximum damage instead of rolling. Must rest to reset feature.

Channel Divinity: War God's Blessing. When a creature within 30 ft. of her makes an attack roll, she can use her reaction to grant that creature a +10 bonus to the roll. Must rest to reset feature.

Divine Strike. Can cause a weapon attack to deal an extra 9 (2d8) thunder damage to the target.

Spellcasting. Zedaar is a 19th level cleric. Her spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks).

Cantrips. (at will): *light, mending, spare the dying, thaumaturgy*

1st level. (4 slots): *command, cure wounds, detect good and evil, guiding bolt*

2nd level. (3 slots): *calm emotions, hold person, prayer of healing*

3rd level. (3 slots): *bestow curse, dispel magic, mass healing word*

4th level. (3 slots): *banishment, divination, locate creature*

5th level. (3 slots): *geas, legend lore, scrying*

6th level. (2 slots): *forbiddance*

7th level. (1 slot): *plane shift*

8th level. (1 slot): *earthquake*

9th level. (1 slot): *gate*

Domain spells: *crusader's mantle, divine favor, flame strike, freedom of movement, hold monster, magic weapon, shield of faith, spirit guardian, spiritual weapon, stoneskin*

War Priest. Can make one weapon attack as a bonus action. Can use this feature 5 times, resets with a long rest.

Actions

+2 Mace. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) bludgeoning damage.

NPC Bio

Personality Zedaar idolizes a legendary dragonborn cleric, and constantly refers to their deeds and example.

Appearance Black dragonborn female. 6' 5" 236 lbs. 37 years old

Characteristics

Ideal. Retribution.

Bond. She will someday get revenge on the temple hierarchy who branded her a heretic.

Flaw. Zedaar is suspicious of strangers and expects the worst of them.

Background

Zedaar was an acolyte. She was thrown out of her temple years ago. Zedaar follows the teachings of an evil dragonborn cleric and vows she will help the dragonborn and dragons take over the world.

Equipment

backpack, 7 days of rations, unholy symbol, talking doll¹, *potion of heroism, deck of illusions, gem of brightness, potion of gaseous form, cloak, 185pp.*

TOMAS OF THE TEMPESTS

20th level cleric (Tempest Domain subclass)

Medium humanoid (human), chaotic evil

Armor Class 15 (+2 studded leather)

Hit Points 134 (20d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	11 (+0)	16 (+3)	20 (+5)	15 (+2)

Saving Throws Wis +11, Cha +8

Skills Insight +11, Medicine +11, Sleight of Hand +6, Stealth +6

Senses passive Perception 15

Languages Common, Primordial, Dwarvish

Challenge 13 (10,000 XP)

Channel Divinity: Destructive Wrath 3/day. When he rolls lightning or thunder damage, he can use his Channel Divinity to deal maximum damage instead of rolling.

Divine Strike. Can cause a weapon attack to deal an extra 9 (2d8) thunder damage to the target.

Spellcasting. Tomas is a 20th level cleric. His spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks).

Cantrips. (at will): *light, resistance, spare the dying, thaumaturgy*

1st level. (4 slots): *cure wounds, detect good and evil, guiding bolt, shield of faith*

2nd level. (3 slots): *calm emotions, hold person, prayer of healing*

3rd level. (3 slots): *bestow curse, dispel magic, mass healing word*

4th level. (3 slots): *banishment, divination, freedom of movement*

5th level. (3 slots): *flame strike, raise dead, scrying*

6th level. (2 slots): *harm*

7th level. (2 slots): *fire storm*

8th level. (1 slot): *control weather*

9th level. (1 slot): *gate*

Domain spells: *call lightning, control water, destructive wave, fog cloud, gust of wind, ice storm, insect plague, shatter, sleet storm, thunderwave*

Stormborn. He has a flying speed equal to his current walking speed whenever he is not underground or indoors.

Thunderbolt Strike. When he deals lightning damage to a Large or smaller creature, he can also push it up to 10' feet away.

Actions

+3 Mace. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 6) bludgeoning damage.

Reaction

Wrath of the Storm 5/day. When a creature within 5' of his that he can see hits his with an attack, he can use his reaction to cause the creature to make a Dexterity save. The creature takes 2d8 thunder damage on a failed saving throw, and half as much damage on a successful one. Resets with a long rest.

NPC Bio

Personality Tomas bluntly says what other people are hinting at or hiding.

Appearance Older bald man with a black moustache and green eyes. 5' 10" 190 lbs. 56 years old

Characteristics

Ideal. Change.

Bond. He owes his survival to another urchin who taught him to live on the streets.

Flaw. People who can't take care of themselves get what they deserve.

Background

Tomas was an urchin. He barely survived a very difficult childhood. However, he always solved problems with violence. This has never changed and he has taken control of the kingdom. Tomas has a large army of evil warriors and wizards.

Equipment

11 days of rations, unholy symbol, *bag of holding, cube of force, boots of speed, ring of jumping, deck of many things, 2 diamonds, 6 garnets, cloak, 212pp.*

THERIAN QUARNIN

13th level druid (Circle of the Moon subclass)

Medium humanoid (half-elf), chaotic evil

Armor Class 12 (16 with *barkskin*)

Hit Points 85 (13d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	18 (+4)	18 (+4)	6 (-2)

Saving Throws Int +9, Wis +9

Skills Deception +2, Insight +9, Perception +9, Stealth +6

Senses darkvision 60 ft., passive Perception 19

Languages Common, Elvish, Sylvan

Challenge 8 (3,900 XP)

Combat Wild Shape. Therian can use a bonus action to use Wild Shape and use a bonus action to regain 1d8 hit points per level of the spell slot expended.

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

Primal Strike. Attacks in beast form count as magical attacks.

Spellcasting. Therian is a 13th level druid. His spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks).

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

1st level. (4 slots): *charm person*, *entangle*, *fog cloud*, *thunderwave*

2nd level. (3 slots): *barkskin*, *moonbeam*, *pass without trace*

3rd level. (3 slots): *call lightning*, *dispel magic*, *feign death*

4th level. (3 slots): *blight*, *conjure woodland beings*, *polymorph*

5th level. (2 slots): *contagion*, *insect plague*

6th level. (1 slot): *bones of the earth*

7th level. (1 slot): *whirlwind*

Wild Shape. He can use a bonus action to assume the shape of a CR 4 or less beast for 3 hours. Can use twice, resets w/rest.

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

NPC Bio

Personality Therian blows up at the slightest insult.

Appearance Middle-aged half-elf with many scars on his face. 5' 8" 173 lbs. 33 years old

Characteristics

Ideal. Freedom.

Bond. Therian's ill-gotten gains go to support his family.

Flaw. If there's a plan, he'll forget it. If he doesn't forget it, he'll ignore it.

Background

Therian was a criminal (blackmailer). He grew up in an elf community and learned how lucrative crime could be from a drow prisoner. Therian now leads a gang of criminals in a large woodland settlement. The gang includes two other evil druids, two rangers, and a monk.

Equipment

backpack, 3 days of rations, herbalism kit, dice set, bedroll, quill, bottle of ink, 6 pieces of parchment, *amulet of health*, *brooch of shielding*, *sending stones*, *cloak of elvenkind*, *wind fan*, *amethyst*, cloak, 87gp.

RAELAS

14th level druid (Circle of the Moon subclass)
Medium humanoid (firbolg), neutral evil

Armor Class 12 (16 with *barkskin*)
Hit Points 86 (14d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	11 (+0)	18 (+4)	17 (+3)

Saving Throws Int +5, Wis +9
Skills Athletics +7, Nature +9, Perception +9, Survival +9
Senses darkvision 60 ft., passive Perception 19
Languages Common, Elvish, Giant, Sylvan
Challenge 9 (5,000 XP)

Combat Wild Shape. He can use a bonus action to use Wild Shape and use a bonus action to regain 1d8 hit points per level of the spell slot expended.

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

Firbolg Magic. Can cast *detect magic* and *disguise self*, Wisdom is the spellcasting ability. Resets with rest

Hidden Step. As a bonus action, he can magically turn invisible until the start of his next turn or until he attacks, makes a damage roll, or forces someone to make a saving throw. Resets with rest.

Powerful Build. Counts as one size larger when determining carrying capacity and the weight he can push, drag, or lift.

Primal Strike. Attacks in beast form count as magical attacks.

Speech of Beast and Leaf. Beasts and plants can understand the meaning of his words. Advantage on Charisma checks to influence them.

Spellcasting. Raelas is a 14th level druid. His spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks).

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

1st level. (4 slots): *animal friendship*, *entangle*, *fog cloud*, *thunderwave*

2nd level. (3 slots): *barkskin*, *moonbeam*, *pass without trace*

3rd level. (3 slots): *call lightning*, *dispel magic*, *feign death*

4th level. (3 slots): *blight*, *conjure woodland beings*, *polymorph*

5th level. (2 slots): *conjure elemental*, *tree stride*

6th level. (1 slot): *conjure fey*

7th level. (1 slot): *fire storm*

Wild Shape. Raelas can use a bonus action to assume the shape of a CR 4 or less beast for 3 hours. Can use twice, resets w/rest.

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

NPC Bio

Personality Raelas doesn't pay attention to the risks in a situation.

Appearance Handsome firbolg with ginger hair and light blue eyes. 7' 8" 290 lbs. 353 years old

Characteristics

Ideal. Greed.

Bond. Raelas is close to members of the Thieves' Guild.

Flaw. He is a compulsive liar.

Background

Raelas was an outlander (bounty hunter). For many years he has hunted down individuals for the highest bidder. He has a terrible reputation and is feared by many of the forest's inhabitants.

Equipment

backpack, 2 days of rations, hunting trap, dice set, bedroll, *staff of the woodlands*, *boots of speed*, *cloak of billowing¹*, *golden nose ring*, 179gp.

MAERIS SUNSHINE

15th level druid (Circle of the Land subclass)

Medium humanoid (wood elf), chaotic evil

Armor Class 12 (16 with *barkskin*)

Hit Points 89 (15d8)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	10 (+0)	5 (-3)	19 (+4)	16 (+3)

Saving Throws Int +2, Wis +9

Skills Insight +9, Perception +9, Persuasion +8, Stealth +6

Senses darkvision 60 ft., passive Perception 19

Languages Common, Elvish, Gnomish

Challenge 10 (5,900 XP)

Combat Wild Shape. She can use a bonus action to use Wild Shape and use a bonus action to regain 1d8 hit points per level of the spell slot expended.

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

Mask of the Wild. Can attempt to hide even when she is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Primal Strike. Attacks in beast form count as magical attacks.

Spellcasting. Maeris is a 15th level druid. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks).

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

1st level. (4 slots): *charm person, entangle, fog cloud, thunderwave*

2nd level. (3 slots): *barkskin, moonbeam, pass without trace*

3rd level. (3 slots): *dispel magic, meld into stone, water walk*

4th level. (3 slots): *freedom of movement, giant insect, ice storm*

5th level. (2 slots): *contagion, scrying*

6th level. (1 slot): *sunbeam*

7th level. (1 slot): *mirage arcane*

8th level. (1 slot): *sunburst*

Wild Shape. She can use a bonus action to assume the shape of a CR 4 or less beast for 3 hours. Can use twice, resets w/rest.

Actions

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

NPC Bio

Personality Maeris is a foul-mouthed, angry wood elf.

Appearance Very skinny wood elf female with long red hair and blue eyes. 5' 6" 82 lbs. 28 years old

Characteristics

Ideal. Greed.

Bond. Maeris wants to become a rich smuggler.

Flaw. She will turn tail and run when things look bad.

Background

Maeris was a criminal (smuggler). She operates a smuggling gang on a busy river. The river runs through a large, dark forest filled with many kinds of settlements. Her gang includes a crazy sorcerer and several rogues.

Equipment

backpack, 3 days of rations, dice set, bedroll, quill, bottle of ink, 6 pieces of parchment, *boots of elvenkind, ever-smoking bottle, folding boat, potion of supreme healing, emerald, cloak, 147pp.*

AGNES BATSHAT

16th level druid (Circle of the Moon subclass)

Medium humanoid (human), neutral evil

Armor Class 12 (16 with *barkskin*)

Hit Points 96 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	16 (+3)	13 (+1)	20 (+5)	6 (-2)

Saving Throws Int +6, Wis +10

Skills History +6, Insight +10, Medicine +10, Religion +6

Senses passive Perception 15

Languages Common

Challenge 11 (7,200 XP)

Combat Wild Shape. Agnes can use a bonus action to use Wild Shape and use a bonus action to regain 1d8 hit points per level of the spell slot expended.

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

Primal Strike. Attacks in beast form count as magical attacks.

Spellcasting. Agnes is a 16th level druid. Her spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks).

Cantrips. (at will): *shillelagh*, *produce flame*, *resistance*, *thorn whip*

1st level. (4 slots): *entangle*, *fog cloud*, *longstrider*, *thunderwave*

2nd level. (3 slots): *barkskin*, *moonbeam*, *pass without trace*

3rd level. (3 slots): *call lightning*, *dispel magic*, *plant growth*

4th level. (3 slots): *blight*, *conjure woodland beings*, *polymorph*

5th level. (2 slots): *control winds*, *maelstrom*

6th level. (1 slot): *wind walk*

7th level. (1 slot): *reverse gravity*

8th level. (1 slot): *earthquake*

Wild Shape. She can use a bonus action to assume the shape of a CR 4 or less beast for 3 hours. Can use twice, resets w/rest.

Actions

+3 Greatclub. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

NPC Bio

Personality Agnes is working on a grand philosophical theory and loves sharing her ideas.

Appearance Bald, old woman with scars on her face. 5' 8" 166 lbs. 64 years old

Characteristics

Ideal. Power.

Bond. Agnes' isolation gave her great insight into the meaning of life. She's pretty sure it's all about power.

Flaw. She would risk much to uncover a lost bit of knowledge.

Background

Agnes was a hermit. She believes power is about controlling others. This druid lives in a swamp and rules the territory around the swamp for miles. Many of the swamp creatures serve her out of fear.

Equipment

backpack, 2 days of rations, herbalism kit, bedroll, *potion of climbing*, sovereign glue, *sending stones*, *bloodstone*, 2 *opals*, cloak, 167gp.

SAM FATFEET

17th level druid (Circle of the Land subclass)
Small humanoid (lightfoot halfling), chaotic evil

Armor Class 12 (16 with *barkskin*)

Hit Points 104 (17d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	11 (+0)	12 (+1)	20 (+5)	14 (+2)

Saving Throws Int +7, Wis +11

Skills Deception +8, Insight +11, Perception +11, Stealth +8

Senses passive Perception 21

Languages Common, Halfling

Challenge 11 (7,200 XP)

Brave. Advantage on saves against being frightened.

Combat Wild Shape. Sam can use a bonus action to use Wild Shape and use a bonus action to regain 1d8 hit points per level of the spell slot expended.

Halfling Nimbleness. Can move through the space of any creature that is larger.

Lucky. Can reroll any 1s.

Naturally Stealthy. Can attempt to hide even when only obscured by a creature that is at least one size larger.

Primal Strike. Attacks in beast form count as magical attacks.

Spellcasting. Sam is a 17th level druid. His spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks).

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

1st level. (4 slots): *charm person*, *entangle*, *fog cloud*, *thunderwave*

2nd level. (3 slots): *barkskin*, *moonbeam*, *pass without trace*

3rd level. (3 slots): *conjure animals*, *sleet storm*, *wind wall*

4th level. (3 slots): *blight*, *conjure woodland beings*, *polymorph*

5th level. (2 slots): *contagion*, *scrying*

6th level. (1 slot): *conjure fey*

7th level. (1 slot): *regenerate*

8th level. (1 slot): *feeblemind*

9th level. (1 slot): *shapechange*

Wild Shape. He can use a bonus action to assume the shape of a CR 4 or less beast for 3 hours. Can use twice, resets w/rest.

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

NPC Bio

Personality Sam is friendly and outgoing.

Appearance Overweight halfling with curly brown hair and brown eyes. 3' 1" 53 lbs. 28 years old

Characteristics

Ideal. Greed.

Bond. Sam is close to his brother.

Flaw. His temper can boil over at times.

Background

Sam was a criminal (fence). Anyone knows that Sam is the one to get rid of stolen items. The local Thieves' Guild visits his forest community all the time. Sam lives in a large forest manor and enjoys his life of luxury.

Equipment

backpack, 4 days of rations, herbalism kit, bedroll, quill, bottle of ink, 6 pieces of parchment, *potion of greater healing*, *hat of disguise*, *boots of levitation*, cloak, 4563gp (in manor), 198gp.

SHARAE SHAREE

18th level druid (Circle of the Moon subclass)
Medium humanoid (half-elf), chaotic evil

Armor Class 12 (16 with *barkskin*)

Hit Points 111 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	15 (+2)	20 (+5)	7 (-2)

Saving Throws Int +8, Wis +11

Skills Athletics +8, Insight +11, Perception +11, Survival +11

Senses darkvision 60 ft., passive Perception 21

Languages Common, Elvish, Sylvan

Challenge 12 (8,400 XP)

Combat Wild Shape. She can use a bonus action to use Wild Shape and use a bonus action to regain 1d8 hit points per level of the spell slot expended.

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

Primal Strike. Attacks in beast form count as magical attacks.

Spellcasting. Sharae is a 18th level druid. Her spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks).

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

1st level. (4 slots): *charm person*, *entangle*, *fog cloud*, *thunderwave*

2nd level. (3 slots): *barkskin*, *moonbeam*, *pass without trace*

3rd level. (3 slots): *call lightning*, *dispel magic*, *feign death*

4th level. (3 slots): *hallucinatory terrain*, *polymorph*, *stone shape*

5th level. (3 slots): *contagion*, *scrying*, *tree stride*

6th level. (1 slot): *wall of thorns*

7th level. (1 slot): *mirage arcane*

8th level. (1 slot): *control weather*

9th level. (1 slot): *storm of vengeance*

Wild Shape. She can use a bonus action to assume the shape of a CR 4 or less beast for 3 hours. Can use twice, resets w/rest.

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

NPC Bio

Personality Sharae is a loud, obnoxious individual.

Appearance Half-elf female with light-brown hair and brown eyes. 5' 10" 145 lbs. 33 years old

Characteristics

Ideal. Change.

Bond. Sharae feels it is her duty to provide children to sustain her village.

Flaw. There's no room for caution in a life lived to the fullest.

Background

Sharae was an outlander (guide). She led many groups of strangers through her forest. She grew angry about the visitors' treatment of the wilderness. This druid now wanders the woodlands, driving any newcomers out.

Equipment

backpack, 3 days of rations, herbalism kit, bedroll, *potion of gaseous form*, *orb of time*², cloak, 87gp.

BALDUR GREENBEARD

19th level druid (Circle of the Land subclass)
Medium humanoid (hill dwarf), neutral evil

Armor Class 12 (16 with *barkskin*)

Hit Points 122 (19d8 + 57)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	16 (+3)	18 (+4)	20 (+5)	11 (+0)

Saving Throws Int +10, Wis +11

Skills History +10, Insight +11, Persuasion +6, Religion +10

Senses darkvision 60 ft., passive Perception 15

Languages Common, Dwarvish

Challenge 12 (8,400 XP)

Combat Wild Shape. Baldur can use a bonus action to use Wild Shape and use a bonus action to regain 1d8 hit points per level of the spell slot expended.

Dwarven Resilience. He has advantage on saves against poison, and resistance against poison damage.

Primal Strike. Attacks in beast form count as magical attacks.

Spellcasting. Baldur is a 19th level druid. His spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks).

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

1st level. (4 slots): *charm person*, *entangle*, *fog cloud*, *thunderwave*

2nd level. (3 slots): *barkskin*, *beast sense*, *flame blade*

3rd level. (3 slots): *call lightning*, *dispel magic*, *meld into stone*

4th level. (3 slots): *blight*, *polymorph*, *stone shape*

5th level. (3 slots): *commune with nature*, *conjure elemental*, *wall of stone*

6th level. (2 slots): *move earth*, *wind walk*

7th level. (1 slot): *fire storm*

8th level. (1 slot): *earthquake*

9th level. (1 slot): *shapechange*

Wild Shape. He can use a bonus action to assume the shape of a CR 4 or less beast for 3 hours. Can use twice, resets w/rest.

Actions

+3 Quarterstaff. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

NPC Bio

Personality Baldur is full of witty aphorisms.

Appearance Old hill dwarf male with gray hair, a gray beard, and blue eyes. 4' 0" 173 lbs. 347 years old

Characteristics

Ideal. Greed.

Bond. Baldur owes everything to his mentor.

Flaw. He is inflexible in his thinking.

Background

Baldur was a noble. He was a rich dwarf with a close bond to the dwarf king. However, he was framed for a crime and thrown out of the kingdom. This turned him to the dark side and he wanders the mountains attacking any members of the dwarf race.

Equipment

backpack, 5 days of rations, signet ring, bedroll, *potion of supreme healing*, *universal solvent*, cloak, 134pp.

ISABELLA STORM

20th level druid (Circle of the Moon subclass)

Medium humanoid (human), chaotic evil

Armor Class 12 (16 with barkskin)

Hit Points 125 (20d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	11 (+0)	20 (+5)	17 (+3)

Saving Throws Int +6, Wis +11

Skills Insight +11, Religion +6, Sleight of Hand +9, Stealth +9

Senses passive Perception 15

Languages Common, Elvish

Challenge 13 (10,000 XP)

Combat Wild Shape. Isabella can use a bonus action to use Wild Shape and use a bonus action to regain 1d8 hit points per level of the spell slot expended.

Primal Strike. Attacks in beast form count as magical attacks.

Spellcasting. Isabella is a 20th level druid. Her spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks).

Cantrips. (at will): *druidcraft, guidance, mending, thorn whip*

1st level. (4 slots): *charm person, entangle, fog cloud, thunderwave*

2nd level. (3 slots): *barkskin, flaming sphere, spike growth*

3rd level. (3 slots): *call lightning, dispel magic, wind wall*

4th level. (3 slots): *blight, conjure woodland beings, ice storm*

5th level. (3 slots): *insect plague, scrying, tree stride*

6th level. (2 slots): *conjure fey, wall of thorns*

7th level. (2 slots): *plane shift, reverse gravity*

8th level. (1 slot): *control weather*

9th level. (1 slot): *storm of vengeance*

Wild Shape. She can use a bonus action to assume the shape of a CR 4 or less beast for 3 hours. Can use twice, resets w/rest.

Actions

+3 Quarterstaff. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage.

NPC Bio

Personality Isabella has a crude sense of humor.

Appearance Pretty woman with medium-length brown hair and hazel eyes. 5' 6" 129 lbs. 36 years old

Characteristics

Ideal. Power.

Bond. Isabella robbed a famous noble to escape from her life of poverty.

Flaw. She has trouble trusting her allies.

Background

Isabella was an urchin. When she was younger she stole a great deal of gold and joined the noble class in a large city. She left the city and built an enormous castle in the woods. From there she has gained more and more power. The ambitious druid plans to take over the entire kingdom.

Equipment

backpack, 6 days of rations, herbalism kit, dice set, bedroll, *staff of the woodlands*, *bag of tricks (rust)*, *potion of supreme healing*, *ring of father falling*, *portable hole*, cloak, 10412gp (in castle), 176pp.

LAURAE IMMERAE

13th level fighter (Cavalier subclass)
Medium humanoid (half-elf), chaotic evil

Armor Class 18 (+1 chain mail)

Hit Points 112 (13d10 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	18 (+4)	8 (-2)	10 (+0)	16 (+3)

Saving Throws Str +4, Con +9

Skills Acrobatics +8, Intimidation +8, Perception +5, Performance =8

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish

Challenge 8 (3,900 XP)

Action Surge. She can take an additional action. She must rest to regain this feature.

Born to the Saddle. Will has advantage on saving throws made to avoid falling off his mount. If she falls off his mount and descend no more than 10', he can land on his feet if she's not incapacitated. Finally, mounting or dismounting a creature costs him only 5' of movement, rather than half his speed.

Hold the Line. Creatures provoking an opportunity attack from him when they move 5 feet or more while within his reach, and if he hits a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn. **Fey Ancestry.** She has advantage on saving throws against being charmed, and magic can't put her to sleep.

Indomitable. She can reroll a saving throw he fails.

Improved Critical. A 19 on a weapon attack is also a critical hit.

Remarkable Athlete. She can add +2 to any Strength, Dexterity, or Constitution check she makes that doesn't already use her proficiency bonus. In addition, when she makes a running jump, can jump an extra 4 feet.

Second Wind. She can use a bonus action to regain 1d10 + 13 hit points. She must rest to regain this feature.

Unwavering Mark. When he hits a creature with a melee weapon attack, he can mark the creature until the end of his next turn. This effect ends early if he is incapacitated or he dies or if someone else marks the creature. While it is within 5' of him, a creature marked by him has disadvantage on any attack roll that doesn't target him. In addition, if a creature marked by him deals damage to anyone other than him, he can make a special melee weapon attack against the marked creature as a bonus action on his next turn. He has advantage on the attack roll, and if it hits, the attack's weapon damage deal 4 extra hit points damage. Regardless of the number of creatures he marks, he can make this special attack 3 times, and resets feature after a long rest.

Actions

Multiattack. Laurae makes three melee attacks or one ranged attack.

+2 Shortsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) piercing damage.

+1 Heavy Crossbow. *Ranged Weapon Attack:* +9 to hit, range 100/400 ft., one target. Hit: 9 (1d10 + 4) piercing damage.

Reactions

Warding Maneuver. If Will or a creature he can see within 5' of him is hit by an attack, he can roll a 1d8 as a reaction if he is wielding a melee weapon or a shield. Roll the die, and add the number rolled to the target's AC against the attack. If the attack still hits, the target has resistance against the attack's damage. He can use this feature 3 times and resets with a long rest.

NPC Bio

Personality Laurae knows a story relevant to almost every situation.

Appearance Short half-elf female with long black hair and brown eyes. 5' 4" 100 lbs. 31 years old

Characteristics

Ideal. Freedom.

Bond. She would do anything for the members of her old troupe.

Flaw. Laurae would kill to acquire a noble title.

Background

Laurae was an entertainer (musician). She was part of an unsuccessful troupe who traveled the land. The negative reviews affected her dreadfully and her heart turned cold.

Equipment

backpack, 3 days of rations, disguise kit, tinderbox, bedroll, crossbow case, 15 crossbow bolts, *saddle of the cavalier*, *sending stones*, *ring of invisibility*, *horn of silent alarm*¹, cloak, 123gp.

Mount

warhorse

MAUG

14th level fighter (Champion subclass)
Medium humanoid (half-orc), chaotic evil

Armor Class 19 (plate)
Hit Points 114 (14d10 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	9 (-1)	6 (-2)	9 (-1)

Saving Throws Str +10, Con +9
Skills Animal Handling +3, Athletics +10, Deception +4, Intimidation +4, Stealth +6
Senses darkvision 60 ft., passive Perception 8
Languages Common, Orc
Challenge 9 (5,000 XP)

Action Surge. He can take an additional action. He must rest to regain this feature.

Indomitable. He can reroll a saving throw he fails.

Improved Critical. A 19 on a weapon attack is also a critical hit.

Remarkable Athlete. He can add +2 to any Strength, Dexterity, or Constitution check he makes that doesn't already use his proficiency bonus. In addition, when he makes a running jump, can jump an extra 4 feet.

Relentless Endurance. When he 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.

Savage Attacks. When he scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Second Wind. He can use a bonus action to regain 1d10 + 14 hit points. He must rest to regain this feature.

Actions

Multiattack. Maug makes three melee attacks or one ranged attack.

+2 Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage.

+1 Heavy Crossbow. *Ranged Weapon Attack:* +9 to hit, range 100/400 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

NPC Bio

Personality Maug is an unintelligent, crude warrior.

Appearance Bald male half-orc. 6' 6" 256 lbs. 25 years old

Characteristics

Ideal. Might.

Bond. He is obsessed with his sword.

Flaw. Maug has terrible instincts.

Background

Maug was a criminal (enforcer). He has been a violent bully all of his life. This fighter now works for a dark knight and does his bidding.

Equipment

backpack, 5 days of rations, disguise kit, thieves' tools, tinderbox, bedroll, crossbow case, 20 +2 crossbow bolts, chime of opening, gem of seeing, Quaal's feather token, cloak, 188gp.

SIMON THE BAD

15th level fighter (Champion subclass)
Medium humanoid (human), chaotic evil

Armor Class 20 (+1 plate)
Hit Points 123 (15d10 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	12 (+1)	10 (+0)	12 (+1)

Saving Throws Str +9, Con +8
Skills Athletics +9, Insight +5, Perception +5, Survival +5
Senses passive Perception 15
Languages Common
Challenge 10 (5,900 XP)

Action Surge. He can take an additional action. He must rest to regain this feature.

Indomitable. He can reroll a saving throw he fails.

Improved Critical. A 19 on a weapon attack is also a critical hit.

Remarkable Athlete. He can add +2 to any Strength, Dexterity, or Constitution check he makes that doesn't already use his proficiency bonus. In addition, when he makes a running jump, can jump an extra 4 feet.

Second Wind. He can use a bonus action to regain 1d10 + 15 hit points. He must rest to regain this feature.

Actions

Multiattack. Simon the Bad makes three melee attacks or one ranged attack.

+2 Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage.

+1 Heavy Crossbow. *Ranged Weapon Attack:* +10 to hit, range 100/400 ft., one target. Hit: 8 (1d10 + 3) piercing damage.

NPC Bio

Personality Simon the Bad is a cunning, sly warrior.

Appearance Young man with long blonde hair and greenish-blue eyes. 6' 3" 211 lbs. 25 years old

Characteristics

Ideal. Greed.

Bond. He is very close to his brother.

Flaw. Simon is a sucker for a pretty face.

Background

Simon the Bad was an outlander (bounty hunter). He and twin his brother grew up in a tiny mountain village. Now the two of them live in a keep in those same mountains with their small army. He is a nasty individual but not nearly as bad as his brother, he is just the worst.

Equipment

backpack, 4 days of rations, disguise kit, thieves' tools, 3 torches, tinderbox, bedroll, crossbow case, 17 +2 crossbow bolts, bag of holding, rope of climbing, gem of seeing, potion of speed, cloak, 108pp.

Mount

warhorse

SIMON THE WORST

16th level fighter (Champion subclass)
Medium humanoid (human), chaotic evil

Armor Class 20 (+1 plate)
Hit Points 127 (16d10 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (+0)	14 (+2)	9 (-1)

Saving Throws Str +9, Con +9
Skills Athletics +9, Insight +7, Perception +7, Survival +7
Senses passive Perception 17
Languages Common
Challenge 11 (7,200 XP)

Action Surge. He can take an additional action. He must rest to regain this feature.

Indomitable. He can reroll a saving throw he fails.

Improved Critical. A 19 on a weapon attack is also a critical hit.

Remarkable Athlete. He can add +2 to any Strength, Dexterity, or Constitution check he makes that doesn't already use his proficiency bonus. In addition, when he makes a running jump, can jump an extra 4 feet.

Second Wind. He can use a bonus action to regain 1d10 + 16 hit points. He must rest to regain this feature.

Actions

Multiattack. Simon the Worst makes three melee attacks or one ranged attack.

+2 Greatsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage.

+1 Heavy Crossbow. *Ranged Weapon Attack:* +9 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

NPC Bio

Personality Simon the Worst is a bold, brash warrior.

Appearance Young man with long blonde hair and greenish-blue eyes. 6' 3" 211 lbs. 25 years old

Characteristics

Ideal. Power.

Bond. He is very close to his brother.

Flaw. Simon thinks he's smarter than he is.

Background

Simon the Worst was an outlander (bounty hunter). His brother is pretty bad, but Simon the Worst is even worse. He is the leader of their small army. They raid caravans and nearby settlements from their headquarters, a small keep.

Equipment

backpack, 3 days of rations, 3 torches, tinderbox, bedroll, crossbow case, 20 +2 crossbow bolts, *driftglobe*, *ring of warmth*, *potion of supreme healing*, cloak, 16786gp (in keep), 199pp.

Mount

warhorse

TORZAK BONECRUSHER

17th level fighter (Champion subclass)
Medium humanoid (goliath), chaotic evil

Armor Class 19 (plate)
Hit Points 134 (17d10 + 68)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	10 (+0)	10 (+0)	6 (-2)

Saving Throws Str +11, Con +10
Skills Athletics +11, Sleight of Hand +6, Stealth +6, Survival +6
Senses passive Perception 10
Languages Common, Giant
Challenge 11 (7,200 XP)

Action Surge. He can take an additional action. He must rest to regain this feature.

Indomitable. He can reroll a saving throw he fails.

Improved Critical. A 19 on a weapon attack is also a critical hit.

Mountain Born. Torzak is acclimated to high altitude, including elevations above 20,000 feet. He's also naturally adapted to cold climates.

Natural Athlete. He has proficiency in the Athletics skill.

Powerful Build. He counts as one size larger when determining his carrying capacity and the weight he can push, drag, or lift.

Remarkable Athlete. He can add +2 to any Strength, Dexterity, or Constitution check he makes that doesn't already use his proficiency bonus. In addition, when he makes a running jump, can jump an extra 4 feet.

Second Wind. He can use a bonus action to regain 1d10 + 17 hit points. He must rest to regain this feature.

Stone's Endurance. Torzak can focus himself to occasionally shrug off injury. When he takes damage, he can use his reaction to roll a d12. He then reduces the damage by that amount. After he uses this trait, he can't use it again until he finishes a short or long rest.

Actions

Multiattack. Torzak makes three melee attacks or one ranged attack.

+2 Warhammer. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. Hit: 12 (1d10 + 7) slashing damage.

+2 Heavy Crossbow. *Ranged Weapon Attack:* +10 to hit, range 100/400 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

NPC Bio

Personality Torzak loves to brawl.

Appearance Bald goliath with gray eyes. 7' 2" 266 lbs. 34 years old

Characteristics

Ideal. Might.

Bond. He wants to rule the kingdom.

Flaw. Torzak has trouble keeping his true feelings hidden.

Background

Torzak was an urchin. He grew up in a poor village on the border. He fought his way out of the village and began to work for a wealthy necromancer. He lives in a dungeon with the vile spellcaster and numerous minions.

Equipment

backpack, 3 days of rations, disguise kit, 3 torches, tinderbox, bedroll, crossbow case, 20 +3 *crossbow bolts*, *sending stones*, *potion of greater healing*, cloak, 18999gp (in dungeon), 205pp.

Mount

wyvern

BRAAK

18th level fighter (Champion subclass)
Medium humanoid (half-orc), chaotic evil

Armor Class 21 (+2 plate)
Hit Points 140 (18d10 + 54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	16 (+3)	10 (+0)	9 (-1)

Saving Throws Str +11, Con +9
Skills Athletics +11, Insight +6, Intimidation +5, Perception +6, Survival +6
Senses darkvision 60 ft., passive Perception 16
Languages Common, Orc
Challenge 12 (8,400 XP)

Action Surge. He can take an additional action. He must rest to regain this feature.

Indomitable. He can reroll a saving throw he fails.

Improved Critical. A 19 on a weapon attack is also a critical hit.

Relentless Endurance. When he 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.

Remarkable Athlete. He can add +2 to any Strength, Dexterity, or Constitution check he makes that doesn't already use his proficiency bonus. In addition, when he makes a running jump, can jump an extra 4 feet.

Savage Attacks. When he scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Second Wind. He can use a bonus action to regain 1d10 + 18 hit points. He must rest to regain this feature.

Actions

Multiattack. Braak makes three melee attacks or three ranged attacks.

+3 Greatsword. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

+1 Longbow. *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

NPC Bio

Personality Braak is an intelligent, well-spoken warrior.

Appearance Male half-orc with black hair and gray eyes. 6' 2" 238 lbs. 32 years old

Characteristics

Ideal. Glory.

Bond. His tribe is the most important thing in the world to him.

Flaw. Braak believes he can think his way out of any situation.

Background

Braak was a sailor. He has returned from his adventures a rich man. Braak has built a large keep on the coast and bought a small army. He plans to take the surrounding settlements by force.

Equipment

backpack, 3 days of rations, 3 torches, tinderbox, bedroll, crossbow case, 19 +2 crossbow bolts, folding boat, Nolzur's marvelous pigments, saddle of the cavalier, cloak, 9234gp (in keep), 234pp.

Mount

warhorse

HAGRAD BLADEBEARD

19th level fighter (Champion subclass)
Medium humanoid (mountain dwarf), chaotic evil

Armor Class 19 (plate)
Hit Points 152 (19d10 + 76)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	11 (+0)	10 (+0)	14 (+2)

Saving Throws Str +11, Con +11
Skills Athletics +11, Medicine +6, Perception +6, Religion +6
Senses darkvision 60 ft., passive Perception 16
Languages Common, Dwarvish
Challenge 12 (8,400 XP)

Action Surge. He can take an additional action. He must rest to regain this feature.

Dwarven Resilience. He has advantage on saves against poison, and resistance against poison damage.

Indomitable. He can reroll a saving throw he fails.

Improved Critical. A 19 on a weapon attack is also a critical hit.

Remarkable Athlete. He can add +2 to any Strength, Dexterity, or Constitution check he makes that doesn't already use his proficiency bonus. In addition, when he makes a running jump, can jump an extra 4 feet.

Second Wind. He can use a bonus action to regain 1d10 + 19 hit points. He must rest to regain this feature.

Actions

Multiattack. Hagrid makes three melee attacks or three ranged attacks.

+3 Greataxe. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. Hit: 14 (1d12 + 8) slashing damage.

+1 Longbow. *Ranged Weapon Attack:* +9 to hit, range 100/400 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

NPC Bio

Personality Hagrid will never pass up a friendly wager.

Appearance Male mountain dwarf with red hair, a red beard, and hazel eyes. 4' 3" 152 lbs. 115 years old

Characteristics

Ideal. Power.

Bond. He is loyal to his king.

Flaw. Hagrid is loyal to an evil king.

Background

Hagrid was a hermit. He has lived in a small hut by a dark wood for many years. The evil king visits the fighter when he has need of his services. Hagrid's patron often communicates with him by a sending stone.

Equipment

backpack, 3 days of rations, herbalism kit, 3 torches, tinderbox, bedroll, quiver, 18 +3 arrows, sending stones, ring of warmth, horn of blasting, cloak, 303pp.

RARGRIM ALDUTH

20th level fighter (Champion subclass)
Medium humanoid (red dragonborn), chaotic evil

Armor Class 20 (+1 plate)
Hit Points 224 (20d10 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	16 (+3)	10 (+0)	14 (+2)

Saving Throws Str +11, Con +11
Skills Athletics +11, Animal Handling +6, History +9, Intimidation +8
Senses passive Perception 10
Languages Common, Draconic
Challenge 13 (10,000 XP)

Action Surge. He can take an additional action. He must rest to regain this feature.

Breath Weapon 1/day. Fire breath. 17 (5d6) fire damage, DC 19 Dexterity saving throw.

Fire Resistance. Resistance to fire damage.

Indomitable. He can reroll a saving throw he fails.

Improved Critical. A 19 on a weapon attack is also a critical hit.

Remarkable Athlete. He can add +2 to any Strength, Dexterity, or Constitution check he makes that doesn't already use his proficiency bonus. In addition, when he makes a running jump, can jump an extra 4 feet.

Second Wind. He can use a bonus action to regain 1d10 + 20 hit points. He must rest to regain this feature.

Actions

Multiattack. Rargrim makes four melee attacks or two ranged attacks.

+3 Greatsword. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

+3 Heavy Crossbow. *Ranged Weapon Attack:* +13 to hit, range 100/400 ft., one target. Hit: 10 (1d10 + 5) piercing damage.

NPC Bio

Personality Rargrim is an intelligent, cunning warrior.

Appearance Tall red dragonborn male. 6' 9" 252 lbs. 25 years old

Characteristics

Ideal. Freedom.

Bond. He owes his life to another dragonborn who taught him to live on the street.

Flaw. Rargrim is crude and cruel.

Background

Rargrim was a soldier (officer). He is a worshipper of Tiamat and wants the dragons and the dragonborn to rule the multiverse. Rargrim rides into a battle on the back of a red dragon. His home is a huge mountain fortress. A small army of dragonborn warriors follow his lead.

Equipment

4 days of rations, 3 torches, tinderbox, bedroll, crossbow case, 20 +3 crossbow bolts, bag of holding, ring of resistance, cloak, 5133gp (in fortress), 526pp.

Mount

adult red dragon

YELLOW EYES

13th level monk (Way of the Open Hand subclass)
Medium humanoid (tabaxi), lawful evil

Armor Class 16

Hit Points 87 (13d8)

Speed 50 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	10 (+0)	9 (-1)	14 (+2)	11 (+0)

Saving Throws Str +8, Dex +9

Skills Acrobatics +9, Insight +7, Religion +4, Stealth +9

Senses darkvision 60 ft., passive Perception 12

Languages Common, Halfling

Challenge 8 (3,900 XP)

Cats Claws. Climb speed of 20'. In addition, his claws are natural weapons, which he can use to make unarmed strikes. If Yelloweyes hits with them, he does slashing damage equal to 1d4 + 3, instead of the bludgeoning damage.

Cat's Talent. Is proficient in the Perception and Stealth skills.

Cloak of Shadows. When he is in an area of dim light or darkness, he can use his action to become invisible. He remains invisible until he makes an attack, cast a spell, or are in an area of bright light.

Evasion. Able to dodge out of the way of certain area effects. When he is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead take no damage if he succeeds on the saving throw, and only half damage if he fails.

Feline Agility. When he moves on his turn in combat, he can double his speed until the end of the turn. Once he uses this trait, he can't use it again until he moves 0 feet on one of his turns.

Flurry of Blows. 1 ki pt. 2 unarmed strikes/bonus action

Ki-Empowered Strike. Unarmed strikes are magical.

Patient Defense. He can spend 1 ki point to take the Dodge action as a bonus action.

Purity of Body. His mastery of the ki flowing through him makes him immune to disease and poison.

Shadow Arts. He can use his ki to duplicate the effects of certain spells. As an action, he can spend 2 ki points to cast *darkness*, *darkvision*, *pass without trace*, or *silence*, without providing material components. Additionally, he gains the *minor illusion* cantrip.

Shadow Stip. He can step from one shadow into another. When he is in dim light or darkness, as a bonus action he can teleport up to 60' to an unoccupied space you can see that is also in dim light or darkness. He can then have advantage on the first melee attack he makes before the end of the turn.

Step of the Wind. He can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Stillness of Mind. Use action to end charmed/frightened effect.

Stunning Strike. He can spend 1 ki point to stun. DC 15 Constitution saving throw.

Actions

Multiattack. Yelloweyes makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 17 hit points.

Slow Fall. Use reaction to reduce falling damage by 65 hit points.

NPC Bio

Personality Yelloweyes never pays attention to the risks in a situation. Never tell him the odds.

Appearance Average-size tabaxi male with red fur and yellow eyes. 6' 4" 220 lbs. 26 years old

Characteristics

Ideal. Greed.

Bond. He aims to be the greatest monk that ever lived.

Flaw. Yelloweyes is a risk-taker.

Background

Yelloweyes was an acolyte. He now belongs to a devil-worshipping cult. They operate from a hidden dungeon lair.

Equipment

backpack, 2 days of rations, 6 darts, thieves' tools, set of playing cards, tinderbox, bedroll, 50 ft. rope, *potion of diminution*, manacles, cloak, 84pp.

Ki Points

13

Mount

riding horse

LANDON HEARN

14th level monk (Way of the Shadow subclass)
Small humanoid (stout halfling), lawful evil

Armor Class 15

Hit Points 89 (14d8)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	10 (+0)	16 (+3)	11 (+0)	15 (+2)

Saving Throws Str +5, Dex +10

Skills Acrobatics +10, Arcana +8, History +8, Stealth +10

Senses passive Perception 10

Languages Common, Halfling

Challenge 9 (5,000 XP)

Brave. Advantage on saves against being frightened.

Cloak of Shadows. When he is in an area of dim light or darkness, he can use his action to become invisible. He remains invisible until he makes an attack, cast a spell, or are in an area of bright light.

Evasion. Able to dodge out of the way of certain area effects. When he is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead take no damage if he succeeds on the saving throw, and only half damage if he fails.

Halfling Nimbleness. Can move through the space of any creature that is larger.

Lucky. Can reroll any 1s.

Flurry of Blows. 1 ki pt. 2 unarmed strikes/bonus action

Ki-Empowered Strike. Unarmed strikes are magical.

Patient Defense. He can spend 1 ki point to take the Dodge action as a bonus action.

Purity of Body. His mastery of the ki flowing through him makes him immune to disease and poison.

Shadow Arts. He can use his ki to duplicate the effects of certain spells. As an action, he can spend 2 ki points to cast *darkness*, *darkvision*, *pass without trace*, or *silence*, without providing material components. Additionally, he gains the *minor illusion* cantrip.

Shadow Step. He can step from one shadow into another. When he is in dim light or darkness, as a bonus action he can teleport up to 60' to an unoccupied space you can see that is also in dim light or darkness. He can then have advantage on the first melee attack he makes before the end of the turn.

Step of the Wind. He can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Stillness of Mind. Use action to end charmed/frightened effect.

Stout Resilience. Has advantage on saving throws against poison, and has resistance against poison damage.

Stunning Strike. He can spend 1 ki point to stun. DC 13 Constitution saving throw.

Actions

Multiattack. Landon makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage.

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 19 hit points.

Slow Fall. Use reaction to reduce falling damage by 70 hit points.

NPC Bio

Personality Landon is a cowardly, cruel individual.

Appearance Halfling male with long black hair and green eyes. 3' 2" 32 lbs. 49 years old

Characteristics

Ideal. Greed.

Bond. He aims to be the greatest thief that ever lived.

Flaw. Landon is a risk-taker.

Background

Landon was a sage (scribe). He used to be a writer, but turned to a life of crime after writers' block and poor reviews got to him. He lives in a hidden dungeon under a busy inn. The halfling hoards treasure and hides it in this dark lair.

Equipment

backpack, 2 days of rations, quill, bottle of ink, 4 pieces of parchment, thieves' tools, set of playing cards, tinderbox, bedroll, 50 ft. rope, *chime of opening*, *potion of diminution*, *potion of supreme healing*, manacles, *yellow sapphire*, 3 *garnets*, *black pearl*, *jeweled dagger*, cloak, 11120gp (in dungeon), 98gp.

Ki Points

14

Mount

donkey

ULVAR STONEHANDS

15th level monk (Way of the Drunken Master subclass)
Medium humanoid (hill dwarf), lawful evil

Armor Class 16

Hit Points 93 (15d8 + 15)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	12 (+1)	16 (+3)	14 (+2)	11 (+0)

Saving Throws Str +6, Dex +9

Skills Acrobatics +9, Insight +7, Persuasion +5, Stealth +9

Senses darkvision 60 ft., passive Perception 12

Languages Common, Dwarvish

Challenge 10 (5,900 XP)

Cloak of Shadows. When he is in an area of dim light or darkness, he can use his action to become invisible. He remains invisible until he makes an attack, cast a spell, or are in an area of bright light.

Dwarven Resilience. He has advantage on saves against poison, and resistance against poison damage.

Evasion. Able to dodge out of the way of certain area effects. When he is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead take no damage if he succeeds on the saving throw, and only half damage if he fails.

Flurry of Blows. 1 ki pt. Can do two unarmed strikes as a bonus action.

Ki-Empowered Strike. His unarmed strikes are all considered magical attacks.

Patient Defense. He can spend 1 ki point to take the Dodge action as a bonus action.

Purity of Body. His mastery of the ki flowing through him makes him immune to disease and poison.

Shadow Arts. He can use his ki to duplicate the effects of certain spells. As an action, he can spend 2 ki points to cast *darkness*, *darkvision*, *pass without trace*, or *silence*, without providing material components. Additionally, he gains the *minor illusion* cantrip.

Shadow Stip. He can step from one shadow into another. When he is in dim light or darkness, as a bonus action he can teleport up to 60' to an unoccupied space you can see that is also in dim light or darkness. He can then have advantage on the first melee attack he makes before the end of the turn.

Step of the Wind. He can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Stillness of Mind. Can use an action to end charmed/frightened effect.

Stunning Strike. He can spend 1 ki point to stun. DC 15 Constitution saving throw.

Actions

Multiattack. Ulvar makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 19 hit points.

Slow Fall. Use reaction to reduce falling damage by 75 hit points.

NPC Bio

Personality Ulvar is a snob who looks down on those who can't appreciate good mead.

Appearance Hill dwarf male with red hair, a red beard, and blue eyes. 4' 4" 220 lbs. 145 years old

Characteristics

Ideal. Aspiration.

Bond. He will return to his guild one day and prove that he is the greatest brewer of them all.

Flaw. Ulvar is never satisfied with what he has.

Background

Ulvar was a guild artisan (brewer). He has a very successful brewery in a port town. When he's not brewing mead, he partners with a nasty gang who raid nearby settlements. This gang includes a wizard, two fighters, and a rogue.

Equipment

backpack, 2 days of rations, brewer's tools, thieves' tools, tinderbox, bedroll, 50 ft. rope, *Nolzur's marvelous pigments*, *potion of diminution*, manacles, *pair of engraved dice*, cloak, 120pp

Ki Points

15

VARG

16th level monk (Way of the Shadow subclass)
Medium humanoid (half-orc), lawful evil

Armor Class 17

Hit Points 94 (16d8)

Speed 55 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	11 (+0)	13 (+1)	16 (+3)	11 (+0)

Saving Throws Str +8, Dex +9

Skills Acrobatics +9, Athletics +8, Intimidation +5, Sleight of Hand +9, Stealth +9

Senses darkvision 60 ft., passive Perception 13

Languages Common, Orc

Challenge 11 (7,200 XP)

Cloak of Shadows. When he is in an area of dim light or darkness, he can use his action to become invisible. He remains invisible until he makes an attack, cast a spell, or are in an area of bright light.

Evasion. Able to dodge out of the way of certain area effects. When he is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead take no damage if he succeeds on the saving throw, and only half damage if he fails.

Flurry of Blows. 1 ki pt. 2 unarmed strikes/bonus action

Ki-Empowered Strike. Unarmed strikes are magical.

Patient Defense. He can spend 1 ki point to take the Dodge action as a bonus action.

Purity of Body. His mastery of the ki flowing through him makes him immune to disease and poison.

Relentless Endurance. When he 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.

Savage Attacks. When he scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Shadow Arts. He can use his ki to duplicate the effects of certain spells. As an action, he can spend 2 ki points to cast *darkness*, *darkvision*, *pass without trace*, or *silence*, without providing material components. Additionally, he gains the *minor illusion* cantrip.

Shadow Stip. He can step from one shadow into another. When he is in dim light or darkness, as a bonus action he can teleport up to 60' to an unoccupied space you can see that is also in dim light or darkness. He can then have advantage on the first melee attack he makes before the end of the turn.

Step of the Wind. He can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Stillness of Mind. Use action to end charmed/frightened effect.

Stunning Strike. He can spend 1 ki point to stun. DC 16 Constitution saving throw.

Actions

Multiattack. Varg makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 20 hit points.

Slow Fall. Use reaction to reduce falling damage by 80 hit points.

NPC Bio

Personality Varg works hard and plays hard.

Appearance Average-size half-orc male with black hair and brown eyes. 6' 210 lbs. 26 years old

Characteristics

Ideal. Mastery.

Bond. He will always remember his first love.

Flaw. His pride will probably lead to his destruction.

Background

Varg was an urchin. He is a very extroverted character who ends up in the center of the action. Varg thinks highly of himself and lets everyone else know.

Equipment

backpack, 2 days of rations, 6 black darts, thieves' tools, set of playing cards, tinderbox, bedroll, 50 ft. rope, *potion of diminution*, manacles, cloak, 111pp.

Ki Points

16

Mount

riding horse

JARED TANNER

17th level monk (Way of the Open Hand subclass)
Medium humanoid (human), lawful evil

Armor Class 18

Hit Points 99 (17d8 + 17)

Speed 55 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	12 (+1)	10 (+0)	16 (+3)	11 (+0)

Saving Throws Str +9, Dex +11

Skills Acrobatics +11, Athletics +9, Perception +9, Stealth +11

Senses passive Perception 19

Languages Common

Challenge 11 (7,200 XP)

Cloak of Shadows. When he is in an area of dim light or darkness, he can use his action to become invisible. He remains invisible until he makes an attack, cast a spell, or are in an area of bright light.

Evasion. Able to dodge out of the way of certain area effects. When he is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead take no damage if he succeeds on the saving throw, and only half damage if he fails.

Flurry of Blows. 1 ki pt. 2 unarmed strikes/bonus action

Ki-Empowered Strike. Unarmed strikes are magical.

Patient Defense. He can spend 1 ki point to take the Dodge action as a bonus action.

Purity of Body. His mastery of the ki flowing through him makes him immune to disease and poison.

Shadow Arts. He can use his ki to duplicate the effects of certain spells. As an action, he can spend 2 ki points to cast *darkness*, *darkvision*, *pass without trace*, or *silence*, without providing material components. Additionally, he gains the *minor illusion* cantrip.

Shadow Step. He can step from one shadow into another. When he is in dim light or darkness, as a bonus action he can teleport up to 60' to an unoccupied space you can see that is also in dim light or darkness. He can then have advantage on the first melee attack he makes before the end of the turn.

Step of the Wind. He can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Stillness of Mind. Use action to end charmed/frightened effect.

Stunning Strike. He can spend 1 ki point to stun. DC 17 Constitution saving throw.

Actions

Multiattack. Jared makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage.

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 22 hit points.

Slow Fall. Use reaction to reduce falling damage by 85 hit points.

NPC Bio

Personality Jared is convinced people are always trying to cheat him.

Appearance Young man with long brown hair and gray eyes. 6' 2" 207 lbs. 25 years old

Characteristics

Ideal. Greed.

Bond. It is his duty to protect his students.

Flaw. Jared is paranoid.

Background

Jared was a sailor. He is part of the local Thieves' Guild. He is loyal to his guild but will also do anything to gain more wealth. He leaves a calling card at each of his robberies, leaving a black dart behind. A number of different factions are looking to bring him to justice.

Equipment

backpack, 2 days of rations, 6 black darts, thieves' tools, set of playing cards, tinderbox, bedroll, 50 ft. rope, *potion of cloud giant strength*, *Keoghtom's ointment*, manacles, cloak, 98pp.

Ki Points

17

Mount

young black dragon

KUMANA

18th level monk (Way of the Shadow subclass)

Medium humanoid (human), lawful evil

Armor Class 18

Hit Points 118 (18d8)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	11 (+0)	16 (+3)	16 (+3)	7 (-1)

Saving Throws Str +6, Dex +11

Skills Acrobatics +11, Athletics +6, Stealth +11, Survival +9

Senses passive Perception 13

Languages Common, Halfling

Challenge 12 (8,400 XP)

Cloak of Shadows. When he is in an area of dim light or darkness, he can use his action to become invisible. He remains invisible until he makes an attack, cast a spell, or are in an area of bright light.

Evasion. Able to dodge out of the way of certain area effects. When he is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead take no damage if he succeeds on the saving throw, and only half damage if he fails.

Flurry of Blows. 1 ki pt. 2 unarmed strikes/bonus action

Ki-Empowered Strike. Unarmed strikes are magical.

Patient Defense. He can spend 1 ki point to take the Dodge action as a bonus action.

Purity of Body. His mastery of the ki flowing through him makes him immune to disease and poison.

Shadow Arts. He can use his ki to duplicate the effects of certain spells. As an action, he can spend 2 ki points to cast *darkness*, *darkvision*, *pass without trace*, or *silence*, without providing material components. Additionally, he gains the *minor illusion* cantrip.

Shadow Stip. He can step from one shadow into another. When he is in dim light or darkness, as a bonus action he can teleport up to 60' to an unoccupied space you can see that is also in dim light or darkness. He can then have advantage on the first melee attack he makes before the end of the turn.

Step of the Wind. He can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Stillness of Mind. Use action to end charmed/frightened effect.

Stunning Strike. He can spend 1 ki point to stun. DC 17 Constitution saving throw.

Actions

Multiattack. Kumana makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage.

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 23 hit points.

Slow Fall. Use reaction to reduce falling damage by 90 hit points.

NPC Bio

Personality Kumana will stretch the truth for the sake of a good story.

Appearance Handsome young man with long black hair and brown eyes. 5' 9" 137 lbs. 27 years old

Characteristics

Ideal. Power.

Bond. He is loyal to his evil brotherhood of monks.

Flaw. Kumana is a compulsive liar.

Background

Kumana was an outlander (pilgrim). He worshipped a god of charity for many years and became disillusioned with him. He left that life and joined an evil brotherhood of ambitious monks.

Equipment

backpack, 2 days of rations, 6 black darts, thieves' tools, set of playing cards, tinderbox, bedroll, 50 ft. rope, *potion of speed*, *ring of warmth*, manacles, cloak, 136gp.

Ki Points

18

PHARLAN VAEL

19th level monk (Way of the Open Hand subclass)
Medium humanoid (half-elf), lawful evil

Armor Class 18

Hit Points 119 (19d8 + 19)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	13 (+1)	7 (-2)	16 (+3)	14 (+2)

Saving Throws Str +8, Dex +11

Skills Acrobatics +11, Athletics +8, Deception +8, Stealth +11

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish

Challenge 12 (8,400 XP)

Cloak of Shadows. When he is in an area of dim light or darkness, he can use his action to become invisible. He remains invisible until he makes an attack, cast a spell, or are in an area of bright light.

Evasion. Able to dodge out of the way of certain area effects. When he is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead take no damage if he succeeds on the saving throw, and only half damage if he fails.

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

Flurry of Blows. 1 ki pt. 2 unarmed strikes/bonus action

Ki-Empowered Strike. Unarmed strikes are magical.

Patient Defense. He can spend 1 ki point to take the Dodge action as a bonus action.

Purity of Body. His mastery of the ki flowing through him makes him immune to disease and poison.

Shadow Arts. He can use his ki to duplicate the effects of certain spells. As an action, he can spend 2 ki points to cast *darkness*, *darkvision*, *pass without trace*, or *silence*, without providing material components. Additionally, he gains the *minor illusion* cantrip.

Shadow Stip. He can step from one shadow into another. When he is in dim light or darkness, as a bonus action he can teleport up to 60' to an unoccupied space you can see that is also in dim light or darkness. He can then have advantage on the first melee attack he makes before the end of the turn.

Step of the Wind. He can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Stillness of Mind. Use action to end charmed/frightened effect.

Stunning Strike. He can spend 1 ki point to stun. DC 17 Constitution saving throw.

Actions

Multiattack. Pharlan makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage.

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 24 hit points.

Slow Fall. Use reaction to reduce falling damage by 95 hit points.

NPC Bio

Personality Pharlan is incredibly slow to trust.

Appearance Average-size half-elf male with red hair and green eyes. 6' 0" 172 lbs. 28 years old

Characteristics

Ideal. Greed.

Bond. He idolizes a legendary criminal.

Flaw. Pharlan isn't the sharpest sword in the armory.

Background

Pharlan was a criminal (burglar). He has been a thief for most of his life. Now he has become one of the greatest thieves to ever live. However, Pharlan spends gold faster than he can steal it.

Equipment

backpack, 2 days of rations, 6 black darts, thieves' tools, set of playing cards, tinderbox, bedroll, 50 ft. rope, *potion of supreme healing*, *deck of illusions*, manacles, cloak, 121pp.

Ki Points

19

DAUGON

20th level monk (Way of the Shadow subclass)
Medium humanoid (human), chaotic evil

Armor Class 20

Hit Points 136 (20d8 + 20)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	12 (+1)	12 (+1)	20 (+5)	11 (+0)

Saving Throws Str +8, Dex +11

Skills Acrobatics +11, Deception +6, Insight +11, Stealth +11

Senses passive Perception 15

Languages Common

Challenge 13 (10,000 XP)

Cloak of Shadows. When he is in an area of dim light or darkness, he can use his action to become invisible. He remains invisible until he makes an attack, cast a spell, or are in an area of bright light.

Evasion. Able to dodge out of the way of certain area effects. When he is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Flurry of Blows. 1 ki pt. 2 unarmed strikes/bonus action

Ki-Empowered Strike. Unarmed strikes are magical.

Patient Defense. He can spend 1 ki point to take the Dodge action as a bonus action.

Purity of Body. His mastery of the ki flowing through him makes him immune to disease and poison.

Shadow Arts. He can use his ki to duplicate the effects of certain spells. As an action, he can spend 2 ki points to cast *darkness*, *darkvision*, *pass without trace*, or *silence*, without providing material components. Additionally, he gains the *minor illusion* cantrip.

Shadow Stip. He can step from one shadow into another. When he is in dim light or darkness, as a bonus action he can teleport up to 60' to an unoccupied space you can see that is also in dim light or darkness. He can then have advantage on the first melee attack he makes before the end of the turn.

Step of the Wind. He can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Stillness of Mind. Use action to end charmed/frightened effect.

Stunning Strike. He can spend 1 ki point to stun. DC 19 Constitution saving throw.

Actions

Multiattack. Daugon makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage.

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 25 hit points.

Slow Fall. Use reaction to reduce falling damage by 100 hit points.

NPC Bio

Personality Daugon doesn't pay attention to the risks in a situation. Never tell him the odds.

Appearance Bald old man with a red tattoo on his face. 5' 9" 173 lbs. 51 years old

Characteristics

Ideal. Greed.

Bond. Something important was taken from him, and he aims to steal it back.

Flaw. When faced with a choice between gold and his friends, he'll usually choose the gold.

Background

Daugon was a criminal (hired killer). He came into the world during a storm and that storm hasn't passed yet! This monk is chaos embodied!

Equipment

backpack, 2 days of rations, 6 darts, thieves' tools, set of playing cards, tinderbox, bedroll, *rope of climbing*, *potion of longevity*, *potion of speed*, manacles, cloak, 152pp.

Ki Points

20

BREA RALAKIIR

13th level paladin (Oathbreaker subclass)

Medium humanoid (high elf), chaotic evil

Armor Class 20 (+1 plate)

Hit Points 107 (13d10 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	12 (+1)	16 (+3)	11 (+0)	20 (+5)

Saving Throws Wis +5, Cha +10

Skills Acrobatics +5, Intimidation +10, Perception +5, Performance +10, Persuasion +10

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Sylvan

Challenge 8 (3,900 XP)

Aura of Courage. Any friendly creatures within 10 feet of her can't be frightened while she is conscious.

Aura of Hate. She and any fiends and undead within 10 feet of her have +5 melee weapon damage rolls.

Aura of Protection. Whenever Brea or a friendly creature within 10 feet of her must make a saving throw, the creature gains a +5 bonus to the saving throw.

Channel Divinity. *Control Undead.* As an action, she targets one undead creature she can see within 30 ft. of her. The target must make a Wisdom saving throw. On failed save, the target must obey her for the next 24 hours, or until she uses this option again. An undead whose CR is equal to or greater than her level is immune to this effect. *Dreadful Aspect.* As an action, she channels the darkest emotions and focuses them into a burst of magical menace. Each creature of her choice within 30 ft. of her must make a Wisdom saving throw if it can see her. On a failed save, the target is frightened of her for 1 minute. If a creature frightened by this effect ends its turn more than 30 ft. away from the paladin, it can attempt another Wisdom save.

Divine Health. She is immune to disease.

Divine Sense 6/day. She can know the location of any celestial, fiend, or undead within 60 ft.

Elf Cantrip. *mending* cantrip. Intelligence is the spellcasting ability.

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

Lay on Hands. She can draw from a pool of 60 hit points to restore hit points, or cure diseases or poisons.

Spellcasting. Brea is an 13th level spellcaster. Her spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks).

1st level. (4 slots): *compelled duel*, *cure wounds*, *thunderous smite*, *wrathful smite*

2nd level. (3 slots): *branding smite*, *find steed*, *zone of truth*

3rd level. (3 slots): *blinding smite*, *dispel magic*, *elemental weapon*

4th level. (1 slot): *staggering smite*

Oath spells: *animate dead*, *bestow curse*, *blight*, *confusion*, *crown of madness*, *darkness*, *hellish rebuke*, *inflict wounds*

Unholy Smite. When she hits a creature, she can expend a spell slot to deal 9 (2d8) necrotic damage. 1d8 for 2nd level spell.

Actions

Multiattack. Brea makes two attacks.

+3 Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hits: 8 (1d8 + 4) piercing damage plus 4 (1d8) necrotic damage.

NPC Bio

Personality Brea is vain and self-centered. She gets bitter if she's not the center of attention.

Appearance Very beautiful, young high elf with long red hair and silver eyes. 5' 10" 107 lbs. 103 years old

Characteristics

Ideal. Greed.

Bond. She wants to be famous, whatever it takes.

Flaw. Brea will do anything to win fame and renown.

Background

Brea was an entertainer (actress). This vain elf has been performing all of her life. She will do anything to get rich. She lives in an elegant manor in the center of a grand city. This anti-paladin has surrounded herself with a number of powerful bodyguards.

Equipment

backpack, 3 days of rations, lyre, tinderbox, *potion of fire breath*, *cloak of the bat*, 11733gp (in manor), 105pp.

Mount

nightmare

MYERS MAYERYN

14th level paladin (Oathbreaker subclass)
Medium humanoid (human), chaotic evil

Armor Class 19 (plate)
Hit Points 108 (14d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	11 (+0)	16 (+3)	12 (+1)	18 (+4)

Saving Throws Wis +6, Cha +9
Skills Deception +9, Insight +6, Persuasion +9, Sleight of Hand +5
Senses passive Perception 11
Languages Common, Draconic, Dwarvish
Challenge 9 (5,000 XP)

Aura of Courage. Any friendly creatures within 10 feet of him can't be frightened while he is conscious.

Aura of Hate. He and any fiends and undead within 10 feet of him have +5 melee weapon damage rolls.

Aura of Protection. Whenever Myers or a friendly creature within 10 feet of him must make a saving throw, the creature gains a +5 bonus to the saving throw.

Channel Divinity. Control Undead. As an action, he targets one undead creature he can see within 30 ft. of him. The target must make a Wisdom saving throw. On failed save, the target must obey him for the next 24 hours, or until he uses this option again. An undead whose CR is equal to or greater than his level is immune to this effect. **Dreadful Aspect.** As an action, he channels the darkest emotions and focuses them into a burst of magical menace. Each creature of his choice within 30 ft. of him must make a Wisdom saving throw if it can see him. On a failed save, the target is frightened of him for 1 minute. If a creature frightened by this effect ends its turn more than 30 ft. away from the paladin, it can attempt another Wisdom save.

Divine Health. He is immune to disease.

Divine Sense 5/day. He can know the location of any celestial, fiend, or undead within 60 ft.

Lay on Hands. He can draw from a pool of 60 hit points to restore hit points, or cure diseases or poisons.

Spellcasting. Myers is an 14th level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks).

1st level. (4 slots): *compelled duel, cure wounds, thunderous smite, wrathful smite*

2nd level. (3 slots): *branding smite, find steed, zone of truth*

3rd level. (3 slots): *blinding smite, dispel magic, magic circle*

4th level. (1 slot): *banishment*

Oath spells: *animate dead, bestow curse, blight, confusion, crown of madness, darkness, hellish rebuke, inflict wounds*

Unholy Smite. When he hits a creature, he can expend a spell slot to deal 9 (2d8) necrotic damage. 1d8 for 2nd level spell.

Actions

Multiattack. Myers makes two attacks.

+3 Longsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 11 (1d10 + 6) slashing damage plus 4 (1d8) necrotic damage.

NPC Bio

Personality Myers is vain and inconsiderate.

Appearance Handsome man with short brown hair and hazel eyes. 6' 0" 188 lbs. 25 years old

Characteristics

Ideal. Greed.

Bond. His is close to his younger brother.

Flaw. Myers is too greedy for his own good. He can't resist taking a risk if there's money involved.

Background

Myers was a charlatan. This anti-paladin left his life as a charlatan to become a dark knight. He rules a small city with an iron fist and a company of evil **knights**.

Equipment

backpack, 7 days of rations, set of marked playing cards, torch, lyre, disguise kit, small mirror, tinderbox, *sending stones*, *cloak of the manta ray*, *potion of vitality*, 17983gp (in castle), 217pp.

Mount

young green dragon

VORDEN VARR

15th level paladin (Oathbreaker subclass)
Medium humanoid (human), chaotic evil

Armor Class 20 (+1 plate)
Hit Points 114 (15d10 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	14 (+2)	11 (+0)	20 (+5)

Saving Throws Wis +5, Cha +10
Skills Athletics +9, Deception +10, Intimidation +10, Stealth +6
Senses passive Perception 10
Languages Common, Abyssal
Challenge 10 (5,900 XP)

Aura of Courage. Any friendly creatures within 10 feet of him can't be frightened while he is conscious.

Aura of Hate. He and any fiends and undead within 10 feet of him have +5 melee weapon damage rolls.

Aura of Protection. Whenever Vorden or a friendly creature within 10 feet of him must make a saving throw, the creature gains a +5 bonus to the saving throw.

Channel Divinity. *Control Undead.* As an action, he targets one undead creature he can see within 30 ft. of him. The target must make a Wisdom saving throw. On failed save, the target must obey him for the next 24 hours, or until he uses this option again. An undead whose CR is equal to or greater than his level is immune to this effect. *Dreadful Aspect.* As an action, he channels the darkest emotions and focuses them into a burst of magical menace. Each creature of his choice within 30 ft. of him must make a Wisdom saving throw if it can see him. On a failed save, the target is frightened of him for 1 minute. If a creature frightened by this effect ends its turn more than 30 ft. away from the paladin, it can attempt another Wisdom save.

Divine Health. He is immune to disease.

Divine Sense 6/day. He can know the location of any celestial, fiend, or undead within 60 ft.

Lay on Hands. He can draw from a pool of 60 hit points to restore hit points, or cure diseases or poisons.

Spellcasting. Vorden is an 15th level spellcaster. His spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks).

1st level. (4 slots): *compelled duel, cure wounds, thunderous smite, wrathful smite*

2nd level. (3 slots): *branding smite, find steed, locate object*

3rd level. (3 slots): *blinding smite, create food and water, dispel magic*

4th level. (2 slots): *locate creature, staggering smite*

Oath spells: *animate dead, bestow curse, blight, confusion, crown of madness, darkness, hellish rebuke, inflict wounds*

Supernatural Resistance. Resistance to bludgeoning, piercing, and slashing from nonmagical weapons.

Unholy Smite. When he hits a creature, he can expend a spell slot to deal 9 (2d8) necrotic damage. 1d8 for 2nd level spell.

Actions

Multiattack. Vorden makes two attacks.

+3 Greataxe. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 13 (1d12 + 7) slashing damage plus 4 (1d8) necrotic damage.

NPC Bio

Personality Vorden always has a plan for what to do when things go wrong. The plan usually involves him running away.

Appearance Good-looking young man with long brown hair and blue eyes. 5' 10" 172 lbs. 24 years old

Characteristics

Ideal. Freedom.

Bond. He is guilty of a terrible crime. He's ok with that.

Flaw. Vorden turns tail and runs when things look bad.

Background

Vorden was criminal (enforcer). Vorden has climbed the ranks in an evil army. He commands a troop of evil warriors from his castle. However, he's a terrible, cowardly leader.

Equipment

4 days of rations, torch, lyre, disguise kit, small mirror, tinderbox, *bag of holding*, *cloak of billowing*¹, *deck of many things*, *ring of feather falling*, *diamond*, 3785gp (in castle), 213pp.

Mount

warhorse

BRUZ STORMBRINGER

16th level paladin (Oathbreaker subclass)
Medium humanoid (goliath), chaotic evil

Armor Class 19 (+1 plate)
Hit Points 120 (16d10 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	14 (+2)	10 (+0)	12 (+1)	18 (+4)

Saving Throws Wis +6, Cha +9
Skills Athletics +9, Insight +6, Persuasion +9, Survival +6
Senses passive Perception 11
Languages Common, Giant, Abyssal
Challenge 11 (7,200 XP)

Aura of Courage. Any friendly creatures within 10 feet of him can't be frightened while he is conscious.

Aura of Hate. He and any fiends and undead within 10 feet of him have +5 melee weapon damage rolls.

Aura of Protection. Whenever Bruz or a friendly creature within 10 feet of him must make a saving throw, the creature gains a +5 bonus to the saving throw.

Channel Divinity. Control Undead. As an action, he targets one undead creature he can see within 30 ft. of him. The target must make a Wisdom saving throw. On failed save, the target must obey him for the next 24 hours, or until he uses this option again. An undead whose CR is equal to or greater than his level is immune to this effect. **Dreadful Aspect.** As an action, he channels the darkest emotions and focuses them into a burst of magical menace. Each creature of his choice within 30 ft. of him must make a Wisdom saving throw if it can see him. On a failed save, the target is frightened of him for 1 minute. If a creature frightened by this effect ends its turn more than 30 ft. away from the paladin, it can attempt another Wisdom save.

Divine Health. He is immune to disease.

Divine Sense 5/day. He can know the location of any celestial, fiend, or undead within 60 ft.

Lay on Hands. He can draw from a pool of 60 hit points to restore hit points, or cure diseases or poisons.

Mountain Born. Bruz is acclimated to high altitude, including elevations above 20,000 feet. He's also naturally adapted to cold climates.

Natural Athlete. He has proficiency in the Athletics skill.

Powerful Build. He counts as one size larger when determining his carrying capacity and the weight he can push, drag, or lift.

Spellcasting. Bruz is an 16th level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks).

1st level. (4 slots): *compelled duel*, *cure wounds*, *thunderous smite*, *wrathful smite*

2nd level. (3 slots): *find steed*, *protection from poison*, *zone of truth*

3rd level. (3 slots): *blinding smite*, *elemental weapon*, *magic circle*

4th level. (2 slots): *banishment*, *staggering smite*

Oath spells: *animate dead*, *bestow curse*, *blight*, *confusion*, *crown of madness*, *darkness*, *hellish rebuke*, *inflict wounds*

Stone's Endurance. He can focus himself to occasionally shrug off injury. When he takes damage, he can use his reaction to roll a d12. He then reduces the damage by that amount. After he uses this trait, he can't use it again until he finishes a short or long rest.

Supernatural Resistance. Resistance to bludgeoning, piercing, and slashing from nonmagical weapons.

Unholy Smite. When he hits a creature, he can expend a spell slot to deal 9 (2d8) necrotic damage. 1d8 for 2nd level spell.

Actions

Multiattack. Bruz makes two attacks.

+3 Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage plus 4 (1d8) necrotic damage.

NPC Bio

Personality Bruz is a confident and violent man.

Appearance Very attractive, tall goliath with long black hair and gray eyes. 6' 4" 229 lbs. 30 years old

Characteristics

Ideal. Greed.

Bond. He feels close to nature.

Flaw. Bruz enjoys his mead too much.

Background

Bruz was an outlander (guide). He knows all the kingdom's trails and hidden caves better than anyone. Bruz commands a small army from his fortified keep in the mountains.

Equipment

backpack, 4 days of rations, torch, lyre, disguise kit, small mirror, tinderbox, *silver crown*, *gem of seeing*, *potion of gaseous form*, *well of the worlds*, 14522gp (in keep), 188pp.

Mount

nightmare

TALIA SHADOWMARE

17th level paladin (Oathbreaker subclass)

Medium humanoid (human), chaotic evil

Armor Class 20 (+1 plate)

Hit Points 132 (17d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	11 (+0)	16 (+3)	9 (-1)	20 (+5)

Saving Throws Wis +5, Cha +11

Skills Athletics +10, History +9, Intimidation +11, Persuasion +11

Senses passive Perception 9

Languages Common, Elvish

Challenge 11 (7,200 XP)

Aura of Courage. Any friendly creatures within 10 feet of her can't be frightened while she is conscious.

Aura of Hate. She and any fiends and undead within 10 feet of her have +5 melee weapon damage rolls.

Aura of Protection. Whenever Talia or a friendly creature within 10 feet of her must make a saving throw, the creature gains a +5 bonus to the saving throw.

Channel Divinity. Control Undead. As an action, she targets one undead creature she can see within 30 ft. of her. The target must make a Wisdom saving throw. On failed save, the target must obey her for the next 24 hours, or until she uses this option again. An undead whose CR is equal to or greater than her level is immune to this effect. **Dreadful Aspect.** As an action, she channels the darkest emotions and focuses them into a burst of magical menace. Each creature of her choice within 30 ft. of her must make a Wisdom saving throw if it can see her. On a failed save, the target is frightened of her for 1 minute. If a creature frightened by this effect ends its turn more than 30 ft. away from the paladin, it can attempt another Wisdom save.

Divine Health. She is immune to disease.

Divine Sense 6/day. She can know the location of any celestial, fiend, or undead within 60 ft.

Lay on Hands. She can draw from a pool of 60 hit points to restore hit points, or cure diseases or poisons.

Spellcasting. Talia is an 17th level spellcaster. Her spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks).

1st level. (4 slots): *compelled duel*, *cure wounds*, *thunderous smite*, *wrathful smite*

2nd level. (3 slots): *branding smite*, *find steed*, *zone of truth*

3rd level. (3 slots): *dispel magic*, *elemental weapon*, *magic circle*

4th level. (3 slots): *banishment*, *locate creature*, *staggering smite*

5th level. (1 slot): *geas*

Oath spells: *animate dead*, *bestow curse*, *blight*, *confusion*, *contagion*, *crown of madness*, *darkness*, *dominate person*, *hellish rebuke*, *inflict wounds*

Supernatural Resistance. Resistance to bludgeoning, piercing, and slashing from nonmagical weapons.

Unholy Smite. When she hits a creature, she can expend a spell slot to deal 9 (2d8) necrotic damage. 1d8 for 2nd level spell.

Actions

Multiattack. Talia makes two attacks.

+3 Longsword. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 12 (1d10 + 7) slashing damage plus 4 (1d8) necrotic damage.

NPC Bio

Personality Talia takes great pains to always look her best and follow the latest fashions.

Appearance Very beautiful, tall young woman with long black hair and blue eyes. 5' 10" 127 lbs. 26 years old

Characteristics

Ideal. Fame.

Bond. She wants to be famous, whatever it takes.

Flaw. Talia will do anything to win fame and renown.

Background

Talia was a noble. She only cares about fame and will do anything for it. Talia is very wealthy and has a great deal of resources at her disposal. She lives in a massive compound overlooking a large city. Numerous minions serve this anti-paladin.

Equipment

backpack, 7 days of rations, torch, lyre, disguise kit, small mirror, tinderbox, *helm of teleportation*, *potion of diminution*, *cloak of Mountebank*, *platinum nose ring*, *blue sapphire*, 16477gp (in manor), 291pp.

Mount

young red dragon

NARVOTH SAAL

18th level paladin (Oathbreaker subclass)
Medium humanoid (red dragonborn), chaotic evil

Armor Class 19 (+1 plate)

Hit Points 145 (18d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	11 (+0)	11 (+0)	16 (+3)	20 (+5)

Saving Throws Wis +9, Cha +11

Skills Athletics +10, Insight +9, Intimidation +11, Religion +6

Senses passive Perception 13

Languages Common, Draconic

Challenge 12 (8,400 XP)

Aura of Courage. Any friendly creatures within 10 feet of her can't be frightened while she is conscious.

Aura of Hate. She and any fiends and undead within 10 feet of her have +5 melee weapon damage rolls.

Aura of Protection. Whenever Narvoth or a friendly creature within 10 feet of her must make a saving throw, the creature gains a +5 bonus to the saving throw.

Breath Weapon 1/day. Fire breath. 17 (5d6) fire damage, DC 14 Constitution saving throw.

Channel Divinity. Control Undead. As an action, she targets one undead creature she can see within 30 ft. of her. The target must make a Wisdom saving throw. On failed save, the target must obey her for the next 24 hours, or until she uses this option again. An undead whose CR is equal to or greater than her level is immune to this effect. **Dreadful Aspect.** As an action, she channels the darkest emotions and focuses them into a burst of magical menace. Each creature of her choice within 30 ft. of her must make a Wisdom saving throw if it can see her. On a failed save, the target is frightened of her for 1 minute. If a creature frightened by this effect ends its turn more than 30 ft. away from the paladin, it can attempt another Wisdom save.

Divine Health. She is immune to disease.

Divine Sense 6/day. She can know the location of any celestial, fiend, or undead within 60 ft.

Fire Resistance. She has resistance to fire.

Lay on Hands. She can draw from a pool of 60 hit points to restore hit points, or cure diseases or poisons.

Spellcasting. Narvoth is an 18th level spellcaster. Her spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks).

1st level. (4 slots): *compelled duel, cure wounds, thunderous smite, wrathful smite*

2nd level. (3 slots): *branding smite, find steed, zone of truth*

3rd level. (3 slots): *blinding smite, create food and water, magic circle*

4th level. (3 slots): *banishment, locate creature, staggering smite*

5th level. (1 slot): *destructive smite*

Oath spells: *animate dead, bestow curse, blight, confusion, contagion, crown of madness, darkness, dominate person, hellish rebuke, inflict wounds*

Supernatural Resistance. Resistance to bludgeoning, piercing, and slashing from nonmagical weapons.

Unholy Smite. When she hits a creature, she can expend a spell slot to deal 9 (2d8) necrotic damage. 1d8 for 2nd level spell.

Actions

Multiattack. Narvoth makes two attacks.

+3 Greatsword. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 12 (1d10 + 7) slashing damage plus 4 (1d8) necrotic damage.

NPC Bio

Personality Narvoth is cruel and violent.

Appearance Tall red dragonborn female. 7' 10" 297 lbs. 27 years old

Characteristics

Ideal. Power.

Bond. She is loyal to those who fight alongside her.

Flaw. Narvoth thinks she's much smarter than she is.

Background

Narvoth was an acolyte. She worships a brutal war deity and follows his teachings closely. This dragonborn uses violence to achieve her goals. She lives in a large castle in the mountains.

Equipment

backpack, 4 days of rations, unholy symbol, torch, lyre, disguise kit, small mirror, tinderbox, *potion of gaseous form, potion of speed, saddle of the cavalier, cubic gate, 17732gp* (in castle), 196pp.

Mount

nightmare

MAXIMUS THE MERCILESS

19th level paladin (Oathbreaker subclass)

Medium humanoid (human), lawful evil

Armor Class 24 (+2 plate, +1 shield)

Hit Points 156 (19d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	10 (+0)	15 (+2)	17 (+3)	20 (+5)

Saving Throws Wis +9, Cha +11

Skills Athletics +11, Deception +11, Insight +9, Stealth +7

Senses passive Perception 13

Languages Common, Abyssal

Challenge 12 (8,400 XP)

Aura of Courage. Any friendly creatures within 10 feet of him can't be frightened while he is conscious.

Aura of Hate. He and any fiends and undead within 10 feet of him have +5 melee weapon damage rolls.

Aura of Protection. Whenever Maximus or a friendly creature within 10 feet of him must make a saving throw, the creature gains a +5 bonus to the saving throw.

Channel Divinity. Control Undead. As an action, he targets one undead creature he can see within 30 ft. of him. The target must make a Wisdom saving throw. On failed save, the target must obey him for the next 24 hours, or until he uses this option again. An undead whose CR is equal to or greater than his level is immune to this effect. **Dreadful Aspect.** As an action, he channels the darkest emotions and focuses them into a burst of magical menace. Each creature of his choice within 30 ft. of him must make a Wisdom saving throw if it can see him. On a failed save, the target is frightened of him for 1 minute. If a creature frightened by this effect ends its turn more than 30 ft. away from the paladin, it can attempt another Wisdom save.

Divine Health. He is immune to disease.

Divine Sense 6/day. He can know the location of any celestial, fiend, or undead within 60 ft.

Lay on Hands. He can draw from a pool of 60 hit points to restore hit points, or cure diseases or poisons.

Spellcasting. Maximus is an 19th level spellcaster. His spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks).

1st level. (4 slots): *compelled duel*, *cure wounds*, *thunderous smite*, *wrathful smite*

2nd level. (3 slots): *branding smite*, *find steed*, *zone of truth*

3rd level. (3 slots): *dispel magic*, *magic circle*, *revivify*

4th level. (3 slots): *banishment*, *locate creature*, *staggering smite*

5th level. (2 slots): *geas*, *raise dead*

Oath spells: *animate dead*, *bestow curse*, *blight*, *confusion*, *contagion*, *crown of madness*, *darkness*, *dominate person*, *hellish rebuke*, *inflict wounds*

Supernatural Resistance. Resistance to bludgeoning, piercing, and slashing from nonmagical weapons.

Unholy Smite. When he hits a creature, he can expend a spell slot to deal 9 (2d8) necrotic damage. 1d8 for 2nd level spell.

Actions

Multiattack. Maximus makes two attacks.

+3 Longsword. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. Hit: 12 (1d8 + 8) slashing damage plus 4 (1d8) necrotic damage.

NPC Bio

Personality Maximus is patient and calm

Appearance Handsome, tall man with curly ginger hair and blue eyes. 6' 5" 237 lbs. 28 years old

Characteristics

Ideal. Power.

Bond. He is loyal to his minions.

Flaw. Maximus enjoys his wine too much.

Background

Maximus was a criminal (smuggler). This anti-paladin works directly for an evil god. He lives in a huge temple with his small army.

Equipment

backpack, 4 days of rations, torch, lyre, disguise kit, small mirror, tinderbox, *ring of evasion*, *driftglobe*, *oil of sharpness*, 19099gp (in temple), 305pp.

Mount

wyvern

BASIL BRAITHWAITE

20th level paladin (Oathbreaker subclass)
Medium humanoid (human), lawful evil

Armor Class 22 (+3 plate)
Hit Points 189 (20d10 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	12 (+1)	18 (+4)	17 (+3)	22 (+6)

Saving Throws Wis +9, Cha +12
Skills Athletics +10, History +10, Intimidation +12, Persuasion +12
Senses passive Perception 13
Languages Common, Goblin, Infernal
Challenge 13 (10,000 XP)

Aura of Courage. Any friendly creatures within 10 feet of him can't be frightened while he is conscious.

Aura of Hate. He and any fiends and undead within 10 feet of him have +5 melee weapon damage rolls.

Aura of Protection. Whenever Basil or a friendly creature within 10 feet of him must make a saving throw, the creature gains a +5 bonus to the saving throw.

Channel Divinity. Control Undead. As an action, he targets one undead creature he can see within 30 ft. of him. The target must make a Wisdom saving throw. On failed save, the target must obey him for the next 24 hours, or until he uses this option again. An undead whose CR is equal to or greater than his level is immune to this effect. **Dreadful Aspect.** As an action, he channels the darkest emotions and focuses them into a burst of magical menace. Each creature of his choice within 30 ft. of him must make a Wisdom saving throw if it can see him. On a failed save, the target is frightened of him for 1 minute. If a creature frightened by this effect ends its turn more than 30 ft. away from the paladin, it can attempt another Wisdom save.

Divine Health. He is immune to disease.

Divine Sense 7/day. He can know the location of any celestial, fiend, or undead within 60 ft.

Dread Lord. Can use an action to surround himself with an aura of gloom that lasts for 1 minute. The aura reduces any bright light in a 30-foot radius around the anti-paladin to dim light. Whenever an enemy that is frightened by the anti-paladin starts its turn in the aura, it takes 4d10 psychic damage. Additionally, Basil and creatures he chooses in the aura are draped in deeper shadow. Creatures that rely on sight have disadvantage on attack rolls against creatures draped in this shadow. While the aura lasts, the anti-paladin can use a bonus action on his turn to cause the shadows in the aura to attack one creature. The anti-paladin makes a melee spell attack against the target. If the attack hits, the target takes necrotic damage equal to 3d10 + 6. After activating the aura, the anti-paladin must use a long rest to reset this feature.

Lay on Hands. He can draw from a pool of 60 hit points to restore hit points, or cure diseases or poisons.

Spellcasting. Basil is an 20th level spellcaster. His spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks).

1st level. (4 slots): *compelled duel, cure wounds, thunderous smite, wrathful smite*

2nd level. (3 slots): *branding smite, find steed, zone of truth*

3rd level. (3 slots): *blinding smite, dispel magic, magic circle*

4th level. (3 slots): *banishment, locate creature, staggering smite*

5th level. (2 slots): *banishing smite, destructive smite*

Oath spells: *animate dead, bestow curse, blight, confusion, contagion, crown of madness, darkness, dominate person, hellish rebuke, inflict wounds*

Supernatural Resistance. Resistance to bludgeoning, piercing, and slashing from nonmagical weapons.

Unholy Smite. When he hits a creature, he can expend a spell slot to deal 9 (2d8) necrotic damage. 1d8 for each spell level above 1st.

Actions

Multiattack. Basil makes two attacks.

+3 Longsword. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 12 (1d10 + 7) slashing damage plus 4 (1d8) necrotic damage.

NPC Bio

Personality If you do him an injury, he will crush you, ruin your name, and salt your fields.

Appearance Very good-looking older man with gray hair and blue eyes. 6' 4" 222 lbs. 47 years old

Characteristics

Ideal. Power.

Bond. He will face any challenge to win the approval of his family.

Flaw. Basil believes that everyone is beneath him.

Background

Basil was a noble. He has an awful temper and always wants his way. Basil rules a large kingdom from Braithwaite Castle. He has a large army of **hobgoblins** and evil human soldiers.

Equipment

8 days of rations, torch, lyre, disguise kit, small mirror, tinderbox, *bag of holding, dread helm*¹, *rod of absorption, potion of growth, ring of water walking, black opal, platinum bracelet, golden necklace, silver greatsword, 24432gp* (in castle), 265pp.

HERASH YETHIC

13th level ranger (Gloom Stalker subclass)
Medium humanoid (green dragonborn), neutral evil

Armor Class 14 (studded leather)

Hit Points 104 (13d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	10 (+0)	16 (+3)	14 (+2)	11 (+0)

Saving Throws Str +7, Dex +6

Skills Animal Handling +7, Athletics +7, Intimidation +5, Nature +7, Survival +7

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic, Dwarvish, Elvish

Challenge 8 (3,900 XP)

Breath Weapon 1/day. Poison breath. 14 (4d6) poison damage, DC 13 Constitution saving throw.

Dread Ambusher. She adds +3 to his initiative roll. At the start of her first turn of each combat, her walking speed increases by 10', which lasts until the end of that turn. If she takes the Attack action on that turn, she can make one additional weapon attack as part of that action. If that attack hits, the target makes an extra 1d8 damage of the weapon's damage type.

Favored Enemy. Dwarves and Elves! She has advantage on Wisdom (Survival) checks to track them.

Iron Mind. She has proficiency in Wisdom saving throws.

Land Stride. Moving through nonmagical difficult terrain costs her no extra movement. She can also pass through nonmagical plants without being slowed down by them and without taking damage from them if they have thorns, spikes, or a similar hazard. In addition, she has advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Poison Resistance. Resistance to poison damage.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Spellcasting. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks).

1st level. (4 slots): *cure wounds*, *hunter's mark*, *jump*, *longstrider*

2nd level. (3 slots): *cordon of arrows*, *darkvision*, *pass without trace*

3rd level. (3 slots): *nondetection*, *speak with plants*, *wind wall*

4th level. (1 slot): *freedom of movement*

Stalker's Flurry. Once on each of her turns when she misses with a weapon attack, she can make another weapon attack as part of the same action.

Umbral Sight. Darkvision increases by 30'. She is also adept at evading creatures that rely on darkvision. While in darkness, she is invisible to any creature that relies on darkvision to see her.

Actions

Multiattack. Herash makes two melee attacks or two ranged attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) slashing damage.

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

NPC Bio

Personality Herash is feared and respected.

Appearance Enormous, muscled green dragonborn. 7' 2" 280 lbs.

Characteristics

Ideal. Might.

Bond. She will never forget the crushing defeat of her army.

Flaw. Herash would rather eat her armor than admit when she is wrong.

Background

Herash was a soldier (scout). She was part of a large army that was wiped out by an elf invasion. Nuthra's scouting company was the first to be defeated. The green dragonborn was the only scout to survive.

Equipment

backpack, 2 days of rations, set of playing cards, *berserker axe*, *potion of speed*, *sending stones*, quiver, 18 +1 arrows, bag of 12 caltrops, cloak, 51pp.

AGGAR

14th level ranger (Horizon Walker subclass)
Medium humanoid (human), neutral evil

Armor Class 17 (+1 studded leather)
Hit Points 109 (14d10)
Speed 30 ft.

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

Saving Throws Str +7, Dex +8
Skills Animal Handling +6, Athletics +6, Nature +7, Perception +7, Survival +6
Senses passive Perception 17
Languages Common, Elvish, Gnomish, Halfling
Challenge 9 (5,000 XP)

Detect Portal. As an action, she detects the distance and direction to the closest planar portal within 1 mile of her. Must rest to reset this feature.

Distant Strike. When she takes the Attack action, she can teleport up to 10 feet before each attack to an unoccupied space she can see. If she attacks at least two different creatures with the action, she can make one additional attack with it against a third creature.

Ethereal Step. As a bonus action, she can cast the *etherealness* spell with this feature, without expending a spell slot, but the spell ends at the end of the current turn. Must rest to reset this feature.

Favored Enemy. Elves, Gnomes, and Halflings! He has advantage on Wisdom (Survival) checks to track them.

Land Stride. Moving through nonmagical difficult terrain costs him no extra movement. He can also pass through nonmagical plants without being slowed down by them and without taking damage from them if they have thorns, spikes, or a similar hazard. In addition, he has advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Planar Warrior. As a bonus action, she can choose one creature that she can see within 30 feet of her. The next time she hits that creature on this turn with a weapon attack, all damage dealt by the attack becomes force damage, and the creature takes an extra 2d8 force damage from the attack.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Spellcasting. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks).

1st level. (4 slots): *cure wounds*, *hunter's mark*, *jump*, *longstrider*

2nd level. (3 slots): *cordon of arrows*, *darkvision*, *pass without trace*

3rd level. (3 slots): *conjure barrage*, *lightning arrow*, *plant growth*

4th level. (1 slot): *freedom of movement*

Vanish. He can use the Hide action as bonus action and can't be tracked by nonmagical means, unless he chooses to leave a trail.

Actions

Multiattack. Aggar makes two melee attacks or two ranged attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) slashing damage.

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

NPC Bio

Personality Aggar is patient and cunning.

Appearance Short, balding man with green eyes. 5' 2" 145 lbs.

Characteristics

Ideal. Greed.

Bond. He is close with his father. His father is even more evil!

Flaw. Aggar would rather eat his armor than admit when he is wrong.

Background

Aggar was a folk hero. He left that life long ago and joined forces with an evil forest witch. Aggar ambushes caravans and raids settlements with the witch's other minions. These include some undead and two half-orc warlocks.

Equipment

backpack, 2 days of rations, quiver, 18 arrows, bag of 12 caltrops, 8 *beads of nourishment*¹, *dust of disappearance*, *alchemy jug*, *orb of direction*¹, cloak, 161gp.

BURROWS

15th level ranger (Hunter subclass)

Medium humanoid (human), neutral evil

Armor Class 14 (+1 studded leather)

Hit Points 114 (15d10 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	13 (+1)	9 (-1)	7 (-2)	7 (-2)

Saving Throws Str +5, Dex +6

Skills Animal Handling +3, Athletics +5, Deception +3, Stealth +6, Survival +3

Senses passive Perception 8

Languages Common, Dwarvish, Elvish, Halfling

Challenge 10 (5,900 XP)

Evasion. When he is subjected to an effect that allows him to make a Dexterity save to take only half damage, he instead takes no damage if he succeeds and only half damage if he fails.

Favored Enemy. Dwarves, Elves, and Halflings! He has advantage on Wisdom (Survival) checks to track them.

Horde Breaker. He can take another attack with same weapon once per turn against a different creature within 5 ft. of the original target and within range of his weapon.

Land Stride. Moving through nonmagical difficult terrain costs him no extra movement. He can also pass through nonmagical plants without being slowed down by them and without taking damage from them if they have thorns, spikes, or a similar hazard. In addition, he has advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Poison Resistance. Resistance to poison damage.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Spellcasting. His spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks).

1st level. (4 slots): *cure wounds*, *hunter's mark*, *jump*, *longstrider*

2nd level. (3 slots): *cordon of arrows*, *darkvision*, *pass without trace*

3rd level. (3 slots): *conjure barrage*, *lightning arrow*, *water walk*

4th level. (2 slots): *grasping vine*, *locate creature*

Vanish. He can use the Hide action as bonus action and can't be tracked by nonmagical means, unless he chooses to leave a trail.

Volley. He can use his action to make a ranged attack against any number of creatures within 10 feet of a point he can see within his weapon's range. He must ammunition for each target, as normal, and he makes a separate attack roll for each target.

Actions

Multiattack. Burrows makes two melee attacks.

+2 Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

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

NPC Bio

Personality Burrows is a cowardly, hateful young man.

Appearance Average-size human male with short black hair and brown eyes. 5' 10" 180 lbs. 29 years old

Characteristics

Ideal. Greed.

Bond. He sleeps with his sword.

Flaw. Burrows is known to lose his mind and bite people.

Background

Burrows was a criminal (burglar). He grew up in a slum and had to fight just to survive. Burrows eventually escaped his life of poverty, however his heart had turned dark and cold.

Equipment

backpack, 1 day of rations, set of playing cards, *horn of silent alarm*¹, *amulet of health*, *potion of climbing*, *ring of warmth*, quiver, 12 arrows, bag of 12 caltrops, cloak, 177pp.

ZABBY TRUFFLEFEET

16th level ranger (Gloom Stalker subclass)
Small humanoid (stout halfling), lawful evil

Armor Class 17 (+2 leather armor)
Hit Points 124 (16d10)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	16 (+3)	12 (+1)	17 (+3)

Saving Throws Str +6, Dex +8
Skills Animal Handling +6, Athletics +6, Insight +6, Nature +7, Survival +6
Senses passive Perception 11
Languages Common, Halfling, Celestial, Elvish, Sylvan
Challenge 11 (7,200 XP)

Brave. Advantage on saves against being frightened.

Dread Ambusher. He adds +3 to his initiative roll. At the start of his first turn of each combat, his walking speed increases by 10', which lasts until the end of that turn. If he takes the Attack action on that turn, she can make one additional weapon attack as part of that action. If that attack hits, the target makes an extra 1d8 damage of the weapon's damage type.

Favored Enemy. Celestials, Elves, and Fey! He has advantage on Wisdom (Survival) checks to track them.

Halfling Nimbleness. Can move through the space of any creature that is larger.

Iron Mind. He has proficiency in Wisdom saving throws.

Land Stride. Moving through nonmagical difficult terrain costs him no extra movement. He can also pass through nonmagical plants without being slowed down by them and without taking damage from them if they have thorns, spikes, or a similar hazard. In addition, he has advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

Lucky. Can reroll any 1s.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Spellcasting. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks).

1st level. (4 slots): *hail of thorns*, *hunter's mark*, *jump*, *longstrider*

2nd level. (3 slots): *animal messenger*, *beast sense*, *darkvision*

3rd level. (3 slots): *conjure barrage*, *lightning arrow*, *protection from energy*

4th level. (2 slots): *conjure woodland beings*, *freedom of movement*

Stalker's Flurry. Once on each of her turns when he misses with a weapon attack, he can make another weapon attack as part of the same action.

Stout Resilience. Has advantage on saving throws against poison, and has resistance against poison damage.

Umbral Sight. Darkvision increases by 30'. He is also adept at evading creatures that rely on darkvision. While in darkness, he is invisible to any creature that relies on darkvision to see him.

Actions

Multiattack. Zabby makes two melee attacks or two ranged attacks.

+2 Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) piercing damage.

+1 Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. Hit: 8 (1d6 + 5) piercing damage.

Reactions

Shadowy Dodge. Whenever a creature makes an attack roll against him and doesn't have advantage on the roll, he can use his reaction to impose disadvantage on it. He must use this feature before he knows the outcome of the attack roll.

NPC Bio

Personality Zabby is driven by a wanderlust that led him away from home.

Appearance Athletic halfling male with brown hair and green eyes. 3' 8" 34 lbs. 38 years old

Characteristics

Ideal. Might.

Bond. His clan is the most important thing in his life.

Flaw. Violence is his answer to almost any challenge.

Background

Zabby was an outlander (guide). He guided his fellow halflings through a dangerous forest for many years. Then he met a powerful evil king and decided to join him.

Equipment

backpack, 5 days of rations, hunting trap, quiver, 19 +2 arrows, 3 potions of greater healing, potion of invulnerability, ring of evasion, Nolzur's marvelous pigments, 3 jaspers, cloak, 103pp.

NAEREN CAEL

17th level ranger (Hunter subclass)
Medium humanoid (wood elf), chaotic evil

Armor Class 16 (+2 studded leather)

Hit Points 136 (17d10)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	10 (+0)	11 (+0)	14 (+2)	17 (+3)

Saving Throws Str +9, Dex +7

Skills Animal Handling +8, History +6, Perception +8, Persuasion +9, Stealth +7

Senses darkvision 60 ft., passive Perception 18

Languages Common, Elvish, Dwarvish, Giant, Gnomish

Challenge 11 (7,200 XP)

Favored Enemy. Dwarves, Giants, and Gnomes! She has advantage on Wisdom (Survival) checks to track them.

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

Horde Breaker. She can take another attack with same weapon once per turn against a different creature.

Land Stride. Moving through nonmagical difficult terrain costs her no extra movement. She can also pass through nonmagical plants without being slowed down by them and without taking damage from them if they have thorns, spikes, or a similar hazard. In addition, she has advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

Mask of the Wild. Can attempt to hide even when she is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Spellcasting. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks).

1st level. (4 slots): *cure wounds*, *hunter's mark*, *jump*, *longstrider*

2nd level. (3 slots): *cordon of arrows*, *pass without trace*, *silence*

3rd level. (3 slots): *conjure barrage*, *lightning arrow*, *protection from energy*

4th level. (3 slots): *conjure woodland beings*, *freedom of movement*, *grasping vine*

5th level. (1 slot): *tree stride*

Vanish. She can use the Hide action as bonus action and can't be tracked by nonmagical means, unless she chooses to leave a trail.

Whirlwind Attack. Can make a melee attack against any number of creatures within 5', with separate attack rolls.

Actions

Multiattack. Naeren makes two melee attacks or two ranged attacks.

+3 Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 11 (1d10 + 6) slashing damage.

+2 Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Reactions

Uncanny Dodge. When an attacker that she can see hits her with an attack, she can use her reaction to halve the attack's damage against her.

NPC Bio

Personality No one could doubt by looking at her regal bearing that she is a cut above the unwashed masses.

Appearance Pretty wood elf with long red hair and green eyes. 5' 2" 88 lbs. 115 years old

Characteristics

Ideal. Power.

Bond. Her loyalty to her sovereign is unwavering.

Flaw. She has an insatiable desire for carnal pleasures.

Background

Naeren was a noble. She looks down on everyone else and takes what she wants. Her family rules an evil elf kingdom and she is next in line to the throne. The people live in fear of the powerful, evil royal family.

Equipment

backpack, 3 days of rations, signet ring, quiver, 16 +2 arrows, bag of 20 caltrops, *cap of water breathing*, cloak, 4 garnets, *embroidered silk handkerchief*, 3579gp (in castle), 151pp.

CORBIN STEELE

18th level ranger (Gloom Stalker subclass)

Medium humanoid (human), neutral evil

Armor Class 19 (+3 leather armor)

Hit Points 141 (18d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	11 (+0)	10 (+0)	16 (+3)	17 (+3)

Saving Throws Str +8, Dex +10

Skills Deception +9, Perception +9, Sleight of Hand +10, Stealth +10, Survival +9

Senses passive Perception 19

Languages Common, Elvish, Gnomish, Undercommon

Challenge 12 (8,400 XP)

Dread Ambusher. He adds +3 to his initiative roll. At the start of his first turn of each combat, his walking speed increases by 10', which lasts until the end of that turn. If he takes the Attack action on that turn, she can make one additional weapon attack as part of that action. If that attack hits, the target makes an extra 1d8 damage of the weapon's damage type.

Favored Enemy. Deep Gnomes, Oozes, and Kuo Toa! He has advantage on Wisdom (Survival) checks to track them.

Iron Mind. He has proficiency in Wisdom saving throws.

Land Stride. Moving through nonmagical difficult terrain costs him no extra movement. He can also pass through nonmagical plants without being slowed down by them and without taking damage from them if they have thorns, spikes, or a similar hazard. In addition, he has advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Spellcasting. His spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks).

1st level. (4 slots): *detect magic*, *hunter's mark*, *jump*, *longstrider*

2nd level. (3 slots): *cordon of arrows*, *darkvision*, *pass without trace*

3rd level. (3 slots): *conjure barrage*, *lightning arrow*, *protection from energy*

4th level. (3 slots): *freedom of movement*, *grasping vine*, *locate creature*

5th level. (1 slot): *swift quiver*

Stalker's Flurry. Once on each of his turns when he misses with a weapon attack, he can make another weapon attack as part of the same action.

Umbral Sight. Darkvision increases by 30'. He is also adept at evading creatures that rely on darkvision. While in darkness, he is invisible to any creature that relies on darkvision to see him.

Vanish. He can use the Hide action as bonus action and can't be tracked by nonmagical means, unless he chooses to leave a trail.

Actions

Multiattack. Corbin makes two melee attacks or two ranged attacks.

+2 Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) slashing damage.

+2 Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. Hit: 10 (1d8 + 6) piercing damage.

Reactions

Shadowy Dodge. Whenever a creature makes an attack roll against him and doesn't have advantage on the roll, he can use his reaction to impose disadvantage on it. He must use this feature before he knows the outcome of the attack roll.

NPC Bio

Personality Corbin lies about almost everything, even when there's no good reason to.

Appearance Human male with gray hair, and blue eyes. 6' 2" 180 lbs. 53 years old

Characteristics

Ideal. Aspiration.

Bond. A powerful person killed someone he loved. Some day soon he'll have his revenge.

Flaw. Corbin is always in debt.

Background

Corbin was a charlatan. He stalks those in the Underdark for a drow noble. He knows almost every trail in the strange underworld.

Equipment

backpack, 4 days of rations, set of playing cards, *pot of awakening*¹, *potion of speed*, quiver, 16 +2 arrows, ruby, cloak, 51pp.

GARED STONEBROW

19th level ranger (Hunter subclass)
Medium humanoid (hill dwarf), lawful evil

Armor Class 20 (+3 studded leather)

Hit Points 152 (19d10 + 38)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	8 (-1)	11 (+0)	7 (-2)

Saving Throws Str +8, Dex +10

Skills Animal Handling +6, Athletics +8, Insight +6, Perception +6, Persuasion +4

Senses darkvision 60 ft., passive Perception 16

Languages Common, Dwarvish, Elvish, Infernal, Sylvan

Challenge 12 (8,400 XP)

Dwarven Resilience. He has advantage on saves against poison, and resistance against poison damage.

Favored Enemy. Elves, Fey, and Fiends! He has advantage on Wisdom (Survival) checks to track them.

Horde Breaker. He can take another attack with same weapon once per turn against a different creature.

Iron Mind. He has proficiency in Wisdom saving throws.

Land Stride. Moving through nonmagical difficult terrain costs him no extra movement. He can also pass through nonmagical plants without being slowed down by them and without taking damage from them if they have thorns, spikes, or a similar hazard. In addition, he has advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Spellcasting. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks).

1st level. (4 slots): *cure wounds*, *hunter's mark*, *jump*, *longstrider*

2nd level. (3 slots): *cordon of arrows*, *pass without trace*, *spike growth*

3rd level. (3 slots): *conjure barrage*, *lightning arrow*, *protection from energy*

4th level. (3 slots): *grasping vine*, *locate creature*, *stoneskin*

5th level. (2 slots): *conjure volley*, *swift quiver*

Vanish. He can use the Hide action as bonus action and can't be tracked by nonmagical means, unless he chooses to leave a trail.

Whirlwind Attack. Can make a melee attack against any number of creatures within 5', with separate attack rolls.

Actions

Multiattack. Gared makes two melee attacks or two ranged attacks.

+3 Shortsword. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. Hit: 10 (1d6 + 7) piercing damage.

+3 Longbow. *Ranged Weapon Attack:* +13 to hit, range 150/600 ft., one target. Hit: 11 (1d8 + 7) piercing damage.

Reactions

Uncanny Dodge. When an attacker that he can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

NPC Bio

Personality Gared is a snob who looks down on those who can't appreciate fine art.

Appearance Hill dwarf male with black hair, a black beard, and only one ear, and one white eye. 4' 0" 152 lbs. 341 years old

Characteristics

Ideal. Greed.

Bond. The workshop where he learned his trade is the most important place in the world to him.

Flaw. He would kill to acquire a noble title.

Background

Gared was a guild artisan (cartographer). He now commands a large army of dwarves in an expansive forest. Gared is based out of a keep on the edge of the woods.

Equipment

backpack, 2 days of rations, quiver, 20 +3 arrows, bag of 12 caltrops, *bag of holding*, *potion of supreme healing*, cloak, 12099gp (in keep), 51pp.

ARIELLE THE KILLER

20th level ranger (Gloom Stalker subclass)
Medium humanoid (human), neutral evil

Armor Class 21 (+3 studded leather)
Hit Points 157 (20d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	10 (+0)	11 (+0)	14 (+2)	20 (+5)

Saving Throws Str +7, Dex +11
Skills Animal Handling +8, Athletics +7, Deception +11, Perception +8, Stealth +11
Senses passive Perception 18
Languages Common, Draconic, Dwarvish, Goblin, Orc
Challenge 13 (10,000 XP)

Dread Ambusher. She adds +3 to his initiative roll. At the start of her first turn of each combat, her walking speed increases by 10', which lasts until the end of that turn. If she takes the Attack action on that turn, she can make one additional weapon attack as part of that action. If that attack hits, the target makes an extra 1d8 damage of the weapon's damage type.

Favored Enemy. Dragons, Dwarves, and Orcs! She has advantage on Wisdom (Survival) checks to track them.

Land Stride. Moving through nonmagical difficult terrain costs her no extra movement. She can also pass through nonmagical plants without being slowed down by them and without taking damage from them if they have thorns, spikes, or a similar hazard. In addition, she has advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Spellcasting. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks).

1st level. (4 slots): *cure wounds*, *hunter's mark*, *jump*, *longstrider*

2nd level. (3 slots): *cordon of arrows*, *darkvision*, *pass without trace*

3rd level. (3 slots): *conjure barrage*, *lightning arrow*, *protection from energy*

4th level. (3 slots): *freedom of movement*, *grasping vine*, *locate creature*

5th level. (2 slots): *conjure volley*, *tree stride*

Stalker's Flurry. Once on each of her turns when she misses with a weapon attack, she can make another weapon attack as part of the same action.

Umbral Sight. Darkvision increases by 30'. He is also adept at evading creatures that rely on darkvision. While in darkness, he is invisible to any creature that relies on darkvision to see him.

Vanish. She can use the Hide action as bonus action and can't be tracked by nonmagical means, unless she chooses to leave a trail.

Actions

Multiattack. Arielle makes two melee attacks or two ranged attacks.

+3 Rapier. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. Hit: 12 (1d8 + 8) piercing damage.

+3 Longbow. *Ranged Weapon Attack:* +14 to hit, range 150/600 ft., one target. Hit: 12 (1d8 + 8) piercing damage.

Reactions

Shadowy Dodge. Whenever a creature makes an attack roll against her and doesn't have advantage on the roll, she can use her reaction to impose disadvantage on it. She must use this feature before she knows the outcome of the attack roll.

NPC Bio

Personality Arielle is a charming, friendly individual.

Appearance Gorgeous young woman with medium-length blonde hair and green eyes. 5' 8" 124 lbs. 26 years old

Characteristics

Ideal. Greed.

Bond. She is close to her father.

Flaw. Arielle is a sociopath.

Background

Arielle was a criminal (hired killer). She rules a dark forest from her tree fortress. A large force of **goblins** now serves the powerful ranger. Numerous traps are set up throughout the woods.

Equipment

backpack, 2 days of rations, set of playing cards, quiver, 20 +3 arrows, *dust of disappearance*, *potion of diminution*, *potion of supreme healing*, 3 diamonds, large gold bracelet, cloak, 251pp.

LINDEN LOON

13th level rogue (Thief subclass)

Medium humanoid (human), chaotic evil

Armor Class 19 (+2 studded leather)

Hit Points 86 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	14 (+2)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Dex +10, Int +5

Skills Acrobatics +15, Athletics +11, Deception +5, Perception +8, Sleight of Hand +15, Stealth +10

Senses passive Perception 18

Languages Common, Thieves' cant

Challenge 8 (3,900 XP)

Cunning Action. Bonus action/Dash, Disengage, or Hide

Evasion. When he is subjected to an effect that allows him to make a Dexterity save to take only half damage, he instead takes no damage if he succeeds and only half damage if he fails.

Fast Hands. Linden can use a bonus action granted by Cunning Action to make a Dexterity (Sleight of Hand) check, use thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent. Whenever he makes an ability check that lets him add his proficiency bonus, he can treat a d20 roll of 9 or lower as a 10.

Second-Story Work. Climbing is normal movement and when making a running jump he jumps an extra 5 ft.

Sneak Attack. Once per turn, he can deal an extra 24 (7d6) damage to one creature he hits with an attack if he has advantage or if another enemy is within 5 ft. of it.

Supreme Sneak. He has advantage on Dexterity (Stealth) checks if he moves no more than half his speed on the same turn.

Use Magic Device. He ignores all requirements for magic items.

Actions

+2 Shortsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 10 (1d6 + 7) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

Reactions

Uncanny Dodge. When an attacker that he can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

NPC Bio

Personality Linden doesn't like to bathe.

Appearance Skinny young man with short blonde hair, a weak attempt at a beard, and blue eyes. 5' 10" 132 lbs. 25 years old

Characteristics

Ideal. Change.

Bond. He escaped his life of poverty by robbing an important person, and he's wanted for it.

Flaw. Linden will never fully trust anyone other than himself.

Background

Linden was an urchin. He is an angry young individual who uses violence to get what he wants. Linden lives in a sailing ship anchored at a seaport.

Equipment

backpack, 4 days of rations, dice set, thieves' tools, crossbow bolt case, 19 +2 crossbow bolts, *potion of gaseous form*, *wand of magic missiles*, 6 garnets, cloak, 105pp.

COHEN

14th level rogue (Thief subclass)

Medium humanoid (human), neutral evil

Armor Class 18 (+2 brown leather armor)

Hit Points 88 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	14 (+2)	8 (-1)	6 (-2)	10 (+0)

Saving Throws Dex +10, Int +4

Skills Acrobatics +10, Deception +10, Perception +3, Persuasion +10, Sleight of Hand +10, Stealth +15

Senses blindsense 10 ft., passive Perception 13

Languages Common, Thieves' cant, Infernal

Challenge 9 (5,000 XP)

Cunning Action. Bonus action/Dash, Disengage, or Hide

Evasion. When he is subjected to an effect that allows him to make a Dexterity save to take only half damage, he instead takes no damage if he succeeds and only half damage if he fails.

Fast Hands. Cohen can use a bonus action granted by Cunning Action to make a Dexterity (Sleight of Hand) check, use thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent. Whenever he makes an ability check that lets him add his proficiency bonus, he can treat a d20 roll of 9 or lower as a 10.

Second-Story Work. Climbing is normal movement and when making a running jump he jumps an extra 5 ft.

Sneak Attack. Once per turn, he can deal an extra 24 (7d6) damage to one creature he hits with an attack if he has advantage or if another enemy is within 5 ft. of it.

Supreme Sneak. He has advantage on Dexterity (Stealth) checks if he moves no more than half his speed on the same turn.

Use Magic Device. He ignores all requirements for magic items.

Actions

+2 Shortsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 10 (1d6 + 7) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

Reactions

Uncanny Dodge. When an attacker that he can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

NPC Bio

Personality Cohen is self-centered.

Appearance Middle-aged man with brown hair and blue eyes. 6' 1" 179 lbs. 37 years old

Characteristics

Ideal. Greed.

Bond. He feels a bond with his thieves' tools.

Flaw. Cohen thinks he is much smarter than he is.

Background

Cohen was a criminal (fence). He has worked for criminals most of his life. However, once he started to work for a powerful ogre, everything changed. This unusual ogre was installed as a leader by a group of corrupt nobles. The ogre made Cohen a very, very rich man. Eventually the ogre was thrown in prison and locked away for life. However, Cohen continues to live his life of crime.

Equipment

backpack, 2 days of rations, Three-Dragon Ante set, thieves' tools, crossbow bolt case, 19 +2 crossbow bolts, bag of holding, 3 potions of poison, chime of opening, pink pearl, diamond, gold ring with bloodstones, cloak, 6321gp (in manor), 124pp.

LYSA MARSH

15th level rogue (Thief subclass)

Medium humanoid (human), lawful evil

Armor Class 17 (+1 studded leather)

Hit Points 89 (15d8 - 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	9 (-1)	8 (-1)	10 (+0)	6 (-2)

Saving Throws Dex +9, Int +4, Wis +5

Skills Acrobatics +14, Arcana +9, Deception +3, History +4, Insight +5, Persuasion +8

Senses blindsense 10 ft., passive Perception 10

Languages Common, Thieves' cant

Challenge 10 (5,900 XP)

Cunning Action. Bonus action/Dash, Disengage, or Hide

Evasion. When she is subjected to an effect that allows her to make a Dexterity save to take only half damage, she instead takes no damage if she succeeds and only half damage if she fails.

Fast Hands. Lysa can use a bonus action granted by Cunning Action to make a Dexterity (Sleight of Hand) check, use thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent. Whenever she makes an ability check that lets him add his proficiency bonus, she can treat a d20 roll of 9 or lower as a 10.

Second-Story Work. Climbing is normal movement and when making a running jump she jumps an extra 4 ft.

Sneak Attack. Once per turn, she can deal an extra 28 (8d6) damage to one creature she hits with an attack if she has advantage or if another enemy is within 5 ft. of it.

Supreme Sneak. She has advantage on Dexterity (Stealth) checks if she moves no more than half her speed on the same turn.

Use Magic Device. She ignores all requirements for magic items.

Actions

+2 Rapier. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 11 (1d8 + 7) piercing damage.

Shortbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. Hit: 8 (1d6 + 5) piercing damage.

Reactions

Uncanny Dodge. When an attacker that she can see hits her with an attack, she can use her reaction to halve the attack's damage against her.

NPC Bio

Personality Lysa is an odd, awkward young woman.

Appearance Short woman with messy black hair and brown eyes. 5' 3" 92 lbs. 33 years old

Characteristics

Ideal. Greed.

Bond. She is close to her friends.

Flaw. Lysa is incredibly self-centered.

Background

Lysa was a sage (scribe). Her old mentor helped her sell more books and taught her to do whatever it took to succeed. She decided to take that literally, leaving the world of literature to become a thief.

Equipment

backpack, 4 days of rations, bottle of ink, quill, 8 pieces of parchment, dice set, thieves' tools, quiver, 16 arrows, pot of awakening¹, *bag of tricks (grey)*, *deck of illusions*, *cap of disguise*, 6 garnets, cloak, 136pp.

TAD ROCKRABBIT

16th level rogue (Assassin subclass)

Small humanoid (lightfoot halfling), neutral evil

Armor Class 19 (+2 leather armor)

Hit Points 100 (16d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	20 (+5)	11 (+0)	10 (+0)	12 (+1)	11 (+0)

Saving Throws Dex +10, Int +5, Wis

Skills Acrobatics +15, Athletics +4, Perception +6, Sleight of Hand +15, Stealth +15, Survival +6

Senses blindsense 10 ft., passive Perception 16

Languages Common, Thieves' cant, Halfling

Challenge 11 (7,200 XP)

Assassinate. He has advantage on attack rolls against any creature who hasn't taken a turn in the combat yet. In addition, any hit he scores against a creature that is surprised is a critical hit.

Brave. Advantage on saves against being frightened.

Cunning Action. Bonus action/Dash, Disengage, or Hide

Evasion. When he is subjected to an effect that allows him to make a Dexterity save to take only half damage, he instead takes no damage if he succeeds and only half damage if he fails.

Halfling Nimbleness. Can move through the space of any creature that is larger.

Impostor. He gains the ability to unerringly mimic another person's speech, writing, and behavior. He must spend at least three hours studying these three components of the person's behavior, listening to speech, examining handwriting, and observing mannerisms. His ruse is indiscernible to the casual observer. If a wary creature suspects something is amiss, he has advantage on any Charisma (Deception) check he makes to avoid detection.

Infiltration Expertise. He can unfailingly create false identities for himself. He must spend seven days and 25gp to establish the history, profession, and affiliations for an identity. He can't establish an identity that belongs to someone else. For example, he might acquire the appropriate clothing, letters of introduction and official-looking certification to establish himself as a member of a trading house from a remote city so he can insinuate himself into the company of other wealthy merchants. Thereafter, if he adopts the new identity as a disguise, other creatures believe his to be that person until given an obvious reason not to.

Lucky. Can reroll any 1s.

Naturally Stealthy. Can attempt to hide even when only obscured by a creature that is at least one size larger.

Reliable Talent. Whenever he makes an ability check that lets him add his proficiency bonus, he can treat a d20 roll of 9 or lower as a 10.

Sneak Attack. Once per turn, he can deal an extra 28 (8d6) damage to one creature he hits with an attack if he has advantage or if another enemy is within 5 ft. of it.

Actions

+2 Shortsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 10 (1d6 + 7) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

Reactions

Uncanny Dodge. When an attacker that he can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

NPC Bio

Personality Tad is a quiet, shy halfling.

Appearance Skinny young halfling with short blonde hair, a weak attempt at a beard, and blue eyes. 3' 5" 28 lbs. 27 years old

Characteristics

Ideal. Retribution.

Bond. He feels a bond with his thieves' tools.

Flaw. Tad is a sociopath.

Background

Tad was an outlander (guide). He is a dangerous foe and appears to be much the opposite. Tad appears to be a meek fellow, but that isn't the case. He is a vengeful, nasty character.

Equipment

backpack, 6 days of rations, dice set, thieves' tools, crossbow bolt case, 19 +2 crossbow bolts, 4 potions of poison, cloak, 176pp.

KATE WORTHINGTON

17th level rogue (Mastermind subclass)
Medium humanoid (human), neutral evil

Armor Class 20 (+3 studded black leather)

Hit Points 116 (17d8 + 17)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	12 (+1)	14 (+2)	16 (+3)	25 (+7)

Saving Throws Dex +11, Int +8, Wis +9

Skills Acrobatics +17, Deception +19, History +8, Perception +9, Persuasion +19, Stealth +11

Senses blindsense 10 ft., passive Perception 19

Languages Common, Thieves' cant, Elvish

Challenge 11 (7,200 XP)

Assassinate. She has advantage on attack rolls against any creature who hasn't taken a turn in the combat yet. In addition, any hit she scores against a creature that is surprised is a critical hit.

Cunning Action. Bonus action/Dash, Disengage, or Hide

Death Strike. When she attacks and hits a creature that is surprised, it must make a DC 19 Constitution saving throw. On a failed save, she doubles the damage on her attack against the creature.

Evasion. When she is subjected to an effect that allows her to make a Dexterity save to take only half damage, she instead takes no damage if she succeeds and only half damage if she fails the saving throw.

Insightful Manipulator. If she spends at least 1 minute observing or interacting with another creature outside combat, she can learn certain information about its capabilities compared to hers. She knows if the creature is her equal, superior, or inferior in regard to 2 of these: Int, Wis, Cha, or class level. She might also realize she knows a piece of the creature's history or one of its personality traits

Master of Intrigue. She has proficiency with the disguise kit, the forgery kit, and the chess set. She can also unerringly mimic the speech patterns and accent of a creature that she hears speak for at least 1 minute, enabling her to pass himself off as a native speaker of a particular land, provided she knows the language.

Master of Tactics. She can use the Help action as a bonus action. Additionally, when she uses the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 ft. of her, rather than within 5 ft. of her, if the target can see or hear her.

Misdirection. When she is targeted by an attack while a creature within 5 feet of her is granting him cover against that attack, she can use her reaction to have the attack target that creature instead of him.

Reliable Talent. Whenever she makes an ability check that lets her add her proficiency bonus, she can treat a d20 roll of 9 or lower as a 10.

Sneak Attack. Once per turn, she can deal an extra 31 (9d6) damage to one creature she hits with an attack if she has advantage or if another enemy is within 5 ft. of it.

Soul of Deceit. She can present false thoughts by succeeding on a Charisma (Deception) check contested by the mind reader's Wisdom (Insight) check. Additionally, no matter what she says, magic that would determine if she is telling the truth indicates that she is being truthful if she chooses, and she can't be compelled to tell the truth by magic.

Actions

+3 Dagger. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 10 (1d4 + 8) piercing damage.

+2 Light Crossbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

Reactions

Uncanny Dodge. When an attacker that she can see hits her with an attack, she can use her reaction to halve the attack's damage against her.

NPC Bio

Personality Kate is a sly, cunning individual.

Appearance Very beautiful young woman with long light-brown hair and hazel eyes. 5' 7" 119 lbs. 26 years old

Characteristics

Ideal. Power.

Bond. Her family is very important to her.

Flaw. Kate is a risk-taker.

Background

Kate was a noble. She was around powerful, influential people as she grew up. Kate decided long ago, she would be more powerful than any of them. Using her cunning, she has gained more and more influence in the kingdom. Many men have succumbed to her charms and become stepping stones on her climb to power.

Equipment

4 days of rations, dragonchess set, thieves' tools, crossbow bolt case, 19 +3 crossbow bolts, bag of holding, 6 potions of poison, 4 philters of love, chime of opening, cloak of the bat, diamond belly ring, 3 emeralds, 10467gp (in manor), 167pp.

ELISE CUTTHROAT

18th level rogue (Swashbuckler subclass)
Medium humanoid (human), lawful evil

Armor Class 19 (+2 leather armor)

Hit Points 128 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	20 (+5)	14 (+2)	10 (+0)	9 (-1)	19 (+4)

Saving Throws Dex +11, Int +6, Wis +5

Skills Acrobatics +11, Deception +16, Perception +5, Performance +17, Sleight of Hand +11, Stealth +17

Senses blindsense 10 ft., passive Perception 15

Languages Common, Thieves' cant

Challenge 12 (8,400 XP)

Cunning Action. Bonus action/Dash, Disengage, or Hide

Elegant Maneuver. She can use a bonus action on her turn to gain advantage on the next Dexterity (Acrobatics) or Strength (Athletics) check you make during the same turn.

Elusive. No attack roll has advantage against her while she isn't incapacitated.

Evasion. When she is subjected to an effect that allows her to make a Dexterity save to take only half damage, she instead takes no damage if she succeeds and only half damage if she fails.

Master Duelist. If she misses with an attack roll, she can roll it again with advantage. Once she does so, she must rest to reset.

Supreme Sneak. She has advantage on Dexterity (Stealth) checks if she moves no more than half her speed on the same turn.

Panache. As an action, she can make a Charisma (Persuasion) check contested by a creature's Wisdom (Insight) check. The creature must be able to hear her, and the two individuals must share a language. If she succeeds on the check and the creature is hostile to her, it has disadvantage on attack rolls against targets other than her. This effect lasts for 1 minute, until one of her companions attacks the target or affects it with a spell, or until she and the target are more than 60 feet apart. If she succeeds on the check and the creature isn't hostile to her, it is charmed by her for 1 minute. While charmed, it regards her as a friendly acquaintance. This effect ends immediately if she or her companions do anything harmful to it.

Rakish Audacity. She can give herself a +4 bonus to her initiative rolls. She also gains an additional way to use her Sneak Attack; she doesn't need advantage on the attack roll to use her Sneak Attack against a creature if she is within 5 feet of it, no other creatures are within 5 feet of her, and she doesn't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply to her.

Reliable Talent. Whenever she makes an ability check that lets her add her proficiency bonus, she can treat a d20 roll of 9 or lower as a 10.

Sneak Attack. Once per turn, she can deal an extra 31 (9d6) damage to one creature she hits with an attack if she has advantage or if another enemy is within 5 ft. of it.

Supreme Sneak. She has advantage on Dexterity (Stealth) checks if she moves no more than half her speed on the same turn.

Actions

+3 Shortsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 10 (1d6 + 7) piercing damage.

+2 Shortbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. Hit: 8 (1d6 + 5) piercing damage.

Reactions

Uncanny Dodge. When an attacker that she can see hits her with an attack, she can use her reaction to halve the attack's damage against her.

NPC Bio

Personality Elise is a cool, aloof young woman.

Appearance Pretty, young woman with short blonde hair and blue eyes. 5' 2" 123 lbs. 24 years old

Characteristics

Ideal. Greed.

Bond. She is allied with the Thieves' Guild.

Flaw. Elise is a sociopath.

Background

Elise was an entertainer (actress). She was very famous at a young age and grew up too quickly. Elise lost her way and ended up marrying an angry young man. She left the unhappy marriage and ended up joining the local Thieves' Guild.

Equipment

backpack, 4 days of rations, Three-Dragon Ante set, thieves' tools, quiver, 19 +2 arrows, *gem of seeing*, *ring of invisibility*, *diamond bracelet*, 6 *amethysts*, cloak, 173pp.

KELLA THE BLACK CAT

19th level rogue (Assassin subclass)

Medium humanoid (human), neutral evil

Armor Class 20 (+3 studded black leather)

Hit Points 153 (19d8 + 38)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	14 (+2)	8 (-1)	10 (+0)	30 (+10)

Saving Throws Dex +11, Int +5

Skills Acrobatics +11, Athletics +7, Deception +22, Performance +22, Persuasion +22, Stealth +11

Senses blindsense 10 ft., passive Perception 10

Languages Common, Thieves' cant, Elvish

Challenge 12 (8,400 XP)

Assassinate. She has advantage on attack rolls against any creature who hasn't taken a turn in the combat yet. In addition, any hit she scores against a creature that is surprised is a critical hit.

Cunning Action. Bonus action/Dash, Disengage, or Hide

Death Strike. When she attacks and hits a creature that is surprised, it must make a DC 19 Constitution saving throw. On a failed save, she doubles the damage on her attack against the creature.

Elusive. No attack roll has advantage against her while she isn't incapacitated.

Evasion. When she is subjected to an effect that allows her to make a Dexterity save to take only half damage, she instead takes no damage if she succeeds and only half damage if she fails.

Impostor. She gains the ability to unerringly mimic another person's speech, writing, and behavior. She must spend at least three hours studying these three components of the person's behavior, listening to speech, examining handwriting, and observing mannerisms. Her ruse is indiscernible to the casual observer. If a wary creature suspects something is amiss, she has advantage on any Charisma (Deception) check she makes to avoid detection.

Infiltration Expertise. She can unfailingly create false identities for herself. She must spend seven days and 25gp to establish the history, profession, and affiliations for an identity. She can't establish an identity that belongs to someone else. For example, she might acquire the appropriate clothing, letters of introduction and official-looking certification to establish herself as a member of a trading house from a remote city so she can insinuate herself into the company of other wealthy merchants. Thereafter, if she adopts the new identity as a disguise, other creatures believe her to be that person until given an obvious reason not to.

Reliable Talent. Whenever she makes an ability check that lets her add her proficiency bonus, she can treat a d20 roll of 9 or lower as a 10.

Sneak Attack. Once per turn, she can deal an extra 35 (10d6) damage to one creature she hits with an attack if she has advantage or if another enemy is within 5 ft. of it.

Supreme Sneak. She has advantage on Dexterity (Stealth) checks if she moves no more than half her speed on the same turn.

Actions

+3 Rapier. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 11 (1d8 + 7) piercing damage plus 31 (9d6) poison damage.

+3 Shortbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. Hit: 8 (1d6 + 5) piercing damage.

Reactions

Uncanny Dodge. When an attacker that she can see hits her with an attack, she can use her reaction to halve the attack's damage against her.

NPC Bio

Personality Kella is a playful, seductive individual.

Appearance Gorgeous, tanned young woman with long dark brown hair, and gray eyes. 5' 6" 118 lbs. 25 years old

Characteristics

Ideal. Greed.

Bond. She is close to her mentor. He taught her everything she knows.

Flaw. Kella is attracted to violent warriors who take charge of the situation.

Background

Kella was a criminal (burglar). She learned to steal hearts and other priceless items at a young age. If she can't charm her way to gaining someone's gold, she kills them and steals it. Kella is also for hire, for a lofty price she'll kill anyone.

Equipment

backpack, 4 days of rations, dice set, thieves' tools, quiver, 20 +3 arrows, 4 philters of love, ring of feather falling, potion of speed, 2 diamonds, jeweled anklet, fine gold chain, cloak, 198pp.

BAZ

20th level rogue (Thief subclass)
Medium humanoid (human), chaotic evil

Armor Class 22 (+3 studded leather)
Hit Points 184 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	24 (+7)	17 (+3)	10 (+0)	8 (-1)	18 (+4)

Saving Throws Dex +13, Int +6, Wis +5
Skills Acrobatics +19, Athletics +8, Deception +10, Persuasion +10, Sleight of Hand +19, Stealth +19
Senses blindsense 10 ft., passive Perception 9
Languages Common, Thieves' cant
Challenge 13 (10,000 XP)

Cunning Action. Bonus action/Dash, Disengage, or Hide

Elusive. No attack roll has advantage against him while he isn't incapacitated.

Evasion. When he is subjected to an effect that allows him to make a Dexterity save to take only half damage, he instead takes no damage if he succeeds and only half damage if he fails the saving throw.

Fast Hands. Baz can use a bonus action granted by Cunning Action to make a Dexterity (Sleight of Hand) check, use thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent. Whenever he makes an ability check that lets him add his proficiency bonus, he can treat a d20 roll of 9 or lower as a 10.

Second-Story Work. Climbing is normal movement and when making a running jump he jumps an extra 7 ft.

Sneak Attack. Once per turn, he can deal an extra 35 (10d6) damage to one creature he hits with an attack if he has advantage or if another enemy is within 5 ft. of it.

Stroke of Luck. If his attack misses a target within range, he can turn the miss into a hit. Alternatively, if he fails an ability check, he can treat the d20 roll as a 20. Must rest to reset this feature.

Supreme Sneak. He has advantage on Dexterity (Stealth) checks if he moves no more than half his speed on the same turn.

Thief's Reflexes. He can take two turns during the first round of combat. He takes his first turn at his normal initiative and his second turn at his initiative minus 10. He can't use this feature when he's surprised.

Use Magic Device. He ignores all requirements for magic items.

Actions

+3 Longsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) slashing damage.

+3 Light Crossbow. *Ranged Weapon Attack:* +16 to hit, range 80/320 ft., one target. Hit: 14 (1d8 + 10) piercing damage.

Reactions

Uncanny Dodge. When an attacker that he can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

NPC Bio

Personality Baz is a confident, charming young man.

Appearance Handsome young man with short brown hair and blue eyes. 5' 11" 165 lbs. 27 years old

Characteristics

Ideal. Greed.

Bond. He feels a bond with his thieves' tools.

Flaw. Baz thinks he's very intelligent. He's not.

Background

Baz was a criminal (burglar). He grew up in a poor family of criminals. However, Baz wanted to be rich and left to make his own way. He has been very successful and lives in an enormous manor in a wealthy city. Baz's new wealth has helped him find many nobles to rob.

Equipment

3 days of rations, dice set, thieves' tools, crossbow bolt case, 18 +3 crossbow bolts, bag of holding, ring of invisibility, emerald, black opal, black pearl, cloak, 13128gp (in manor), 303pp.

NATALIA THE SAD

13th level sorcerer (Shadow Magic subclass)
Medium humanoid (human), neutral evil

Armor Class 10 (13 with *mage armor*)
Hit Points 57 (13d6 - 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	9 (-1)	10 (+0)	8 (-1)	18 (+4)

Saving Throws Con +4, Cha +9
Skills Arcana +5, Deception +9, Persuasion +9, Sleight of Hand +5
Senses passive Perception 9
Languages Common
Challenge 8 (3,900 XP)

Font of Magic. Can create extra spell slots or sorcery points.

Metamagic. Distant Spell. Can spend 1 sorcery point to double the range of a spell with a range of 5' or greater or make the range of a touch spell 30'. Extended Spell. Can spend 1 sorcery point to double a spell's duration (w/duration of at least 1 minute), to a maximum of 24 hours. Quickened Spell. When casting a spell with casting time of 1 action, she can spend 2 sorcery points to change the casting time to 1 bonus action.

Spellcasting. Natalia is a 13th level sorcerer. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Natalia has the following sorcerer spells:

Cantrips. (at will): *chill touch*, *minor illusion*, *prestidigitation*, *ray of frost*, *shocking grasp*

1st level. (4 slots): *expeditious retreat*, *mage armor*, *magic missile*, *witch bolt*

2nd level. (3 slots): *blur*, *darkvision*, *crown of madness*, *dragon's breath*

3rd level. (3 slots): *dispel magic*, *fireball*, *fly*, *lightning bolt*

4th level. (3 slots): *banishment*, *greater invisibility*, *wall of fire*

5th level. (2 slots): *cone of cold*, *dominate person*

6th level. (1 slot): *globe of invulnerability*

7th level. (1 slot): *delayed blast fireball*

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

NPC Bio

Personality Natalia is always depressed.

Appearance Slim woman with long dirty-blond hair and light-blue eyes. 5' 6" 122 lbs. 26 years old

Characteristics

Ideal. Sadness.

Bond. She feels a powerful connection to Wild Magic.

Flaw. Natalia turns tail and runs when things look bad.

Background

Natalia was a charlatan. She is always severely depressed. This sorcerer isn't impressed by anything or anybody. She was raised by two uncaring parents who neglected her.

Equipment

backpack, 3 days of rations, forgery kit, set of fine clothes, leather pouch, tinderbox, bedroll, *ring of feather falling*, cloak, 2 moonstones, 287gp, 91pp.

Sorcery Points

13

ORIAN RAEDAS

14th level sorcerer (Wild Magic subclass)
Medium humanoid (half-elf), chaotic evil

Armor Class 10 (13 with *mage armor*)

Hit Points 73 (14d6 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	11 (+0)	17 (+3)	19 (+4)

Saving Throws Con +6, Cha +9

Skills Deception +9, Insight +8, Persuasion +9, Religion +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, Halfling

Challenge 9 (5,000 XP)

Controlled Chaos. Whenever he rolls on the Wild Magic Surge table, he can roll twice and use either number.

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

Font of Magic. Can create extra spell slots or sorcery points.

Metamagic. Distant Spell. Can spend 1 sorcery point to double the range of a spell with a range of 5' or greater or make the range of a touch spell 30'. Extended Spell. Can spend 1 sorcery point to double a spell's duration (w/duration of at least 1 minute), to a maximum of 24 hours. Quickened Spell. When casting a spell with casting time of 1 action, he can spend 2 sorcery points to change the casting time to 1 bonus action.

Naturally Stealthy. Can attempt to hide even when only obscured by a creature that is at least one size larger.

Spellcasting. Orian is a 14th level sorcerer. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Orian has the following sorcerer spells:

Cantrips. (at will): *acid splash*, *blade ward*, *message*, *minor illusion*, *ray of frost*

1st level. (4 slots): *charm person*, *mage armor*, *magic missile*, *witch bolt*

2nd level. (3 slots): *blur*, *darkvision*, *crown of madness*, *dragon's breath*

3rd level. (3 slots): *dispel magic*, *fireball*, *fly*, *lightning bolt*

4th level. (3 slots): *blight*, *greater invisibility*, *wall of fire*

5th level. (2 slots): *cone of cold*, *dominate person*

6th level. (1 slot): *disintegrate*

7th level. (1 slot): *finger of death*

Tides of Chaos 1/day. Advantage on attack, check, or save.

Wild Magic Surge. Roll a d20 after casting spells, if the roll is a 1, roll on the Wild Magic Surge table.

Actions

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

Reactions

Bend Luck 1/day. Add 1d4 to another creature's attack roll, ability check, or saving throw (that he can see).

NPC Bio

Personality Orian always takes notice of the locations of valuables.

Appearance Handsome half-elf male with tanned skin, light brown hair, and green eyes. 5' 8" 132 lbs. 32 years old

Characteristics

Ideal. Greed.

Bond. He feels a powerful connection to Wild Magic.

Flaw. Orian turns tail and runs when things look bad.

Background

Orian was an acolyte. For many years he traveled the kingdom with his friends. They all preached the word of a noble deity. One day his friends abandoned him. Now he worships the god of trade. Orian also works with an evil trading guild.

Equipment

backpack, 3 days of rations, disguise kit, forgery kit, set of fine clothes, leather pouch, tinderbox, bedroll, 2 *potions of healing*, *ring of evasion*, cloak, 287gp, 176pp.

Sorcery Points

14

DERRY DUCKFOOT

15th level sorcerer (Wild Magic subclass)
Small humanoid (lightfoot halfling), neutral evil

Armor Class 10 (13 with *mage armor*)
Hit Points 74 (15d6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	10 (+0)	15 (+2)	7 (-1)	18 (+4)

Saving Throws Con +5, Cha +9
Skills Arcana +7, Deception +9, Persuasion +9, Stealth +8
Senses passive Perception 9
Languages Common, Halfling
Challenge 10 (5,900 XP)

Brave. Advantage on saves against being frightened.

Controlled Chaos. Whenever he rolls on the Wild Magic Surge table, he can roll twice and use either number.

Font of Magic. Can create extra spell slots or sorcery points.

Halfling Nimbleness. Can move through the space of any creature that is larger.

Lucky. Can reroll any 1s.

Metamagic. Distant Spell. Can spend 1 sorcery point to double the range of a spell with a range of 5' or greater or make the range of a touch spell 30'. Extended Spell. Can spend 1 sorcery point to double a spell's duration (w/duration of at least 1 minute), to a maximum of 24 hours. Quickened Spell. When casting a spell with casting time of 1 action, he can spend 2 sorcery points to change the casting time to 1 bonus action.

Naturally Stealthy. Can attempt to hide even when only obscured by a creature that is at least one size larger.

Spellcasting. Derry is a 15th level sorcerer. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Derry has the following sorcerer spells:

Cantrips. (at will): *create bonfire*, *minor illusion*, *prestidigitation*, *ray of frost*, *shocking grasp*

1st level. (4 slots): *fog cloud*, *mage armor*, *magic missile*, *witch bolt*

2nd level. (3 slots): *alter self*, *darkvision*, *crown of madness*, *dragon's breath*

3rd level. (3 slots): *blink*, *counterspell*, *lightning bolt*

4th level. (3 slots): *banishment*, *greater invisibility*, *wall of fire*

5th level. (2 slots): *animate objects*, *dominate person*

6th level. (1 slot): *mass suggestion*

7th level. (1 slot): *teleport*

8th level. (1 slot): *power word stun*

Tides of Chaos 1/day. Advantage on attack, check, or save.

Wild Magic Surge. Roll a d20 after casting spells, if the roll is a 1, roll on the Wild Magic Surge table.

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

Reactions

Bend Luck 1/day. Add 1d4 to another creature's attack roll, ability check, or saving throw (that he can see).

NPC Bio

Personality Derry doesn't pay attention to the risks in a situation.

Appearance Attractive halfling male with blonde hair and gray eyes. 3' 1" 32 lbs. 32 years old

Characteristics

Ideal. Greed.

Bond. Someone he loved died because of a mistake he made.

Flaw. Derry will choose gold above anything else.

Background

Derry was a criminal (fence). He works as a fence in a large, bustling city. The local thieves and scoundrels know they can deal with him.

Equipment

backpack, 3 days of rations, disguise kit, forgery kit, set of fine clothes, leather pouch, tinderbox, bedroll, *pipe of smoke monsters*¹, *ring of spell storing*, *bag of beans*, *Nolzur's marvelous pigments*, cloak, 287gp, 76pp.

Sorcery Points

15

RAVEN KOL

16th level sorcerer (Draconic Magic subclass)

Medium humanoid (human), neutral evil

Armor Class 10 (13 with *draconic resilience*)

Hit Points 77 (16d6 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	17 (+3)	12 (+1)	10 (+0)	19 (+4)

Saving Throws Con +8, Cha +9

Skills Acrobatics +5, Deception +9, Performance +9, Persuasion +9

Senses passive Perception 10

Languages Common

Challenge 11 (7,200 XP)

Draconic Resilience. Skin is covered with a thin blue sheen of dragon-like scales, AC is 13 plus Dexterity modifier.

Dragon Wings. They gain the ability to sprout a pair of dragon wings from their back, gaining a flying speed equal to their current speed. They can create these wings as a bonus action on their turn. The wings last until they dismiss them as a bonus action on their turn. They can't manifest their wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate their wings might be destroyed when they manifest them.

Elemental Affinity. When they cast a spell that deals damage, they add +3 to the damage roll. At the same time, they can spend 1 sorcery point to gain resistance to cold damage for 1 hour.

Font of Magic. Can create extra spell slots or sorcery points.

Metamagic. Distant Spell. Can spend 1 sorcery point to double the range of a spell with a range of 5' or greater or make the range of a touch spell 30'. Extended Spell. Can spend 1 sorcery point to double a spell's duration (w/duration of at least 1 minute), to a maximum of 24 hours. Quickened Spell. When casting a spell with casting time of 1 action, they can spend 2 sorcery points to change the casting time to 1 bonus action.

Spellcasting. Raven a 16th level sorcerer. Their spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Raven has the following sorcerer spells:

Cantrips. (at will): *light*, *mending*, *minor illusion*, *prestidigitation*, *ray of frost*

1st level. (4 slots): *fog cloud*, *mage armor*, *magic missile*, *witch bolt*

2nd level. (3 slots): *blur*, *darkvision*, *crown of madness*, *dragon's breath*

3rd level. (3 slots): *dispel magic*, *fireball*, *water walk*

4th level. (3 slots): *confusion*, *greater invisibility*, *ice storm*

5th level. (2 slots): *cone of cold*, *teleportation circle*

6th level. (1 slot): *chain lightning*

7th level. (1 slot): *fire storm*

8th level. (1 slot): *earthquake*

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

NPC Bio

Personality Raven Kol is charming and sly

Appearance Tall person with short black hair and brown eyes. 6' 2" 179 lbs. 36 years old

Characteristics

Ideal. Control.

Bond. They love the books they have written.

Flaw. Raven feels the need to control everything.

Background

Raven was an entertainer (storyteller). They brag about their skills as a storyteller. However, they are not talented and are much better at charming everyone. They live in a small hut with their consort, a lowly rogue. Raven is their own worst enemy. They don't identify as male or female.

Equipment

backpack, 5 days of rations, leather pouch, tinderbox, bedroll, *ring of invisibility*, *potion of invulnerability*, *cube of force*, *efreeti bottle*, cloak, 287gp, 76pp.

Sorcery Points

16

MEBBA RAD

17th level sorcerer (Wild Magic subclass)
Small humanoid (rock gnome), lawful evil

Armor Class 10 (13 with *mage armor*)

Hit Points 80 (17d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	11 (+0)	18 (+4)	20 (+5)

Saving Throws Con +6, Cha +11

Skills Arcana +6, Deception +11, Insight +10, Persuasion +11

Senses darkvision 60 ft., passive Perception 14

Languages Common, Gnomish, Halfling

Challenge 11 (7,200 XP)

Controlled Chaos. Whenever she rolls on the Wild Magic Surge table, she can roll twice and use either number.

Font of Magic. Can create extra spell slots or sorcery points.

Gnome Cunning. Advantage against all Intelligence, Wisdom, and Charisma saving throws against magic.

Metamagic. Distant Spell. Can spend 1 sorcery point to double the range of a spell with a range of 5' or greater or make the range of a touch spell 30'. Extended Spell. Can spend 1 sorcery point to double a spell's duration (w/duration of at least 1 minute), to a maximum of 24 hours. Quickened Spell. When casting a spell with casting time of 1 action, she can spend 2 sorcery points to change the casting time to 1 bonus action.

Naturally Stealthy. Can attempt to hide even when only obscured by a creature that is at least one size larger.

Speak with Small Beasts. Is able to communicate simple ideas with Small or smaller beasts through sounds and gestures.

Spellcasting. Mebba is a 17th level sorcerer. Her spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). Mebba has the following sorcerer spells:

Cantrips. (at will): *create bonfire*, *minor illusion*, *prestidigitation*, *ray of frost*, *shocking grasp*

1st level. (4 slots): *mage armor*, *magic missile*, *ray of sickness*, *witch bolt*

2nd level. (3 slots): *crown of madness*, *dragon's breath*, *mirror image*

3rd level. (3 slots): *dispel magic*, *fireball*, *fly*

4th level. (3 slots): *banishment*, *greater invisibility*, *wall of fire*

5th level. (2 slots): *cloudkill*, *wall of stone*

6th level. (1 slot): *disintegrate*

7th level. (1 slot): *reverse gravity*

8th level. (1 slot): *sunburst*

9th level. (1 slot): *time stop*

Tides of Chaos 1/day. Advantage on attack, check, or save.

Wild Magic Surge. Roll a d20 after casting spells, if the roll is a 1, roll on the Wild Magic Surge table.

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

Reactions

Bend Luck 1/day. Add 1d4 to another creature's attack roll, ability check, or saving throw (that she can see).

NPC Bio

Personality Mebba likes to talk at length about her paintings.

Appearance Attractive gnome female with light brown skin, light brown hair, and green eyes. 2' 9" 30 lbs. 32 years old

Characteristics

Ideal. Greed.

Bond. She pursues wealth to secure someone's love.

Flaw. Mebba is quick to assume that someone is trying to cheat her.

Background

Mebba was a guild artisan (painter). Her catchphrase is "Mebba me?". She still sells her paintings throughout the kingdom. She is in love with a fellow painter. He has no idea she is an evil sorceress.

Equipment

2 days of rations, set of fine clothes, leather pouch, tinderbox, bedroll, *amulet of health*, *bag of holding*, *broom of flying*, cloak, 287gp, 76pp.

Sorcery Points

17

HELENA OWEN

18th level sorcerer (Wild Magic subclass)
Medium humanoid (human), neutral evil

Armor Class 10 (13 with *mage armor*)

Hit Points 84 (18d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	10 (+0)	12 (+1)	8 (-1)	25 (+7)

Saving Throws Con +6, Cha +13

Skills Acrobatics +6, Deception +13, Performance +13, Persuasion +13

Senses passive Perception 9

Languages Common

Challenge 12 (8,400 XP)

Controlled Chaos. Whenever she rolls on the Wild Magic Surge table, she can roll twice and use either number.

Font of Magic. Can create extra spell slots or sorcery points.

Metamagic. Distant Spell. Can spend 1 sorcery point to double the range of a spell with a range of 5' or greater or make the range of a touch spell 30'. Extended Spell. Can spend 1 sorcery point to double a spell's duration (w/duration of at least 1 minute), to a maximum of 24 hours. Quicken Spell. When casting a spell with casting time of 1 action, she can spend 2 sorcery points to change the casting time to 1 bonus action.

Spell Bombardment. Once a turn when she rolls damage for a spell and rolls the highest number possible on any of the dice, she can choose one of those dice, roll it again and add that roll to the damage.

Spellcasting. Helena is an 18th level sorcerer. Her spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). Elena has the following sorcerer spells:

Cantrips. (at will): *friends, message, minor illusion, prestidigitation, shocking grasp*

1st level. (4 slots): *charm person, fog cloud, mage armor, witch bolt*

2nd level. (3 slots): *blur, darkvision, misty step, suggestion*

3rd level. (3 slots): *dispel magic, fireball, tongues*

4th level. (3 slots): *banishment, hypnotic pattern, polymorph*

5th level. (2 slots): *cone of cold, dominate person*

6th level. (1 slot): *eyebite*

7th level. (1 slot): *delayed blast fireball*

8th level. (1 slot): *power word stun*

9th level. (1 slot): *gate*

Tides of Chaos 1/day. Advantage on attack, check, or save.

Wild Magic Surge. Roll a d20 after casting spells, if the roll is a 1, roll on the Wild Magic Surge table.

Actions

+3 Quarterstaff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

Reactions

Bend Luck 1/day. Add 1d4 to another creature's attack roll, ability check, or saving throw (that she can see).

NPC Bio

Personality Helena always takes notice of the locations of valuables.

Appearance Stunningly beautiful young woman with tanned skin, chestnut brown hair, and green eyes. 5' 7" 120 lbs. 24 years old

Characteristics

Ideal. Greed.

Bond. She is close to her lover.

Flaw. Elena thinks her looks will always help her.

Background

Helena was an entertainer (hostess). She travels the land trying to find more unique treasures to add to her hoard. Seemingly innocent, she hides her true nature. Helena has terrible instincts and is drawn to individuals with huge egos like herself.

Equipment

backpack, 7 days of rations, disguise kit, forgery kit, set of fine clothes, leather pouch, tinderbox, bedroll, *cloak of invisibility*, 4 *philters of love*, *ring of protection*, 6 *perfumes of bewitching*¹, 287gp, 76pp.

Sorcery Points

18

NOVA RAIN

19th level sorcerer (Draconic subclass)
Medium humanoid (human), chaotic evil

Armor Class 10 (13 with *draconic resilience*)
Hit Points 99 (19d6 + 57)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	17 (+3)	9 (-1)	12 (+1)	20 (+5)

Saving Throws Con +9, Cha +11
Skills Athletics +8, Deception +11, Persuasion +11, Survival +7
Senses passive Perception 11
Languages Common, Draconic
Challenge 12 (8,400 XP)

Draconic Presence. She can channel the dread presence of her dragon ancestor, causing those around her to become awestruck or frightened. As an action, she can spend 5 sorcery points to draw on this power and exude an aura of awe or fear to a distance of 60 feet. For 1 minute or until she loses her concentration, each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed (awe) or frightened (fear) until the aura ends. A creature that succeeds on this saving throw is immune to her aura for 24 hours.

Draconic Resilience. Skin is covered with a thin blue sheen of dragon-like scales, AC is 13 plus Dexterity modifier.

Dragon Wings. She gains the ability to sprout a pair of dragon wings from her back, gaining a flying speed equal to her current speed. She can create these wings as a bonus action on her turn. They last until she dismisses them as a bonus action on her turn. She can't manifest her wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate her wings might be destroyed when she manifests them.

Elemental Affinity. When she casts a spell that deals cold damage, she adds +3 to the damage roll. At the same time, she can spend 1 sorcery point to gain resistance to cold damage for 1 hour.

Font of Magic. Can create extra spell slots or sorcery points.

Metamagic. Distant Spell. Can spend 1 sorcery point to double the range of a spell with a range of 5' or greater or make the range of a touch spell 30'. Extended Spell. Can spend 1 sorcery point to double a spell's duration (w/duration of at least 1 minute), to a maximum of 24 hours. Quickened Spell. When casting a spell with casting time of 1 action, she can spend 2 sorcery points to change the casting time to 1 bonus action.

Spellcasting. Nova is a 19th level sorcerer. Her spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). Nova has the following sorcerer spells:

Cantrips. (at will): *fire bolt*, *light*, *prestidigitation*, *ray of frost*, *shocking grasp*

1st level. (4 slots): *detect magic*, *mage armor*, *magic missile*, *witch bolt*

2nd level. (3 slots): *darkvision*, *detect magic*, *dragon's breath*, *misty step*

3rd level. (3 slots): *dispel magic*, *fly*, *lightning bolt*

4th level. (3 slots): *banishment*, *greater invisibility*, *wall of fire*

5th level. (2 slots): *cone of cold*, *teleportation circle*

6th level. (1 slot): *disintegrate*

7th level. (1 slot): *fire storm*

8th level. (1 slot): *incendiary cloud*

9th level. (1 slot): *meteor swarm*

Actions

+3 Quarterstaff. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage.

NPC Bio

Personality Nova is far more comfortable around animals than people.

Appearance Bald woman with clear blue eyes. 5' 10" 132 lbs. 29 years old

Characteristics

Ideal. Might.

Bond. She will bring terrible wrath down on the knights who destroyed her homeland.

Flaw. Nova is a risk-taker.

Background

Nova was an outlander (exile). She has lived in the wilderness most of her life. However, the rest of her clan were killed by a company of holy **knights**. Nova has spent years hunting down each of the knights one by one.

Equipment

backpack, 9 days of rations, disguise kit, forgery kit, set of fine clothes, leather pouch, tinderbox, bedroll, *bag of tricks (grey)*, *wand of magic missiles*, cloak, 254gp, 87pp.

Sorcery Points

19

MEGHAN THE MAD

20th level sorcerer (Wild Magic subclass)
Medium humanoid (human), chaotic evil

Armor Class 10 (13 with *mage armor*)

Hit Points 101 (20d6 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	13 (+1)	18 (+4)	13 (+1)	20 (+5)

Saving Throws Con +7, Cha +11

Skills Arcana +10, Deception +11, History +10, Persuasion +11

Senses passive Perception 11

Languages Common, Elvish, Halfling

Challenge 13 (10,000 XP)

Controlled Chaos. Whenever she rolls on the Wild Magic Surge table, she can roll twice and use either number.

Font of Magic. Can create extra spell slots or sorcery points.

Metamagic. Distant Spell. Can spend 1 sorcery point to double the range of a spell with a range of 5' or greater or make the range of a touch spell 30'. Extended Spell. Can spend 1 sorcery point to double a spell's duration (w/duration of at least 1 minute), to a maximum of 24 hours. Quicken Spell. When casting a spell with casting time of 1 action, she can spend 2 sorcery points to change the casting time to 1 bonus action.

Spell Bombardment. Once a turn when she rolls damage for a spell and rolls the highest number possible on any of the dice, she can choose one of those dice, roll it again and add that roll to the damage.

Spellcasting. Meghan is a 20th level sorcerer. Her spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). Meghan has the following sorcerer spells:

Cantrips. (at will): *create bonfire*, *minor illusion*, *prestidigitation*, *ray of frost*, *shocking grasp*

1st level. (4 slots): *fog cloud*, *mage armor*, *magic missile*, *witch bolt*

2nd level. (3 slots): *darkvision*, *scorching ray*, *see invisibility*

3rd level. (3 slots): *lightning bolt*, *major image*, *water breathing*

4th level. (3 slots): *banishment*, *greater invisibility*, *wall of fire*

5th level. (2 slots): *animate objects*, *insect plague*

6th level. (1 slot): *globe of invulnerability*

7th level. (1 slot): *teleport*

8th level. (1 slot): *power word stun*

9th level. (1 slot): *time stop*

Tides of Chaos 1/day. Advantage on attack, check, or save.

Wild Magic Surge. Roll a d20 after casting spells, if the roll is a 1, roll on the Wild Magic Surge table.

Actions

+3 Quarterstaff. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

Reactions

Bend Luck 1/day. Add 1d4 to another creature's attack roll, ability check, or saving throw (that she can see).

NPC Bio

Personality Her eloquent flattery makes everyone she talks to feel like the most wonderful and important person in the world.

Appearance Older woman with long white hair and hazel eyes. 5' 11" 156 lbs. 51 years old

Characteristics

Ideal. Power.

Bond. Nothing is more important than the other members of her family.

Flaw. Meghan hides a truly scandalous secret that could ruin her family forever.

Background

Meghan was a noble. She lives in the largest manor of the capital city. Rumors about her nefarious activities persist but nobody has proven anything. She is on the elder council that governs the city and has a great deal of influence.

Equipment

backpack, 4 days of rations, signet ring, set of fine clothes, leather pouch, tinderbox, bedroll, *lantern of revealing*, *potion of gaseous form*, *star sapphire*, *small gold idol*, cloak, 18287gp (in manor), 76pp.

Sorcery Points

20

VAILAZ

13th level warlock (The Fiend subclass)
Medium humanoid (tiefling), lawful evil

Armor Class 14 (+2 leather armor)

Hit Points 75 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	13 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +6, Cha +9

Skills Arcana +6, History +6, Sleight of Hand +6, Stealth +6

Senses darkvision 60 ft., passive Perception 11

Languages Common, Infernal

Challenge 8 (3,900 XP)

Dark One's Blessing. When she reduces a hostile creature to 0 hit points, she gains 15 temporary hit points.

Dark One's Own Luck. When she makes an ability check or a saving throw, she can use this feature to add a d10 to her roll. She can do so after seeing the initial roll but before any of the roll's effects occur. Feature resets after short or long rest.

Fiendish Resilience. She can choose one damage type when she finishes a short or long rest. She gains resistance to that damage type until she chooses a different one with this feature. Damage from magical weapons or silver weapons ignores this resistance.

Hellish Resistance. She has resistance to fire damage.

Infernal Legacy. Can cast *darkness* and *hellish rebuke* 1/day. Charisma is the spellcasting ability.

Pact of the Chain. Has an **imp** familiar. Can use an attack to let the familiar attack with its reaction.

Spellcasting. Vailaz is a 13th level warlock. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks).

Cantrips. (at will): *eldritch blast*, *minor illusion*, *poison spray*, *prestidigitation*, *thaumaturgy*

1st – 5th level. (3 slots): *armor of Agathys*, *burning hands*, *calm emotions*, *circle of death*, *command*, *expeditious retreat*, *finger of death*, *fireball*, *fire shield*, *flame strike*, *fly*, *hellish rebuke*, *misty step*, *phantasmal force*, *plant growth*, *scorching ray*, *sleep*, *spider climb*, *stinking cloud*, *wall of fire*

Invocations. (6): *beguiling influence*, *eldritch sight*, *mask of many faces*, *minions of chaos*, *misty visions*, *witch sight*

Actions

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

Reactions

Misty Escape 2/day. Can vanish in a puff of mist in response to harm. Use reaction to turn invisible and move 60 ft. Invisible until start of next turn or action.

NPC Bio

Personality Vailaz asks a lot of questions.

Appearance Tall tiefling female with blue skin, purple hair, and red eyes. 6' 1" 164 lbs. 37 years old

Characteristics

Ideal. Retribution.

Bond. Her town is her home, and she'll fight to defend it.

Flaw. Vailaz believes that people who can't take care of themselves get what they deserve.

Background

Vailaz was an urchin. She used to work in the royal court and was captured by a group of **cultists**. The cultists introduced her to a devil that became her patron.

Equipment

backpack, 3 days of rations, *ring of water walking*, *amulet of health*, *potion of superior healing*, *gold necklace*, set of dice, tinderbox, quill, bottle of ink, 2 pieces of parchment, cloak, 111pp.

KATHRYN THE CAT

14th level warlock (The Fiend subclass)
Medium humanoid (human), lawful evil

Armor Class 15 (+1 studded leather)

Hit Points 85 (14d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	10 (+0)	18 (+4)	12 (+1)	20 (+5)

Saving Throws Wis +6, Cha +10

Skills Arcana +9, Deception +10, History +9, Religion +9

Senses passive Perception 11

Languages Common, Infernal

Challenge 9 (5,000 XP)

Dark One's Blessing. When she reduces a hostile creature to 0 hit points, she gains 15 temporary hit points.

Dark One's Own Luck. When she makes an ability check or a saving throw, she can use this feature to add a d10 to her roll. She can do so after seeing the initial roll but before any of the roll's effects occur. Feature resets after short or long rest.

Fiendish Resilience. She can choose one damage type when she finishes a short or long rest. She gains resistance to that damage type until she chooses a different one with this feature. Damage from magical weapons or silver weapons ignores this resistance.

Infernal Legacy. Knows *darkness*, *hellish rebuke*, and *thaumaturgy*. Charisma is the spellcasting ability.

Pact of the Chain. Has an **owl** familiar. Can use an attack to let the familiar attack with its reaction.

Spellcasting. Kathryn is a 14th level warlock. Her spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks).

Cantrips. (at will): *chill touch*, *eldritch blast*, *friends*, *minor illusion*

1st – 5th level. (3 slots): *blindness/deafness*, *burning hands*, *calm emotions*, *charm person*, *command*, *fireball*, *fire shield*, *flame strike*, *fly*, *forcecage*, *mass suggestion*, *misty step*, *phantasmal force*, *plant growth*, *scorching ray*, *shatter*, *sleep*, *spider climb*, *stinking cloud*, *witch bolt*

Invocations. (6): *agonizing blast*, *beguiling influence*, *devil's sight*, *eldritch sight*, *mask of many faces*, *minions of chaos*, *misty visions*

Actions

+2 Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Reactions

Misty Escape 2/day. Can vanish in a puff of mist in response to harm. Use reaction to turn invisible and move 60 ft. Invisible until start of next turn or action.

NPC Bio

Personality Kathryn is highly intelligent, and extremely dangerous.

Appearance Curvaceous woman with medium-length brown hair with brown eyes. 5' 6" 134 lbs. 31 years old

Characteristics

Ideal. Power.

Bond. She would do anything for her devil master.

Flaw. Kathryn never considers the risks.

Background

Kathryn was a sage (scribe). She has been mentored by a supremely powerful devil since she was a teenager. She is very organized and is a powerful opponent. Kathryn lives in a huge manor on the edge of a beautiful forest. She has a number of henchmen who serve as bodyguards.

Equipment

backpack, 6 days of rations, tinderbox, 4 *potions of poison*, quill, bottle of ink, 2 pieces of parchment, cloak, 5434gp (in manor), 105pp.

KALITHAR HELMSMASHER

15th level warlock (The Fiend subclass)
Medium humanoid (goliath), chaotic evil

Armor Class 14 (+1 studded leather)

Hit Points 89 (15d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	16 (+3)	9 (-1)	18 (+4)

Saving Throws Wis +4, Cha +9

Skills Arcana +8, Athletics +6, History +8, Intimidation +9

Senses darkvision 60 ft., passive Perception 9

Languages Common, Giant, Abyssal

Challenge 10 (5,900 XP)

Dark One's Blessing. When she reduces a hostile creature to 0 hit points, she gains 15 temporary hit points.

Dark One's Own Luck. When she makes an ability check or a saving throw, she can use this feature to add a d10 to her roll. She can do so after seeing the initial roll but before any of the roll's effects occur. Feature resets after short or long rest.

Fiendish Resilience. She can choose one damage type when she finishes a short or long rest. She gains resistance to that damage type until she chooses a different one with this feature. Damage from magical weapons or silver weapons ignores this resistance.

Infernal Legacy. Knows *darkness*, *hellish rebuke*, and *thaumaturgy*. Charisma is the spellcasting ability.

Mountain Born. She is acclimated to high altitude, including elevations above 20,000 feet. She's also naturally adapted to cold climates.

Natural Athlete. She has proficiency in the Athletics skill.

Pact of the Chain. Has an **quasit** familiar. Can use an attack to let the familiar attack with its reaction.

Powerful Build. She counts as one size larger when determining her carrying capacity and the weight she can push, drag, or lift.

Spellcasting. Kalithar is a 15th level warlock. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks).

Cantrips. (at will): *chill touch*, *eldritch blast*, *minor illusion*, *poison spray*

1st – 5th level. (3 slots): *armor of Agathys*, *burning hands*, *command*, *create undead*, *finger of death*, *fireball*, *fire shield*, *flame strike*, *fly*, *hallow*, *misty step*, *phantasmal force*, *plant growth*, *scorching ray*, *shatter*, *sleep*, *spider climb*, *stinking cloud*, *wall of fire*, *witch bolt*

Invocations. (7): *agonizing blast*, *beguiling influence*, *eldritch sight*, *mask of many faces*, *master of myriad forms*, *minions of chaos*, *misty visions*

Stone's Endurance. She can focus herself to occasionally shrug off injury. When she takes damage, she can use her reaction to roll a d12. She then reduces the damage by that amount. After she

uses this trait, she can't use it again until she finishes a short or long rest.

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

Reactions

Misty Escape 2/day. Can vanish in a puff of mist in response to harm. Use reaction to turn invisible and move 60 ft. Invisible until start of next turn or action.

NPC Bio

Personality Kalithar is a brutal and cruel goliath.

Appearance Attractive, female goliath with short black hair and gray eyes. 6' 6" 245 lbs. 38 years old

Characteristics

Ideal. Might.

Bond. She will never forget the crushing defeat her company suffered or the elves who dealt it.

Flaw. Kalithar's hatred of her enemies is blind and unreasoning.

Background

Kalithar was a soldier (officer). She commanded a company of troops who served a dark lord. However, the company was crushed by a group of high elf **knights**. She now lives in an isolated tower plotting her revenge.

Equipment

backpack, 3 days of rations, tinderbox, bedroll, 2 pieces of parchment, *ring of spell storing*, *cloak of billowing*¹, *medallion of thoughts*, 109pp.

TAGGA

16th level warlock (The Fiend subclass)
Medium humanoid (half-orc), neutral evil

Armor Class 15 (+2 studded leather)

Hit Points 94 (16d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	14 (+2)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Wis +8, Cha +9

Skills Arcana +6, Deception +9, History +6, Intimidation +9, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Orcish

Challenge 11 (7,200 XP)

Dark One's Blessing. When he reduces a hostile creature to 0 hit points, he gains 15 temporary hit points.

Dark One's Own Luck. When he makes an ability check or a saving throw, he can use this feature to add a d10 to his roll. He can do so after seeing the initial roll but before any of the roll's effects occur. Feature resets after short or long rest.

Fiendish Resilience. He can choose one damage type when he finishes a short or long rest. He gains resistance to that damage type until he chooses a different one with this feature. Damage from magical weapons or silver weapons ignores this resistance.

Infernal Legacy. Knows *darkness*, *hellish rebuke*, and *thaumaturgy*. Charisma is the spellcasting ability.

Pact of the Chain. Has an **imp** familiar. Can use an attack to let the familiar attack with its reaction.

Relentless Endurance. When he 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.

Savage Attacks. When he scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Spellcasting. Tagga is a 16th level warlock. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks).

Cantrips. (at will): *chill touch*, *eldritch blast*, *minor illusion*, *poison spray*

1st – 5th level. (3 slots): *burning hands*, *calm emotions*, *command*, *etherealness*, *feeblemind*, *fireball*, *fire shield*, *flame strike*, *fly*, *hallow*, *illusory script*, *mass suggestion*, *misty step*, *phantasmal force*, *plant growth*, *scorching ray*, *shatter*, *sleep*, *spider climb*, *stinking cloud*, *wall of fire*

Invocations. (7): *beast speech*, *beguiling influence*, *eldritch sight*, *eldritch spear*, *mask of many faces*, *minions of chaos*, *misty visions*

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

Reactions

Misty Escape 2/day. Can vanish in a puff of mist in response to harm. Use reaction to turn invisible and move 60 ft. Invisible until start of next turn or action.

NPC Bio

Personality Tagga is a scheming, cunning half-orc.

Appearance Average-size half-orc male. 6' 0" 181 lbs. 24 years old

Characteristics

Ideal. Greed.

Bond. He has many allies in the local Thieves' Guild.

Flaw. An innocent person is in jail for a crime Tagga committed. He's okay with that.

Background

Tagga was a criminal (smuggler). He is an intelligent ally of the Thieves' Guild. He has been a smuggler for most of his life.

Equipment

backpack, 5 days of rations, tinderbox, quill, bottle of ink, 2 pieces of parchment, *dust of disappearance*, *ring of evasion*, cloak, 127pp.

DONGIN THE DARK

17th level warlock (The Fiend subclass)

Medium humanoid (mountain dwarf), lawful evil

Armor Class 15 (+3 studded leather)

Hit Points 98 (17d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	10 (+0)	11 (+0)	18 (+4)	20 (+5)

Saving Throws Wis +10, Cha +11

Skills Deception +11, History +6, Nature +10, Persuasion +11

Senses darkvision 60 ft., passive Perception 14

Languages Common, Dwarvish, Infernal

Challenge 11 (7,200 XP)

Dark One's Blessing. When he reduces a hostile creature to 0 hit points, he gains 15 temporary hit points.

Dark One's Own Luck. When he makes an ability check or a saving throw, he can use this feature to add a d10 to his roll. He can do so after seeing the initial roll but before any of the roll's effects occur. Feature resets after short or long rest.

Dwarven Resilience. He has advantage on saves against poison, and resistance against poison damage.

Fiendish Resilience. He can choose one damage type when he finishes a short or long rest. He gains resistance to that damage type until he chooses a different one with this feature. Damage from magical weapons or silver weapons ignores this resistance.

Infernal Legacy. Knows *darkness*, *hellish rebuke*, and *thaumaturgy*. Charisma is the spellcasting ability.

Pact of the Chain. Has an **imp** familiar. Can use an attack to let the familiar attack with its reaction.

Spellcasting. Dongin is a 17th level warlock. His spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks).

Cantrips. (at will): *chill touch*, *eldritch blast*, *minor illusion*, *poison spray*

1st – 5th level. (4 slots): *armor of Agathys*, *blindness/deafness*, *burning hands*, *calm emotions*, *command*, *finger of death*, *fireball*, *fire shield*, *foresight*, *glibness*, *hallow*, *illusory script*, *mass suggestion*, *misty step*, *phantasmal force*, *plant growth*, *scorching ray*, *shatter*, *sleep*, *spider climb*, *stinking cloud*, *wall of fire*

Invocations. (7): *agonizing blast*, *beguiling influence*, *eldritch sight*, *mask of many faces*, *minions of chaos*, *mire the mind*, *misty visions*

Actions

+3 Mace. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 10 (1d6 + 7) bludgeoning damage.

Reactions

Misty Escape 2/day. Can vanish in a puff of mist in response to harm. Use reaction to turn invisible and move 60 ft. Invisible until start of next turn or action.

NPC Bio

Personality Dongin lies about almost everything, even when there's no reason to.

Appearance Male dwarf with black hair, a black beard, and green eyes. 4' 1" 145 lbs. 233 years old

Characteristics

Ideal. Power.

Bond. He would do anything for his patron.

Flaw. Dongin never considers the risks.

Background

Dongin was a charlatan. This dwarf has been cheating and lying for as long as he can remember. He is following in the footsteps of a notorious uncle of his.

Equipment

backpack, 7 days of rations, tinderbox, *bag of holding*, *potion of greater healing*, *potion of invulnerability*, *Quaal's feather token*, quill, bottle of ink, 2 pieces of parchment, cloak, 153pp.

PYRA

18th level warlock (The Fiend subclass)
Medium humanoid (tiefling), lawful evil

Armor Class 15 (+2 studded leather)

Hit Points 103 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	12 (+1)	20 (+5)

Saving Throws Wis +7, Cha +11

Skills Athletics +8, Deception +11, History +6, Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Common, Infernal, Draconic, Elvish

Challenge 12 (8,400 XP)

Dark One's Blessing. When she reduces a hostile creature to 0 hit points, she gains 15 temporary hit points.

Dark One's Own Luck. When she makes an ability check or a saving throw, she can use this feature to add a d10 to her roll. She can do so after seeing the initial roll but before any of the roll's effects occur. Feature resets after short or long rest.

Fiendish Resilience. She can choose one damage type when she finishes a short or long rest. She gains resistance to that damage type until she chooses a different one with this feature. Damage from magical weapons or silver weapons ignores this resistance.

Hellish Resistance. She has resistance to fire damage.

Infernal Legacy. Can cast *darkness* and *hellish rebuke* 1/day. Charisma is the spellcasting ability.

Pact of the Chain. Has an **imp** familiar. Can use an attack to let the familiar attack with its action.

Spellcasting. Pyra is a 18th level warlock. Her spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks).

Cantrips. (at will): *chill touch*, *eldritch blast*, *minor illusion*, *poison spray*, *thaumaturgy*

1st – 5th level. (4 slots): *armor of Agathys*, *calm emotions*, *circle of death*, *command*, *fireball*, *fire shield*, *flame strike*, *fly*, *forcecage*, *hallow*, *hellish rebuke*, *misty step*, *phantasmal force*, *plant growth*, *power word stun*, *power word kill*, *scorching ray*, *shatter*, *sleep*, *spider climb*, *stinking cloud*, *wall of fire*

Invocations. (8): *agonizing blast*, *eldritch sight*, *fiendish vigor*, *mask of many faces*, *minions of chaos*, *mire the mind*, *misty visions*, *voice of the chain master*

Actions

+2 Mace. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage.

Reactions

Misty Escape 2/day. Can vanish in a puff of mist in response to harm. Use reaction to turn invisible and move 60 ft. Invisible until start of next turn or action.

NPC Bio

Personality Pyra is a foul-mouthed individual.

Appearance Tiefling female with ebony skin, red hair, and silver eyes. 5' 6" 115 lbs. 34 years old

Characteristics

Ideal. Mastery.

Bond. She always remembers her first ship.

Flaw. Her pride will probably lead to her destruction.

Background

Pyra was a sailor. She was part of a group that mutinied and took a large warship. Her group became pirates and she their leader. They terrorize the coastal waters and have made a fortune.

Equipment

backpack, 10 days of rations, *potion of supreme healing*, *dust of disappearance*, *cap of water breathing*, *folding boat*, navigator's tools, cloak, 10222gp (buried), 199pp.

FALLAN

19th level warlock (The Fiend subclass)
Medium humanoid (triton), chaotic evil

Armor Class 15 (+3 studded leather)

Hit Points 112 (19d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	11 (+0)	10 (+0)	15 (+2)	20 (+5)

Saving Throws Wis +8, Cha +11

Skills Deception +11, Intimidation +11, Nature +8, Stealth +7

Senses darkvision 60 ft., passive Perception 12

Languages Common, Primordial, Abyssal

Challenge 12 (8,400 XP)

Amphibious. He can breathe air and water.

Control Air and Water. He can cast *fog cloud*, *gust of wind*, or *wall of water* with this trait. Charisma is the spellcasting ability. Resets with a long rest.

Dark One's Blessing. When he reduces a hostile creature to 0 hit points, he gains 15 temporary hit points.

Dark One's Own Luck. When he makes an ability check or a saving throw, he can use this feature to add a d10 to his roll. He can do so after seeing the initial roll but before any of the roll's effects occur. Feature resets after short or long rest.

Emissary of the Sea. He can communicate with simple beasts that can breathe water. They can understand the meaning of his words, though he has no special ability to understand them.

Fiendish Resilience. He can choose one damage type when he finishes a short or long rest. He gains resistance to that damage type until he chooses a different one with this feature. Damage from magical weapons or silver weapons ignores this resistance.

Guardians of the Depths. Adapted to even the most extreme ocean depths, he has resistance to cold damage, and he ignores any of the drawbacks caused by a deep underwater environment.

Infernal Legacy. Knows *darkness*, *hellish rebuke*, and *thaumaturgy*. Charisma is the spellcasting ability.

Pact of the Chain. Has a **frog** familiar. Can use an attack to let the familiar attack with its reaction.

Spellcasting. Fallan is a 19th level warlock. His spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks).

Cantrips. (at will): *chill touch*, *eldritch blast*, *minor illusion*, *poison spray*

1st – 5th level. (4 slots): *arcane gate*, *armor of Agathys*, *calm emotions*, *command*, *comprehend languages*, *finger of death*, *fireball*, *fire shield*, *flame strike*, *fly*, *hallow*, *misty step*, *phantasmal force*, *plant growth*, *power word stun*, *scorching ray*, *shatter*, *sleep*, *spider climb*, *stinking cloud*, *true polymorph*, *wall of fire*

Invocations. (8): *beast speech*, *beguiling influence*, *dreadful word*, *eldritch sight*, *mask of many faces*, *minions of chaos*, *misty visions*, *sign of ill omen*

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage.

Reactions

Misty Escape 2/day. Can vanish in a puff of mist in response to harm. Use reaction to turn invisible and move 60 ft. Invisible until start of next turn or action.

NPC Bio

Personality Fallan always has a plan for what to do when things go wrong.

Appearance Male triton with blue skin, gray hair, and white eyes. 5' 10" 155 lbs. 30 years old

Characteristics

Ideal. Freedom.

Bond. He is guilty of a terrible crime.

Flaw. Fallan has a 'tell' that reveals when he's lying.

Background

Fallan was a criminal (hired killer). He now operates from a hidden dungeon under a large settlement. The warlock emerges now and then with his many henchmen.

Equipment

backpack, 7 days of rations, crowbar, Three-Dragon Ante set, *potion of supreme healing*, *necklace of fireballs*, *helm of teleportation*, tinderbox, quill, bottle of ink, 2 pieces of parchment, pouch, cloak, 174pp.

HELLAZAH

20th level warlock (The Fiend subclass)
Medium humanoid (human), lawful evil

Armor Class 15 (+3 studded leather)

Hit Points 136 (20d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Wis +9, Cha +11

Skills Arcana +10, History +10, Insight +9, Persuasion +11

Senses passive Perception 13

Languages Common, Infernal, Draconic

Challenge 13 (10,000 XP)

Dark One's Blessing. When she reduces a hostile creature to 0 hit points, she gains 15 temporary hit points.

Dark One's Own Luck. When she makes an ability check or a saving throw, she can use this feature to add a d10 to her roll. She can do so after seeing the initial roll but before any of the roll's effects occur. Feature resets after short or long rest.

Fiendish Resilience. She can choose one damage type when she finishes a short or long rest. She gains resistance to that damage type until she chooses a different one with this feature. Damage from magical weapons or silver weapons ignores this resistance.

Infernal Legacy. Knows *darkness*, *hellish rebuke*, and *thaumaturgy*. Charisma is the spellcasting ability.

Pact of the Chain. Has an **imp** familiar. Can use an attack to let the familiar attack with its reaction.

Spellcasting. Hellazah is a 20th level warlock. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks).

Cantrips. (at will): *chill touch*, *eldritch blast*, *minor illusion*, *poison spray*

1st – 5th level. (4 slots): *armor of Agathys*, *blindness/deafness*, *burning hands*, *fireball*, *fire shield*, *flame strike*, *flesh to stone*, *fly*, *hallow*, *misty step*, *phantasmal force*, *plane shift*, *plant growth*, *power word kill*, *power word stun*, *scorching ray*, *shatter*, *sleep*, *spider climb*, *stinking cloud*, *unseen servant*, *wall of fire*

Invocations. (8): *agonizing blast*, *devil's sight*, *eldritch sight*, *mask of many faces*, *minions of chaos*, *misty visions*, *visions of distant realms*, *witch sight*

Actions

+3 Dagger. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 7 (1d4 +5) piercing damage.

Reactions

Misty Escape 2/day. Can vanish in a puff of mist in response to harm. Use reaction to turn invisible and move 60 ft. Invisible until start of next turn or action.

NPC Bio

Personality Hellazah is well-known for her creations. She weaves beautiful blankets and cloaks.

Appearance Pretty, older woman with brown skin, brown hair, and brown eyes. 5' 7" 138 lbs. 63 years old

Characteristics

Ideal. Greed.

Bond. She would do anything for her husband.

Flaw. Hellazah is horribly jealous of anyone who can outshine her handiwork. Everywhere she goes, she's surrounded by rivals.

Background

Hellazah was a guild artisan (weaver). She is obsessed with gathering more treasure. Hellazah is a very powerful warlock with a deadly reputation. Her manor is located on the edge of a slum.

Equipment

14 days of rations, weaver's tools, *bag of holding*, *wand of magic missiles*, *robe of stars*, tinderbox, quill, bottle of ink, 2 pieces of parchment, cloak, 8799gp (in manor), 201pp.

GASPAR

13th level wizard (School of Conjuration subclass)
Medium humanoid (human), chaotic evil

Armor Class 11 (14 with *mage armor*)

Hit Points 65 (13d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	7 (-2)	11 (+0)	18 (+4)	13 (+1)	10 (+0)

Saving Throws Int +9, Wis +6

Skills Arcana +9, History +9, Medicine +6, Religion +9

Senses passive Perception 11

Languages Common, Deep Speech, Undercommon

Challenge 8 (3,900 XP)

Benign Transposition. Gaspar can use his action to teleport up to 30' to an unoccupied space that he can see. Alternatively, he can choose a space within range that is occupied by a Small or Medium creature. If that creature is willing, you both teleport, swapping places. One he uses this feature, he can't use it again until he finishes a long rest or he casts a conjuration spell of 1st level or higher.

Focused Concentration. While he is concentrating on a conjuration spell, his concentration can't be broken as a result of taking damage.

Minor Conjuration. He can use his action to conjure up an inanimate object in his hand or on the ground in an unoccupied space that he can see within 10' of him. This object can be no larger than 3 feet on a side and weigh no more than 10 pounds, and its form must be that of a nonmagical object that he has seen. The object is visibly magical, radiating dim light out to 5'. The object disappears after 1 hour, when he uses this feature again, or if it takes any damage.

Spellcasting. Gaspar is a 13th level wizard. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Gaspar has the following wizard spells prepared:

Cantrips. (at will): *acid splash*, *fire bolt*, *light*, *mage hand*, *poison spray*

1st level. (4 slots): *find familiar*, *fog cloud*, *mage armor*, *magic missile*, *unseen servant*

2nd level. (3 slots): *cloud of daggers*, *flaming sphere*, *misty step*, *web*

3rd level. (3 slots): *lightning bolt*, *phantom steed*, *sleet storm*

4th level. (3 slots): *conjure minor elementals*, *dimension door*, *greater invisibility*

5th level. (2 slots): *cloudkill*, *conjure elemental*

6th level. (1 slot): *Drawmij's Instant Summons*

Actions

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

NPC Bio

Personality Gaspar has no empathy for those who suffer.

Appearance Obese older man with curly black hair and blue eyes. 6' 0" 259 lbs. 56 years old

Characteristics

Ideal. Free Thinking.

Bond. He is still seeking the enlightenment he pursued in his seclusion.

Flaw. Gaspar harbors dark, bloodthirsty thoughts that his isolation and meditations failed to quell.

Background

Gaspar was a hermit. He is a cruel, soulless individual. He uses violence to achieve his goals. This wizard lives on a sailing ship anchored on a large lake.

Equipment

backpack, 7 days of rations, herbalism kit, scroll case, winter blanket, *folding boat*, *lantern of revealing*, 2 *potions of superior healing*, orb, spellbook, 4 *bloodstones*, *gold locket*, cloak, 110pp.

NATHANIEL HAWK

14th level wizard (School of Illusion subclass)

Medium humanoid (human), chaotic evil

Armor Class 11 (14 with *mage armor*)

Hit Points 66 (14d6 - 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	9 (-1)	19 (+4)	12 (+1)	7 (-2)

Saving Throws Int +9, Wis +6

Skills Athletics +5, Arcana +9, History +9, Survival +6

Senses passive Perception 11

Languages Common, Abyssal, Primordial

Challenge 9 (5,000 XP)

Illusory Reality. When he casts an illusion spell of 1st level or higher, he can choose on inanimate, nonmagical object that is part of the illusion and make that object real. He can do this on his turn as a bonus action while the spell is ongoing. The object remains real for 1 minute. The object can't deal damage or otherwise directly harm anyone.

Illusory Self. He can create an illusory duplicate of himself as an instant, almost instinctual reaction to danger. When a creature makes an attack roll against him, he can use his reaction to interpose the illusory duplicate between the attacker and himself. The attack automatically missed him, then the illusion dissipates. He must finish a short or long rest to reset this feature.

Improved Minor Illusion. His *minor illusion* cantrip doesn't count against number of cantrips known. When he casts *minor illusion*, he can create both a sound and an image with a single casting of the spell.

Malleable Illusions. When he casts an illusion spell that has a duration of 1 minute or longer, he can use his action to change the nature of that illusion, provided that he can see the illusion.

Spellcasting. Nathaniel is a 14th level wizard. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Nathaniel has the following wizard spells prepared:

Cantrips. (at will): *dancing lights*, *mage hand*, *message*, *minor illusion*, *prestidigitation*

1st level. (4 slots): *disguise self*, *mage armor*, *magic missile*, *silent image*

2nd level. (3 slots): *invisibility*, *misty step*, *phantasmal force*, *scorching ray*

3rd level. (3 slots): *lightning bolt*, *major image*, *phantom steed*

4th level. (3 slots): *greater invisibility*, *hallucinatory terrain*, *phantasmal killer*

5th level. (2 slots): *mislead*, *seeming*

6th level. (1 slot): *programmed illusion*

Actions

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

NPC Bio

Personality Nathaniel is far more comfortable around animals than people.

Appearance Very tall older man with curly brown hair and gray eyes. 6' 6" 193 lbs. 59 years old

Characteristics

Ideal. Change.

Bond. He will bring terrible wrath down on the holy knights who destroyed his small army.

Flaw. Nathaniel uses violence to solve any problem.

Background

Nathaniel was an outlander (bounty hunter). He is an eccentric fellow who lives in a small village. He is plotting to strike back against a group of **knights**.

Equipment

backpack, 5 days of rations, drum, hunting trap, a set of traveler's clothes, leather pouch, 2 *potions of superior healing*, *elixir of health*, yew wand, spellbook, cloak, 125pp.

Mount

riding horse

PHAEDEN QUAE

15th level wizard (School of Enchantment subclass)

Medium humanoid (high elf), chaotic evil

Armor Class 11 (14 with *mage armor*)

Hit Points 70 (15d6 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	20 (+5)	11 (+0)	15 (+2)

Saving Throws Int +10, Wis +5

Skills Arcana +10, History +10, Insight +5, Perception +5, Persuasion +7

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Sylvan

Challenge 10 (5,900 XP)

Alter Memories. When he casts an enchantment spell, the creature remains unaware it's being charmed. Additionally, once before spell expires, creature must succeed on an Intelligence saving throw or lose up to four hours of memories.

Elf Cantrip. *blade ward* cantrip. Intelligence is the spellcasting ability.

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

Hypnotic Gaze. He can choose one creature that he can see within 5' of him. If the target can see or hear him, it must succeed on a Wisdom saving throw (DC 15) or be charmed by him until the end of his next turn. The charmed creature's speed drops to 0, and the creature is incapacitated and visibly dazed. On subsequent turns, he can use his action to maintain this effect, extending the duration until the end of his next turn. However, the effect ends if he moves more than 5' away from the creature, or if the creature takes damage. Once the effect ends, or if the creature succeeds on its initial saving throw, he can't use this feature on that creature again until he finishes a long rest.

Instinctive Charm. When a creature he can see within 30' of him makes an attack roll against him, he can use his reaction to divert the attack, provided that another creature is within the attack's range. The attacker must make a Wisdom saving throw (DC 15). On a failed save, the attacker must target the creature that is closest to it, not including him or itself. If multiple creatures are closest, the attacker chooses which one to target. On a successful save, he can't use this feature on the attacker again until he finishes a long rest.

Spellcasting. Phaeden is a 15th level wizard. His spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). Phaeden has the following wizard spells prepared:

Cantrips. (at will): *acid splash*, *friends*, *light*, *mage hand*, *poison spray*

1st level. (4 slots): *charm person*, *mage armor*, *magic missile*, *Tasha's Hideous Laughter*

2nd level. (3 slots): *crown of madness*, *hold person*, *misty step*, *scorching ray*

3rd level. (3 slots): *lightning bolt*, *magic circle*, *phantom steed*

4th level. (3 slots): *confusion*, *greater invisibility*, *phantasmal killer*

5th level. (2 slots): *dominate person*, *hold monster*

6th level. (1 slot): *Otto's Irresistible Dance*

Split Enchantment. When he casts an enchantment spell of 1st level or higher that targets only one creature, he can have it target a second creature.

Actions

+3 Longsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 11 (1d10 + 6) slashing damage.

NPC Bio

Personality Phaeden takes great pains to always look his best and follow the latest fashions.

Appearance Male high elf with copper hair and light-blue eyes. 6' 103 lbs. 261 years old

Characteristics

Ideal. Power.

Bond. He will face any challenge to win the approval of his family.

Flaw. Phaeden hides a truly scandalous secret that could ruin his family forever.

Background

Phaeden was a noble. He was born into a famous and extremely wealthy family. Phaeden still lives in his family's castle in the elf capital. The royal family has trying to banish the evil house of Quae without success.

Equipment

backpack, 2 days of rations, a set of fine clothes, a purse, signet ring, spellbook, 2 *potions of speed*, *ring of spell storing*, *robe of stars*, *manual of golems*, staff, cloak, 22197gp (in castle), 118pp.

Mount

nightmare

KALININ

16th level wizard (School of Necromancy subclass)
Medium humanoid (human), neutral evil

Armor Class 11 (14 with *mage armor*)

Hit Points 71 (16d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	11 (+0)	20 (+5)	17 (+3)	7 (-2)

Saving Throws Int +10, Wis +8

Skills Arcana +10, History +10, Insight +8, Investigation +10

Senses passive Perception 13

Languages Common, Elvish, Sylvan, Undercommon

Challenge 11 (7,200 XP)

Command Undead. As an action, he can choose one undead that he can see within 60 feet of him. That creature must make a DC 18 Charisma saving throw. If it succeeds, he can't use this feature on it again. If it fails, it becomes friendly to him and obeys his commands until he uses this feature again. If the target has an Intelligence of 8 or higher, it has advantage on the saving throw. If it fails the saving throw and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.

Grim Harvest. Kalinin has the ability to reap life energy from creatures he kills with his spells. Once per turn when he kills one or more creatures with a spell of 1st level or higher, he regains hit points equal to twice the spell's level, or three times its level if the spell belongs to the School of Necromancy.

Inured to Death. He has resistance to necrotic damage, and his hit point maximum can't be reduced.

Spellcasting. Kalinin is a 16th level wizard. His spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). Kalin has the following wizard spells prepared:

Cantrips. (at will): *chill touch*, *dancing lights*, *message*, *minor illusion*, *shocking grasp*

1st level. (4 slots): *fog cloud*, *mage armor*, *magic missile*, *ray of sickness*

2nd level. (3 slots): *blindness/deafness*, *gentle repose*, *misty step*, *ray of enfeeblement*

3rd level. (3 slots): *animate dead*, *bestow curse*, *feign death*, *vampiric touch*

4th level. (3 slots): *banishment*, *blight*, *Evard's Black Tentacles*

5th level. (2 slots): *animate objects*, *conjure elemental*

6th level. (1 slot): *circle of death*

Undead Thralls. He can cast *animate dead* and target one additional corpse or pile of bones, creating another zombie or skeleton, as appropriate. Whenever he creates an undead using a necromancy spell, it has the following benefits:

- The creature's hit point maximum is increased by 16 and adds +5 to its weapon damage rolls.

Actions

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

NPC Bio

Personality Kalinin uses polysyllabic words that convey the impression of great erudition.

Appearance Very tall older man with long white hair and green eyes. 6' 4" 216 lbs. 67 years old

Characteristics

Ideal. Power.

Bond. He has spent his life searching for powerful magical tomes.

Flaw. Kalinin is easily distracted by the promise of information.

Background

Kalinin was a sage (scribe). He thinks he is the smartest person alive. It's true that he is highly intelligent, but evil has warped his mind. He lives in a tall tower on the borderlands.

Equipment

backpack, 8 days of rations, a bottle of black ink, a quill, 6 pieces of parchment, spellbook, *ring of feather falling*, 2 *potions of gaseous form*, 2 *potions of superior healing*, oak wand, cloak, 15332gp (in tower), 112pp.

Mount

adult black dragon

OSBERK THE ODD

17th level wizard (School of Necromancy subclass)

Medium humanoid (hill dwarf), chaotic evil

Armor Class 11 (14 with *mage armor*)

Hit Points 74 (17d6 + 17)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	12 (+1)	20 (+5)	12 (+1)	14 (+2)

Saving Throws Int +11, Wis +7

Skills Arcana +11, Deception +8, History +11, Sleight of Hand +5

Senses darkvision 60 ft., passive Perception 11

Languages Common, Dwarvish, Abyssal

Challenge 11 (7,200 XP)

Command Undead. As an action, he can choose one undead that he can see within 60 feet of him. That creature must make a DC 19 Charisma saving throw. If it succeeds, he can't use this feature on it again. If it fails, it becomes friendly to him and obeys his commands until he uses this feature again. If the target has an Intelligence of 8 or higher, it has advantage on the saving throw. If it fails the saving throw and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.

Dwarven Resilience. He has advantage on saves against poison, and resistance against poison damage.

Grim Harvest. Kalinin has the ability to reap life energy from creatures he kills with his spells. Once per turn when he kills one or more creatures with a spell of 1st level or higher, he regains hit points equal to twice the spell's level, or three times its level if the spell belongs to the School of Necromancy.

Inured to Death. He has resistance to necrotic damage, and his hit point maximum can't be reduced.

Spellcasting. Osberk is a 17th level wizard. His spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). Osberk has the following wizard spells prepared:

Cantrips. (at will): *chill touch*, *fire bolt*, *light*, *mage hand*, *poison spray*

1st level. (4 slots): *false life*, *mage armor*, *magic missile*, *ray of sickness*

2nd level. (3 slots): *blindness/deafness*, *misty step*, *phantasmal force*, *ray of enfeeblement*

3rd level. (3 slots): *animate dead*, *bestow curse*, *feign death*, *vampiric touch*

4th level. (3 slots): *blight*, *greater invisibility*, *phantasmal killer*

5th level. (2 slots): *cone of cold*, *dominate person*

6th level. (1 slot): *create undead*

7th level. (1 slot): *finger of death*

8th level. (1 slot): *clone*

Undead Thralls. He can cast *animate dead* and target one additional corpse or pile of bones, creating another zombie or skeleton, as appropriate. Whenever he creates an undead using a necromancy spell, it has the following benefits:

- The creature's hit point maximum is increased by 17 and adds +6 to its weapon damage rolls.

Actions

+3 Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

NPC Bio

Personality Osberk uses sarcasm and insults as his weapons of choice.

Appearance Older man with gray hair and gray eyes. 6' 0" 193 lbs. 58 years old

Characteristics

Ideal. Aspiration.

Bond. A powerful person killed someone he loved. Some day soon, he'll have his revenge.

Flaw. Osberk wants to be the most notorious wizard of all time.

Background

Osberk was a charlatan. He stole from people most of his life. He became rich enough to buy a small island. The wizard has built a huge compound there.

Equipment

backpack, 9 days of rations, disguise kit, forgery kit, deck of marked cards, spellbook, *hat of wizardry*¹, *lantern of revealing*, *ring of evasion*, 2 *potions of supreme healing*, wooden wand, cloak, 125pp.

Mount

wyvern

MAELA SILVERTONGUE

18th level wizard (School of Evocation subclass)
Medium humanoid (half-elf), lawful evil

Armor Class 11 (14 with *mage armor*)
Hit Points 75 (18d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	10 (+0)	20 (+5)	8 (-1)	16 (+3)

Saving Throws Int +11, Wis +5
Skills Acrobatics +6, Arcana +11, History +11, Performance +9
Senses darkvision 60 ft., passive Perception 9
Languages Common, Elvish, Halfling
Challenge 12 (8,400 XP)

Empowered Evocation. Maela can add her +5 Intelligence modifier to one damage roll of any wizard evocation spell she casts.

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

Overchannel. When she casts a wizard spell of 1st through 5th level that deals damage, you can deal maximum damage with that spell. The first time she does so, she suffers no adverse effect. If she uses this feature again before she finishes a long rest, she takes 2d12 necrotic damage for each level of the spell, immediately after she casts it. Each time she uses this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity.

Potent Cantrip. When a creature succeeds on a saving throw against her cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Sculpt Spells. She can create pockets of relative safety within the effects of her evocation spells. When she casts an evocation spell that effects other creatures that she can see, she can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Spellcasting. Maela is a 18th level wizard. Her spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). Maela has the following wizard spells prepared:

Cantrips. (at will): *dancing lights*, *fire bolt*, *friends*, *mage hand*, *shocking grasp*

1st level. (4 slots): *burning hands*, *mage armor*, *magic missile*, *witch bolt*

2nd level. (3 slots): *continual flame*, *gust of wind*, *Melf's Acid Arrow*, *scorching ray*

3rd level. (3 slots): *fireball*, *lightning bolt*, *magic circle*

4th level. (3 slots): *fire shield*, *Otiluke's Resilient Sphere*, *wall of fire*

5th level. (2 slots): *Bigby's Hand*, *cone of cold*

6th level. (1 slot): *chain lightning*

7th level. (1 slot): *delayed blast fireball*

8th level. (1 slot): *sunburst*

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

NPC Bio

Personality Maela loves a good insult, even one directed at her.

Appearance Very tall half-elf female with curly brown hair and blue eyes. 6' 3" 153 lbs. 62 years old

Characteristics

Ideal. Tradition.

Bond. She wants to be famous, whatever it takes.

Flaw. Maela will do anything to win fame and renown.

Background

Maela was an entertainer (singer). She is a famous singer known throughout many kingdoms. Maela lives in a manor in the wealthy part of a large city. She is guarded by many apprentices and **shield guardians**.

Equipment

backpack, 11 days of rations, disguise kit, flute, love letter, spellbook, *perfume of bewitching*¹, *potions of supreme healing*, *cloak of the bat*, *sending stones*, orb, cloak, 141pp.

PHADAMAR

19th level wizard (School of Conjuration subclass)
Medium humanoid (human), neutral evil

Armor Class 11 (15 with *mage armor* and *ring of protection*)
Hit Points 93 (19d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	11 (+0)	20 (+5)	16 (+3)	14 (+2)

Saving Throws Int +12, Wis +10 (with *ring of protection*)
Skills Arcana +12, Deception +8, History +12, Stealth +7
Senses passive Perception 13
Languages Common, Abyssal, Deep Speech, Undercommon
Challenge 12 (8,400 XP)

Benign Transposition. He can use his action to teleport up to 30' to an unoccupied space that he can see. Alternatively, he can choose a space within range that is occupied by a Small or Medium creature. If that creature is willing, they both teleport, swapping places. One he uses this feature, he can't use it again until he finishes a long rest or he casts a conjuration spell of 1st level or higher.

Durable Summons. Any creature that he summons or creates with a conjuration spell has 30 temporary hit points.

Focused Concentration. While he is concentrating on a conjuration spell, his concentration can't be broken as a result of taking damage.

Minor Conjuration. He can use his action to conjure up an inanimate object in his hand or on the ground in an unoccupied space that he can see within 10' of him. This object can be no larger than 3 feet on a side and weigh no more than 10 pounds, and its form must be that of a nonmagical object that he has seen. The object is visibly magical, radiating dim light out to 5'. The object disappears after 1 hour, when he uses this feature again, or if it takes any damage.

Spellcasting. Phadamar is a 19th level wizard. His spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). Phadamar has the following wizard spells prepared:

Cantrips. (at will): *dancing lights*, *fire bolt*, *mage hand*, *poison spray*, *true strike*

1st level. (4 slots): *find familiar*, *fog cloud*, *mage armor*, *unseen servant*

2nd level. (3 slots): *cloud of daggers*, *misty step*, *scorching ray*, *web*

3rd level. (3 slots): *lightning bolt*, *sleet storm*, *stinking cloud*

4th level. (3 slots): *conjure minor elementals*, *Leomund's Secret Chest*, *phantasmal killer*

5th level. (2 slots): *cloudkill*, *teleportation circle*

6th level. (1 slot): *arcane gate*

7th level. (1 slot): *Mordenkainen's Magnificent Mansion*

8th level. (1 slot): *demiplane*

9th level. (1 slot): *gate*

Actions

+3 Dagger. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

NPC Bio

Personality Phadamar always has a plan for what to do when things go wrong.

Appearance Overweight man with long black hair and hazel eyes. 5' 8" 193 lbs. 68 years old

Characteristics

Ideal. Greed.

Bond. A powerful staff was stolen from him. He aims to steal it back.

Flaw. Phadamar turns tail and runs when things look bad.

Background

Phadamar was a criminal (fence). He used to work with the Thieves' Guild. In fact, he's still allied with them. Now the wizard operates out of a small keep in a dark wood.

Equipment

backpack, 4 days of rations, dragonchess set, thieves' tools, spellbook, 2 *potions of vitality*, *ring of protection*, orb, cloak, 10234gp (in keep), 122pp.

Mount

nightmare

EON

20th level wizard (School of Evocation subclass)

Medium humanoid (human), chaotic evil

Armor Class 14 (17 with *mage armor*)

Hit Points 96 (20d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	10 (+0)	24 (+7)	17 (+3)	17 (+3)

Saving Throws Int +13, Wis +9

Skills Arcana +13, History +13, Sleight of Hand +8, Stealth +8

Senses passive Perception 13

Languages Common, Abyssal, Draconic, Primordial

Challenge 13 (10,000 XP)

Empowered Evocation. Eon can add his +5 Intelligence modifier to one damage roll of any wizard evocation spell he casts.

Overchannel. When he casts a wizard spell of 1st through 5th level that deals damage, he can deal maximum damage with that spell. The first time he does so, he suffers no adverse effect. If he uses this feature again before he finishes a long rest, he takes 2d12 necrotic damage for each level of the spell, immediately after he casts it. Each time he uses this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity.

Potent Cantrip. When a creature succeeds on a saving throw against his cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Sculpt Spells. He can create pockets of relative safety within the effects of his evocation spells. When he casts an evocation spell that effects other creatures that he can see, he can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Spellcasting. Eon is a 20th level wizard. His spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). Eon has the following wizard spells prepared:

Cantrips. (at will): *dancing lights*, *fire bolt*, *light*, *mage hand*, *ray of frost*

1st level. (4 slots): *burning hands*, *mage armor*, *magic missile*, *thunderwave*

2nd level. (3 slots): *gust of wind*, *Melf's Acid Arrow*, *misty step*, *scorching ray*

3rd level. (3 slots): *fireball*, *lightning bolt*, *sending*

4th level. (3 slots): *greater invisibility*, *ice storm*, *wall of fire*

5th level. (3 slots): *Bigby's Hand*, *cone of cold*, *flame strike*

6th level. (2 slots): *chain lightning*, *Otiluke's Freezing Sphere*

7th level. (1 slot): *forcecage*

8th level. (1 slot): *telepathy*

9th level. (1 slot): *meteor swarm*

Actions

+3 Quarterstaff. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

NPC Bio

Personality Eon bluntly says what other people are hinting at or hiding.

Appearance Handsome, older man with long brown hair and green eyes. 5' 11" 168 lbs. 62 years old

Characteristics

Ideal. Retribution.

Bond. He escaped his life of poverty by robbing an important person, and he's still wanted for it.

Flaw. Eon speaks without thinking, invariably insulting others.

Background

Eon was an urchin. He was the youngest of a large family of wizards. The young Eon never got much attention and felt overwhelmed in a confusing world. Eon lives in an enormous manor by the docks in a crowded city.

Equipment

backpack, 7 days of rations, disguise kit, thieves' tools, pet mouse, spellbook, *helm of teleportation*, 4 *potions of speed*, *ring of spell storing*, *universal solvent*, orb, cloak, 37999gp (in manor), 1075pp (in manor), 125pp.

Mount

young red dragon

A circular frame composed of intense, swirling fire and flames. At the top of the circle, a dragon's head is visible, breathing fire. The text "Monster NPCs" is centered within the dark interior of the fire circle.

Monster NPCs

IRRAEL

Solar

Large celestial, lawful good

Armor Class 21 (natural armor)

Hit Points 259 (18d10 + 144)

Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	25 (+7)	25 (+7)	30 (+10)

Saving Throws Int +14, Wis +14, Cha +17

Skills Perception +14

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 24

Languages all, telepathy 120 ft.

Challenge 21 (33,000 XP)

Angelic Weapons. The solar's weapons attacks are magical. When the solar hits with any weapon, the weapon deals an extra d6d8 radiant damage (included in the attack).

Divine Awareness. The solar knows if it hears a lie.

Innate Spellcasting. The solar's spellcasting ability is Charisma (spell save DC 25). The solar can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *invisibility (self only)*

3/day each: *blade barrier*, *dispel evil and good*, *resurrection*

1/day each: *commune*, *control weather*

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

Actions

Multiattack. The solar makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. Hit: 22 (4d6 + 8) slashing damage plus 27 (6d8) radiant damage.

Slaying Longbow. *Ranged Weapon Attack:* +13 to hit, range 150/600 ft., one target. Hit: 15 (2d8 + 4) piercing damage plus 27 (6d8) radiant damage. If the target is a creature that has 100 hit points or fewer, it must succeed on a DC 15 Constitution saving throw or die.

Healing Touch (4/Day). The solar touches another creature. The target magically regains 40 (8d8 + 4) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Legendary Actions

Can take 3 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Teleport. The solar magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Searing Burst (Costs 2 Actions). The solar emits magical, divine energy. Each creature of its choice in a 10-foot radius must make a DC 23 Dexterity saving throw, taking 14 (4d6) fire damage plus 14 (4d6) radiant damage on a failed save, or half as much damage on a successful one.

Blinding Gaze (Costs 3 Actions). The solar targets one creature it can see within 30 feet of it. If the target can see it, the target must succeed on a DC 15 Constitution saving throw or be blinded until magic such as the *lesser restoration* spell removes the blindness.

NPC MONSTER BIO

Personality He awaits the day when angels lead the lost souls to the light.

Appearance Handsome male angel with gray hair. 6' 0" 185 lbs.

Characteristics

Ideal. Love.

Bond. He serves the god of light.

Flaw. Irrael frequently overindulges in food and wine.

Background

Irrael is usually a principled, disciplined holy warrior. However, he has a fondness for food and wine.

GABRIELLE

Solar

Large celestial, lawful good

Armor Class 21 (natural armor)

Hit Points 259 (18d10 + 144)

Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	25 (+7)	25 (+7)	30 (+10)

Saving Throws Int +14, Wis +14, Cha +17

Skills Perception +14

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 24

Languages all, telepathy 120 ft.

Challenge 21 (33,000 XP)

Angelic Weapons. The solar's weapons attacks are magical. When the solar hits with any weapon, the weapon deals an extra 6d8 radiant damage (included in the attack).

Divine Awareness. The solar knows if it hears a lie.

Innate Spellcasting. The solar's spellcasting ability is Charisma (spell save DC 25). The solar can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *invisibility (self only)*

3/day each: *blade barrier*, *dispel evil and good*, *resurrection*

1/day each: *commune*, *control weather*

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

Actions

Multiattack. The solar makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. Hit: 22 (4d6 + 8) slashing damage plus 27 (6d8) radiant damage.

Slaying Longbow. *Ranged Weapon Attack:* +13 to hit, range 150/600 ft., one target. Hit: 15 (2d8 + 4) piercing damage plus 27 (6d8) radiant damage. If the target is a creature that has 100 hit points or fewer, it must succeed on a DC 15 Constitution saving throw or die.

Healing Touch (4/Day). The solar touches another creature. The target magically regains 40 (8d8 + 4) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Legendary Actions

Can take 3 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Teleport. The solar magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Searing Burst (Costs 2 Actions). The solar emits magical, divine energy. Each creature of its choice in a 10-foot radius must make a DC 23 Dexterity saving throw, taking 14 (4d6) fire damage plus 14 (4d6) radiant damage on a failed save, or half as much damage on a successful one.

Blinding Gaze (Costs 3 Actions). The solar targets one creature it can see within 30 feet of it. If the target can see it, the target must succeed on a DC 15 Constitution saving throw or be blinded until magic such as the *lesser restoration* spell removes the blindness.

NPC MONSTER BIO

Personality Gabrielle sees omens in every event and action.

Appearance A tall beautiful, female angel with long blonde hair and blue eyes. 6' 0" 145 lbs.

Characteristics

Ideal. Courage.

Bond. She is close to a knighthood of paladins.

Flaw. Gabrielle is a risk-taker.

Background

Gabrielle is a bold, brave angel who will put herself in harms way. She works with a devoted group of knights to cleanse the land of evil.

BAALMOTH

Pit Fiend

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 326 (24d10 + 168)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	22 (+6)	18 (+4)	24 (+7)

Saving Throws Dex +8, Con +13, Wis +10

Damage Resistances cold, bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 14

Languages Infernal, telepathy 120 ft.

Challenge 20 (25,000 XP)

Fear Aura. Any creature hostile to the pit fiend that starts its turn within 20 feet of the pit fiend must make a DC 21 Wisdom saving throw, unless the pit fiend is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the pit fiend's Fear Aura for the next 24 hours.

Magic Resistance. The pit fiend has advantage on saving throws against spells and other magical effects.

Magic Weapons. The pit fiend's weapon attacks are magical.

Innate Spellcasting. The pit fiend's spellcasting ability is Charisma (spell save DC 21). The pit fiend can innately cast the following spells, requiring no material components.

At will: *dispel magic*, *fireball*

3/day: *hold monsters*, *wall of fire*

Actions

Multiattack. The pit fiend makes four attacks: one with its bite, one with its claw, one with its mace, and one with its tail.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. Hit: 22 (4d6 + 8) piercing damage. The target must succeed on a DC 21 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one creature. Hit: 17 (2d8 + 8) slashing damage.

Mace. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one creature. Hit: 15 (2d6 + 8) bludgeoning damage plus 21 (6d6) fire damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one creature. Hit: 24 (3d10 + 8) bludgeoning damage.

NPC MONSTER BIO

Personality Violent and shrewd

Appearance Massive red pit fiend. 12' 3" 821 lbs.

Characteristics

Ideal. Dominance.

Bond. He is determined to gain the upper hand on other devils.

Flaw. His pride.

Background

Baalmoth is a very ambitious pit fiend climbing the hierarchy in the Nine Hells. He has a large treasure hoard hidden in a manor outside the city of Dis. He commands a legion of **barbed devils**.

Treasure Hoard

robe of stars, bag of beans, 3 potions of supreme healing, wand of wonder, Quaal's feather token, 51,008gp, 32451pp

GORGRYM

Pit Fiend

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 326 (24d10 + 168)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	22 (+6)	18 (+4)	24 (+7)

Saving Throws Dex +8, Con +13, Wis +10

Damage Resistances cold, bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 14

Languages Infernal, telepathy 120 ft.

Challenge 20 (25,000 XP)

Fear Aura. Any creature hostile to the pit fiend that starts its turn within 20 feet of the pit fiend must make a DC 21 Wisdom saving throw, unless the pit fiend is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the pit fiend's Fear Aura for the next 24 hours.

Magic Resistance. The pit fiend has advantage on saving throws against spells and other magical effects.

Magic Weapons. The pit fiend's weapon attacks are magical.

Innate Spellcasting. The pit fiend's spellcasting ability is Charisma (spell save DC 21). The pit fiend can innately cast the following spells, requiring no material components.

At will: *dispel magic*, *fireball*

3/day: *hold monsters*, *wall of fire*

Actions

Multiattack. The pit fiend makes four attacks: one with its bite, one with its claw, one with its mace, and one with its tail.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. Hit: 22 (4d6 + 8) piercing damage. The target must succeed on a DC 21 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one creature. Hit: 17 (2d8 + 8) slashing damage.

Mace. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one creature. Hit: 15 (2d6 + 8) bludgeoning damage plus 21 (6d6) fire damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one creature. Hit: 24 (3d10 + 8) bludgeoning damage.

NPC MONSTER BIO

Personality Gorgrym never lets an opportunity pass to show his contempt for lesser beings.

Appearance Very tall dark-red pit fiend 12' 11" 888 lbs

Characteristics

Ideal. Obedience.

Bond. Nothing is more important than serving his arch devil.

Flaw. Overconfidence.

Background

Gorgrym is focused on serving his master. His treasure hoard is kept in the arch devil's palace. Gorgrym commands a legion of **spined devils**.

Treasure Hoard

holy avenger, mace of smiting, helm of brilliance, 2 potions of speed, folding boat, cloak of the bat, 53997gp, 34955pp

NAUX

Adult Black Dragon
Huge dragon, chaotic evil

Armor Class 19 (natural armor)
Hit Points 218 (17d12 + 85)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +7, Con +10, Wis +6, Cha +8
Skills Perception +11, Stealth +7
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21
Languages Common, Draconic
Challenge 14 (11,500 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance 3/day. If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 4 (1d8) acid damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice within 120 ft. and aware of it must make a DC 16 Wis saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, creature is immune to the Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Can take 3 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10' of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage

and be knocked prone. The dragon can then fly up to half its flying speed.

NPC MONSTER BIO

Personality Nervous and excited

Appearance Male adult black dragon

Characteristics

Ideal. Greed.

Bond. He enjoys collecting the treasures of fallen people.

Flaw. His anxiety is overwhelming at times.

Background

Naux lives in a foul-smelling swamp near several large settlements.

Treasure Hoard

rod of rulership, bag of devouring, potion of gaseous form, gem of seeing, mace of terror, ring of evasion, 4 bloodstones, 2 topaz, 17326gp, 2192pp

SHADARAAZ

Ancient Black Dragon
Gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)
Hit Points 401 (21d20 + 147)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +9, Con +14, Wis +9, Cha +11
Skills Perception +16, Stealth +9
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Common, Draconic
Challenge 21 (33,000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance 3/day. If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus (1d8) cold damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice within 120 ft. and aware of it must make a DC 19 Wis save or become frightened for 1 minute. A creature can repeat the saving throw at the end of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, creature is immune to the Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 67 (15d8) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Can take 3 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10' of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage

and be knocked prone. The dragon can then fly up to half its flying speed.

NPC MONSTER BIO

Personality Bad-tempered and grumpy

Appearance Male ancient black dragon

Characteristics

Ideal. Power.

Bond. Keeps the bodies of his greatest enemies as trophies, freezing their corpses.

Flaw. Unintelligent and lonely.

Background

Shadaraaz lives in the crumbling ruins of an old castle. A clan of lizardfolk serve his every need.

Treasure Hoard

diamond, 2 emeralds, 3 onyx, horn of Valhalla (iron), robe of the archmagi, helm of brilliance, carpet of flying, Nolzur's marvelous pigments, staff of healing, boots of speed, orb of direction¹, giant slayer. 52245gp, 3100pp

SAPHARA

Adult Blue Dragon
Huge dragon, lawful evil

Armor Class 19 (natural armor)
Hit Points 248 (18d12 + 108)
Speed 40 ft., burrow 30ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +5, Con +11, Wis +7, Cha +9
Skills Perception +12, Stealth +5
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Common, Draconic
Challenge 16 (15,000 XP)

Legendary Resistance 3/day. If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. Hit: (2d10 + 7) piercing damage plus (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. Hit: (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice within 120 ft. and aware of it must make a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, creature is immune to the Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Can take 3 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 ft. of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

NPC MONSTER BIO

Personality Brutal and territorial

Appearance Female adult blue dragon

Characteristics

Ideal. Greed.

Bond. She has a few loyal spies in the nearby settlements.

Flaw. Impulsiveness.

Background

Saphara lives in a cave in the Lost Hills. She raids the nearby settlements and caravans. A number of rogues and fighters make up her spy network.

Treasure Hoard

figureheads from ships, jeweled anklet, star sapphire, bag of beans, rope of entanglement, potion of superior healing, potion of gaseous form, boots of elvenkind, 23450gp, 2960pp

BLEZMA

Ancient Blue Dragon
Gargantuan dragon, lawful evil

Armor Class 22 (natural armor)
Hit Points 499 (26d20 + 208)
Speed 40 ft., burrow 30ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	18 (+4)	17 (+3)	21 (+5)

Saving Throws Dex +7, Con +15, Wis +10, Cha +12
Skills Perception +17, Stealth +7
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic
Challenge 23 (50,000 XP)

Legendary Resistance 3/day. If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. Hit: 20 (2d10 + 9) piercing damage plus 11 (2d10) lightning damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. Hit: 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. Hit: 16 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice within 120 ft. and aware of it must make a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, creature is immune to the Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Can take 3 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10' of the dragon must succeed on a DC 19 DEX save or take (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

NPC MONSTER BIO

Personality Vain and Extroverted

Appearance Female ancient blue dragon

Characteristics

Ideal. Greed.

Bond. She knows the shipping routes better than the sailors.

Flaw. Her vanity and greed.

Background

Blezma lives on a rocky coast. Her cavern looks out onto a huge ocean. The local fishermen know to stay well clear of her territory.

Treasure Hoard

figureheads from ships, 3 moonstones, golden statues, rod of resurrection, holy avenger, cubic gate, carpet of flying, folding boat, amulet of health, sending stones, ring of swimming, bracers of defense, 51000gp, 32437pp

VERDOK

Adult Green Dragon
Huge dragon, lawful evil

Armor Class 19 (natural armor)
Hit Points 233 (18d12 + 90)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	17 (+3)

Saving Throws Dex +6, Con +10, Wis +7, Cha +8
Skills Deception +8, Insight +7, Perception +12, Persuasion +8, Stealth +6
Damage Immunities poison
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Common, Draconic
Challenge 15 (13,000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance 3/day. If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 7 (2d8) poison damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice within 120 ft. and aware of it must make a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, creature is immune to the Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Can take 3 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 ft. of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage

and be knocked prone. The dragon can then fly up to half its flying speed.

NPC MONSTER BIO

Personality Clever and treacherous

Appearance Male adult green dragon

Characteristics

Ideal. Greed

Bond. Is in love with another green dragon in the forest.

Flaw. Thinks he can outsmart anyone.

Background

Verdok lives in a huge cavern in the middle of a beautiful forest.

Treasure Hoard

5 garnets, 2 pieces of obsidian, enduring spellbook¹, cloak of invisibility, boots of elvenkind, quiver of Ehlonna, bag of holding, potion of heroism, lantern of revealing, 23955gp, 2756pp

EMERALLE

Ancient Green Dragon
Gargantuan dragon, lawful evil

Armor Class 21 (natural armor)
Hit Points 418 (22d20 + 154)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	20 (+5)	17 (+3)	19 (+4)

Saving Throws Dex +8, Con +14, Wis +10, Cha +11
Skills Deception +11, Insight +10, Perception +17, Persuasion +11, Stealth +8
Damage Immunities poison
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic
Challenge 22 (41,000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. Hit: 19 (2d10 + 8) piercing damage plus 10 (3d6) poison damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. Hit: 22 (4d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. Hit: 17 (2d8 + 68) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice within 120 ft. and aware of it must make a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, creature is immune to the Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 77 (22d6) poison damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Can take 3 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 ft. of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage

and be knocked prone. The dragon can then fly up to half its flying speed.

NPC MONSTER BIO

Personality Patient and cunning

Appearance Female ancient green dragon

Characteristics

Ideal. Power.

Bond. Keeps several powerful humans as minions.

Flaw. Keeping ambitious evil minions around.

Background

Emeralle lives deep in the darkest of woods. She makes her home in the remains of an old keep.

Treasure Hoard

12 garnets, 2 emeralds, 2 jade, cloak of billowing¹, wand of polymorph, staff of the woodlands, Oathbow, iron flask, 3 potions of speed, bracers of defense, 55345gp, 36444pp

FYRAAN

Adult Red Dragon
Huge dragon, chaotic evil

Armor Class 19 (natural armor)
Hit Points 279 (19d12 + 133)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +6, Con +13, Wis +7, Cha +11
Skills Perception +13, Stealth +6
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23
Languages Common, Draconic
Challenge 17 (18,000 XP)

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. Hit: 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice within 120 ft. and aware of it must make a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, creature is immune to the Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Can take 3 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 ft. of the dragon must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

NPC MONSTER BIO

Personality Arrogant and cruel

Appearance Male adult red dragon with a scar across his face

Characteristics

Ideal. Greed.

Bond. Obsessed with gathering a massive treasure hoard.

Flaw. Destructive rage.

Background

Fyraan is a ferocious dragon who lives in the upper reaches of a massive fortress. He is allied with the dark lord who owns the spacious home.

Treasure Hoard

ring of spell storing, wand of fear, driftglobe, 2 potions of heroism, orb of time¹, sun blade, staff of fire, cloak of the bat, 4 obsidian, pair of engraved dice, 36546gp, 23112pp

RUBAK

Ancient Red Dragon
Gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)
Hit Points 609 (28d20 + 252)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	15 (+2)	23 (+6)

Saving Throws Dex +7, Con +16, Wis +9, Cha +13
Skills Perception +17, Stealth +7
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Common, Draconic
Challenge 24 (62,000 XP)

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. Hit: 21 (2d10 + 10) piercing damage plus 14 (4d6) fire damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. Hit: 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice within 120 ft. and aware of it must make a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, creature is immune to the Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Can take 3 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 ft. of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

NPC MONSTER BIO

Personality Vain and vengeful

Appearance Male ancient red dragon

Characteristics

Ideal. Power.

Bond. His family.

Flaw. His pride.

Background

Rubak lives in an enormous mountain cavern. Half a dozen red dragon wyrmlings make their home there as well.

Treasure Hoard

golden crown, silver necklace, +3 plate, +3 shield, 20 +3 arrows, dread helm¹, deck of many things, helm of teleportation, bag of tricks, berserker axe, staff of thunder and lightning, staff of healing, robe of protection, robe of stars, 3 opals, topaz, emerald, jeweled platinum ring, 67499gp, 45021pp

BLANCA

Adult White Dragon
Huge dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 219 (16d12 + 96)

Speed 40 ft., burrow 30ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	8 (-1)	12 (+1)	12 (+1)

Saving Throws Dex +5, Con +11, Wis +6, Cha +6

Skills Perception +11, Stealth +5

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 13 (10,000 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Legendary Resistance 3/day. If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 4 (1d8) cold damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice within 120 ft. and aware of it must make a DC 14 Wis save or become frightened for 1 minute. A creature can repeat the saving throw at the end of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, creature is immune to the Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5-6). Icy blast in a 60-foot-cone. Make a DC 19 CON save or take 81 (12d8) cold damage, half on a success.

Legendary Actions

Can take 3 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10' of the dragon must succeed on a DC 19 DEX save or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

NPC MONSTER BIO

Personality Clumsy and violent

Appearance Female adult white dragon

Characteristics

Ideal. Hunger.

Bond. She knows every inch of her mountain and all its caves.

Flaw. Unintelligent and clumsy.

Background

Blanca lives on the top of an enormous snowy mountain. She hunts throughout the nearby territory.

Treasure Hoard

walrus and mammoth tusk ivory, whale bone sculptures, furs, figureheads from ships, +2 shield, wand of smiles¹, manual of golems, Nolzur's marvelous pigments, ring of regeneration, folding boat, robe of stars, 16989gp, 2643pp

FRAZELLA

Ancient White Dragon
Gargantuan dragon, chaotic evil

Armor Class 20 (natural armor)

Hit Points 437 (18d20 + 144)

Speed 40 ft., burrow 40ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	26 (+8)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +6, Con +14, Wis +7, Cha +8

Skills Perception +13, Stealth +6

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 20 (25,000 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Legendary Resistance 3/day. If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. Hit: 19 (2d10 + 8) piercing damage plus 9 (2d8) cold damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice within 120 ft. and aware of it must make a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, creature is immune to the Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5-6). Icy blast in a 90-foot-cone. Make a DC 22 Constitution saving throw or take 72 (16d8) cold damage, half on a success.

Legendary Actions

Can take 3 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10' of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage

and be knocked prone. The dragon can then fly up to half its flying speed.

NPC MONSTER BIO

Personality Crazy and cruel

Appearance Female ancient white dragon

Characteristics

Ideal. Power.

Bond. Has made friends with the beasts in her lair.

Flaw. Unintelligent.

Background

Frazella lives in an icy cavern on the edge of a frozen sea. She has a massive hoard of treasure covered in deep snow. **Polar bears** and **winter wolves** live in the cavern.

Treasure Hoard

walrus and mammoth tusk ivory, whale bone sculptures, furs, figureheads from ships, +3 *shield*, *mariner's armor*, *mace of smiting*, 3 *potions of speed*, *potion of supreme healing*, *frost blade*, *ring of warmth*, *boots of the winterlands*, 4 *amethysts*, 43535gp, 28343pp

ANNAN

Storm Giant
Huge giant, chaotic good

Armor Class 16 (scale mail)
Hit Points 246 (20d12 + 100)
Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	16 (+3)	18 (+4)	18 (+4)

Saving Throws Str +14, Con +10, Wis +9, Cha +9
Skills Arcana +8, Athletics +14, History +8, Perception +9
Damage Resistances cold
Damage Immunities lightning, thunder
Senses passive Perception 19
Languages Common, Giant
Challenge 13 (10,000 XP)

Amphibious. The giant can breathe air and water.

Innate Spellcasting. The giant's innate spellcasting ability is Charisma (spell save DC 17). It can cast innately cast the following spells, requiring no material components.

At Will: *detect magic, feather fall, levitate, light*

3/day: *control weather, water breathing*

Actions

Multiattack. The giant makes two greatsword attacks.

Greatsword. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 30 (6d6 + 9) slashing damage.

Rock. Ranged Weapon Attack: +14 to hit, range 60/240 ft., one target. Hit: 35 (4d12 + 9) bludgeoning damage.

Lightning Strike (1/day). The giant hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 17 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

NPC MONSTER BIO

Personality Everything he does is to glorify his ancestors

Appearance Annan is a bulky storm giant

Characteristics

Ideal. Tribute.

Bond. He is the leader of a loyal clan.

Flaw. Ancient dragons fill him with dread. His knees grow weak in their presence.

Background

Annan lives in a massive castle in a remote mountain range. Many **ogres** and **hill giants** are at his command.

Treasure Hoard

platinum greatsword, golden statuette of a giant, 10275gp, quiver of Ehlonna, helm of brilliance, necklace of fireballs

STRONMAL

Storm Giant

Huge giant, chaotic good

Armor Class 16 (scale mail)

Hit Points 269 (20d12 + 100)

Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	16 (+3)	18 (+4)	18 (+4)

Saving Throws Str +14, Con +10, Wis +9, Cha +9

Skills Arcana +8, Athletics +14, History +8, Perception +9

Damage Resistances cold

Damage Immunities lightning, thunder

Senses passive Perception 19

Languages Common, Giant

Challenge 13 (10,000 XP)

Amphibious. The giant can breathe air and water.

Innate Spellcasting. The giant's innate spellcasting ability is Charisma (spell save DC 17). It can cast innately cast the following spells, requiring no material components.

At Will: *detect magic, feather fall, levitate, light*

3/day: *control weather, water breathing*

Actions

Multiattack. The giant makes two greatsword attacks.

Greatsword. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 30 (6d6 + 9) slashing damage.

Rock. Ranged Weapon Attack: +14 to hit, range 60/240 ft., one target. Hit: 35 (4d12 + 9) bludgeoning damage.

Lightning Strike (1/day). The giant hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 17 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

NPC MONSTER BIO

Personality As the most powerful beings in creation, we have a duty to use our strength for the benefit of all.

Appearance Stronmal is an old storm giant

Characteristics

Ideal. Greater Good.

Bond. Humans have proven their worth in the world and earned a measure of respect from giantkind.

Flaw. He is terrible at making decisions.

Background

Stronmal is an arrogant giant who lives in a massive series of caves near the coast.

Treasure Hoard

11939gp, 6 quartz, smoldering armor¹, folding boat, mariner's armor, cloak of the manta ray, ring of feather falling, bag of tricks (grey), ring of swimming, 4 potions of greater healing

VALZYR ARKENARN

Lich

Medium undead, neutral evil

Armor Class 18 (natural armor and *ring of protection*)

Hit Points 142 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

Saving Throws Con +10, Int +12, Wis +9

Skills Arcana +18, History +12, Insight +9, Perception +9

Damage Resistances cold, lightning, necrotic

Damage Immunities poison, bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Common, Elvish, Gnomish, Halfling

Challenge 21 (33,000 XP)

Legendary Resistance (3/day). If the lich fails a saving throw, it can choose to succeed instead.

Rejuvenation. If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all of its hit points and becoming active again. The new body appears within 5 ft. of the phylactery.

Spellcasting. The lich is an 18th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared.

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*

1st level (4 slots): *detect magic*, *magic missile*, *shield*, *thunderwave*

2nd level (3 slots): *detect thoughts*, *invisibility*, *Melf's acid arrow*, *mirror image*

3rd level (3 slots): *animate dead*, *counterspell*, *dispel magic*, *fireball*

4th level (3 slots): *blight*, *dimension door*

5th level (3 slots): *cloudkill*, *scrying*

6th level (1 slot): *disintegrate*, *globe of invulnerability*

7th level (1 slot): *finger of death*, *plane shift*

8th level (1 slot): *dominate monster*, *power word stun*

9th level (1 slot): *power word kill*

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

Actions

Paralyzing Touch. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 10 (3d6) cold damage. The target must succeed on a DC 20 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

Cantrip. The lich casts a cantrip.

Paralyzing Touch (Costs 2 Actions). The lich uses its Paralyzing Touch.

Frightening Gaze (Costs 2 Actions). The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

Disrupt Life (Casts 3 Actions). Each living creature within 20 feet of the lich must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

NPC MONSTER BIO

Personality Sly and charming

Appearance A very tall skeletal figure in a long green robe. 6' 10" 253 lbs. 511 years old

Characteristics

Ideal. Power.

Bond. He sleeps with his rod of absorption.

Flaw. He is supremely overconfident.

Background

Valzyr was a powerful wizard exiled from a faraway land.

Equipment

+2 greatsword, rod of absorption, ring of protection, 3 diamonds, 52775gp (in lair), 40788pp (in lair)

YOGGAL

Lich

Medium undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 142 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

Saving Throws Con +10, Int +12, Wis +9

Skills Arcana +18, History +12, Insight +9, Perception +9

Damage Resistances cold, lightning, necrotic

Damage Immunities poison, bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Common, Dwarvish, Elvish

Challenge 21 (33,000 XP)

Legendary Resistance (3/day). If the lich fails a saving throw, it can choose to succeed instead.

Rejuvenation. If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all of its hit points and becoming active again. The new body appears within 5 ft. of the phylactery.

Spellcasting. The lich is an 18th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared.

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*

1st level (4 slots): *detect magic*, *magic missile*, *shield*, *thunderwave*

2nd level (3 slots): *detect thoughts*, *invisibility*, *Melf's acid arrow*, *mirror image*

3rd level (3 slots): *animate dead*, *counterspell*, *dispel magic*, *fireball*

4th level (3 slots): *blight*, *dimension door*

5th level (3 slots): *cloudkill*, *scrying*

6th level (1 slot): *disintegrate*, *globe of invulnerability*

7th level (1 slot): *finger of death*, *plane shift*

8th level (1 slot): *dominate monster*, *power word stun*

9th level (1 slot): *power word kill*

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

Actions

Paralyzing Touch. Staff. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 10 (3d6) cold damage. The target must succeed on a DC 20 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

Cantrip. The lich casts a cantrip.

Paralyzing Touch (Costs 2 Actions). The lich uses its Paralyzing Touch.

Frightening Gaze (Costs 2 Actions). The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

Disrupt Life (Casts 3 Actions). Each living creature within 20 feet of the lich must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

NPC MONSTER BIO

Personality Bold and fearless

Appearance A short, skeletal monster wearing red robes. 5' 4" 145 lbs. 386 years old

Characteristics

Ideal. Destruction.

Bond. He protects his loyal minions.

Flaw. He believes everyone is beneath him.

Background

Yoggal is an arch mage who turned to the dark side. He lives in an isolated burial complex hidden from ordinary folk. Several mages and many undead serve him.

Equipment

8 garnets, golden bracelet, robe of the archmagi, ring of evasion, black opal, ceremonial electrum dagger, 27355gp (in lair), 4551pp (in lair)

ABBAZARON

Lich

Medium undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 142 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

Saving Throws Con +10, Int +12, Wis +9

Skills Arcana +18, History +12, Insight +9, Perception +9

Damage Resistances cold, lightning, necrotic

Damage Immunities poison, bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Common, Abyssal, Infernal

Challenge 21 (33,000 XP)

Legendary Resistance (3/day). If the lich fails a saving throw, it can choose to succeed instead.

Rejuvenation. If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all of its hit points and becoming active again. The new body appears within 5 ft. of the phylactery.

Spellcasting. The lich is an 18th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared.

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*

1st level (4 slots): *detect magic*, *magic missile*, *shield*, *thunderwave*

2nd level (3 slots): *detect thoughts*, *invisibility*, *Melf's acid arrow*, *mirror image*

3rd level (3 slots): *animate dead*, *counterspell*, *dispel magic*, *fireball*

4th level (3 slots): *blight*, *dimension door*

5th level (3 slots): *cloudkill*, *scrying*

6th level (1 slot): *disintegrate*, *globe of invulnerability*

7th level (1 slot): *finger of death*, *plane shift*

8th level (1 slot): *dominate monster*, *power word stun*

9th level (1 slot): *power word kill*

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

Actions

Paralyzing Touch. Staff. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 10 (3d6) cold damage. The target must succeed on a DC 20 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

Cantrip. The lich casts a cantrip.

Paralyzing Touch (Costs 2 Actions). The lich uses its Paralyzing Touch.

Frightening Gaze (Costs 2 Actions). The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

Disrupt Life (Casts 3 Actions). Each living creature within 20 feet of the lich must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

NPC MONSTER BIO

Personality Inquisitive and enthusiastic

Appearance A bulky skeletal figure. 6' 3" 243 lbs. 231 years old

Characteristics

Ideal. Greed.

Bond. His personal hoard of treasure is all she cares about.

Flaw. Abbazaron has made numerous enemies over the years.

Background

Abbazaron was a powerful wizard who lost a bet and became a lich.

Equipment

golden ring, *silver bracelet*, *black pearl*, *ring of free action*, *robe of stars*, 20152gp (in lair), 2877pp (in lair)

HENNAMONNA

Lich

Medium undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 142 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

Saving Throws Con +10, Int +12, Wis +9

Skills Arcana +18, History +12, Insight +9, Perception +9

Damage Resistances cold, lightning, necrotic

Damage Immunities poison, bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Common, Dwarvish, Elvish

Challenge 21 (33,000 XP)

Legendary Resistance (3/day). If the lich fails a saving throw, it can choose to succeed instead.

Rejuvenation. If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all of its hit points and becoming active again. The new body appears within 5 ft. of the phylactery.

Spellcasting. The lich is an 18th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared.

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*

1st level (4 slots): *detect magic*, *magic missile*, *shield*, *thunderwave*

2nd level (3 slots): *detect thoughts*, *invisibility*, *Melf's acid arrow*, *mirror image*

3rd level (3 slots): *animate dead*, *counterspell*, *dispel magic*, *fireball*

4th level (3 slots): *blight*, *dimension door*

5th level (3 slots): *cloudkill*, *scrying*

6th level (1 slot): *disintegrate*, *globe of invulnerability*

7th level (1 slot): *finger of death*, *plane shift*

8th level (1 slot): *dominate monster*, *power word stun*

9th level (1 slot): *power word kill*

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

Actions

Paralyzing Touch. Staff. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 10 (3d6) cold damage. The target must succeed on a DC 20 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

Cantrip. The lich casts a cantrip.

Paralyzing Touch (Costs 2 Actions). The lich uses its Paralyzing Touch.

Frightening Gaze (Costs 2 Actions). The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

Disrupt Life (Casts 3 Actions). Each living creature within 20 feet of the lich must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

NPC MONSTER BIO

Personality Quiet and calculating

Appearance A lean skeleton wearing purple robes. 6' 5" 180 lbs. 199 years old

Characteristics

Ideal. Power.

Bond. She is friends with a demi-lich who lives nearby.

Flaw. Hennamonna angered a number of her former henchmen. They are out for revenge.

Background

Hennamonna is a patient foe who will take her time. She might wait years to spring a trap on her enemies.

Equipment

platinum crown, *silver necklace*, *ivory drinking horn*, *cubic gate*, *ring of evasion*, *wand of magic missiles*, 17834gp (in lair), 3744pp (in lair)

DHOOMRALANA

Rakshasa

Medium fiend, lawful evil

Armor Class 16 (natural armor)

Hit Points 145 (13d8 + 52)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	18 (+4)	13 (+1)	16 (+3)	20 (+5)

Skills Deception +10, Insight +8

Damage Vulnerabilities piercing from weapons wielded by good creatures

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal

Challenge 13 (10,000 XP)

Limited Magic Immunity. The rakshasa can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The rakshasa can innately cast the following spells, requiring no material components:

At will: *detect thoughts, disguise self, mage hand, minor illusion*

3/day each: *charm person, detect magic, invisibility, major image, suggestion*

1/day each: *dominate person, fly, plane shift, true seeing*

Actions

Multiattack. The rakshasa makes two claw attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

NPC MONSTER BIO

Personality Secretive and cunning

Appearance A tall older man with long red hair and light-blue eyes. 6' 4" 212 lbs.

Characteristics

Ideal. Dominance.

Bond. He is an ally of a number of evil beings.

Flaw. He cannot resist the temptation of gold.

Background

Dhoomralana is masquerading as a priest in a large city. He pretends to worship a god of magic.

Treasure Hoard

16334gp, 1843pp, 3 amethysts, emerald, Nolzur's marvelous pigments, carpet of flying.

MARA

Rakshasa

Medium fiend, lawful evil

Armor Class 17 (natural armor and *ring of protection*)

Hit Points 124 (13d8 + 52)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	18 (+4)	13 (+1)	16 (+3)	20 (+5)

Skills Deception +10, Insight +8

Damage Vulnerabilities piercing from weapons wielded by good creatures

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal

Challenge 13 (10,000 XP)

Limited Magic Immunity. The rakshasa can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The rakshasa can innately cast the following spells, requiring no material components:

At will: *detect thoughts, disguise self, mage hand, minor illusion*

3/day each: *charm person, detect magic, invisibility, major image, suggestion*

1/day each: *dominate person, fly, plane shift, true seeing*

Actions

Multiattack. The rakshasa makes two claw attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

NPC MONSTER BIO

Personality Clever and calculating

Appearance A pretty, middle-aged woman with short gray hair and green eyes. 5' 10" 140 lbs.

Characteristics

Ideal. Greed.

Bond. She has a number of allies from the Nine Hells.

Flaw. Mara will do anything to get more gold.

Background

Mara is in the guise of a rich merchant. She lives in the queen's castle and has become a trusted advisor.

Treasure Hoard

19247gp, 2020pp, silver crown, golden necklace, 2 garnets, ring of protection, pearl of power

BEECHVALE

Treant

Huge plant, chaotic good

Armor Class 16 (natural armor)

Hit Points 139 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

Challenge 9 (5,000 XP)

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

Siege Monster. The treant does double damage to objects and structures.

Actions

Multiattack. The treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

Animate Trees (1/day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligent and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

NPC MONSTER BIO

Personality He is an anxious and energetic

Appearance Beechvale is a young treant

Characteristics

Ideal. Greater Good.

Bond. He is close to all the creatures in the forest.

Flaw. His anxiety can get the best of him at times.

Background

Beechvale arrived in these woods recently. He has spent much time ridding the area of evil creatures. This treant rushes about all day and then falls asleep wherever he ends up.

LEAFBARK

Treant

Huge plant, chaotic good

Armor Class 16 (natural armor)

Hit Points 201 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

Challenge 9 (5,000 XP)

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

Siege Monster. The treant does double damage to objects and structures.

Actions

Multiattack. The treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

Animate Trees (1/day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligent and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

NPC MONSTER BIO

Personality Calm and patient

Appearance Leafbark is a very old treant

Characteristics

Ideal. Nature.

Bond. He is good friends with a powerful circle of druids.

Flaw. Leafbark can be slow to act.

Background

Leafbark has lived in the same forest all of his life. He will protect the woods with his life. His druid friends tell visitors they should leave the forest and not come back.

PHINEAS PHANE

Vampire

Medium undead (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 199 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 17

Languages the languages it knew in life

Challenge 13 (10,000 XP)

Shapechanger. The vampire can polymorph into a Tiny bat or a Medium cloud of mist.

Legendary Resistance 3/day. If the vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting place, it can transform into a cloud of mist.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampiric Weaknesses. *The vampire has these flaws:*

Forbiddance. Can only be invited into a residence.

Harmed by Running Water. Takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. Destroyed by wooden piercing weapon if incapacitated in its resting place.

Sunlight Hypersensitivity. It takes 20 radiant damage if it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire form). It makes two attacks. Can only bite once.

Unarmed Strike (Vampire form). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage. Can grapple instead of damage (escape DC 18).

Bite (Bat or Vampire form only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) plus 10 (3d6) necrotic. Target's hit point maximum is reduced by necrotic attack and vampire regains that amount of hit points. The reduction lasts until target takes long rest. The target dies if this effect reduces its hit point maximum to 0. If a humanoid is slain in this way and

then buried in the ground, it rises the following night as a vampire spawn under vampire's control.

Charm. Can target one humanoid it sees within 30 ft. Target must succeed on DC 17 Wisdom save or be charmed by the vampire. It takes the vampire's requests or actions in a favorable way, and is a willing target for a bite attack. Target can repeat save if vampire's or its companions do anything harmful to it. Lasts 24 hours.

Children of the Night 1/day. Can call 2d4 swarms of bats or rats at night. Or call 3d6 wolves outdoors. Act as allies and remain for 1 hour. Arrive in 1d4 rounds.

Legendary Actions

Can take 3 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. Move up to its speed without provoking opportunity attacks.

Unarmed Strike. It makes one unarmed strike.

Bite (Costs 2 Actions). It makes one bite attack.

NPC MONSTER BIO

Personality Polite and charming

Appearance A very handsome older man with gray hair, a gray goatee, and dark-blue eyes. 6' 5" 236 lbs.

Characteristics

Ideal. Lust.

Bond. He is close to his clan of vampires.

Flaw. He is a sucker for a pretty face.

Background

He wasn't allowed join in any games when he was younger. This drove him mad and he wandered the streets at night. Then one foggy eve, a vampire came to slay. He bit the young noble and changed his life forever. Now Rudolph lives in an elegant manor in a large city and preys on the local citizens.

Equipment

6545gp (in manor), 120gp, cloak of many fashions¹, 2 vials of poison, gold dragon comb, golden greatsword (in manor), deck of illusions

LADY AMERIS VALE

Vampire

Medium undead (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 190 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 17

Languages the languages it knew in life

Challenge 13 (10,000 XP)

Shapechanger. The vampire can polymorph into a Tiny bat or a Medium cloud of mist.

Legendary Resistance 3/day. If the vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting place, it can transform into a cloud of mist.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampiric Weaknesses. *The vampire has these flaws:*

Forbiddance. Can only be invited into a residence.

Harmed by Running Water. Takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. Destroyed by wooden piercing weapon if incapacitated in its resting place.

Sunlight Hypersensitivity. It takes 20 radiant damage if it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire form). It makes two attacks. Can only bite once.

Unarmed Strike (Vampire form). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage. Can grapple instead of damage (escape DC 18).

Bite (Bat or Vampire form only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) plus 10 (3d6) necrotic. Target's hit point maximum is reduced by necrotic attack and vampire regains that amount of hit points. The reduction lasts until target takes long rest. The target dies if this effect reduces its hit point maximum to 0. If a humanoid is slain in this way and

then buried in the ground, it rises the following night as a vampire spawn under vampire's control.

Charm. Can target one humanoid it sees within 30 ft. Target must succeed on DC 17 Wisdom save or be charmed by the vampire. It takes the vampire's requests or actions in a favorable way, and is a willing target for a bite attack. Target can repeat save if vampire's or its companions do anything harmful to it. Lasts 24 hours.

Children of the Night 1/day. Can call 2d4 swarms of bats or rats at night. Or call 3d6 wolves outdoors. Act as allies and remain for 1 hour. Arrive in 1d4 rounds.

Legendary Actions

Can take 3 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. Move up to its speed without provoking opportunity attacks.

Unarmed Strike. It makes one unarmed strike.

Bite (Costs 2 Actions). It makes one bite attack.

NPC MONSTER BIO

Personality Patient and quiet

Appearance A gorgeous noblewoman with long red hair and light-blue eyes. 5' 7" 126 lbs.

Characteristics

Ideal. Intolerance.

Bond. She loathes non-humans.

Flaw. She enjoys the vices of life (and death) to the fullest.

Background

Chastity lives in a large castle on the edge of a lake. She has seduced many of the noblemen in a nearby city. A number of them are vampire spawn.

Equipment

1099gp (in castle), 434pp, cloak, *emerald*, *pink pearl*, 2 vials of poison, *bag of holding*, *wand of magic missiles*

BARON STONEWALL

Vampire

Medium undead (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 182 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 17

Languages the languages it knew in life

Challenge 13 (10,000 XP)

Shapechanger. The vampire can polymorph into a Tiny bat or a Medium cloud of mist.

Legendary Resistance 3/day. If the vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting place, it can transform into a cloud of mist.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampiric Weaknesses. *The vampire has these flaws:*

Forbiddance. Can only be invited into a residence.

Harmed by Running Water. Takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. Destroyed by wooden piercing weapon if incapacitated in its resting place.

Sunlight Hypersensitivity. It takes 20 radiant damage if it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire form). It makes two attacks. Can only bite once.

Unarmed Strike (Vampire form). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage. Can grapple instead of damage (escape DC 18).

Bite (Bat or Vampire form only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) plus 10 (3d6) necrotic. Target's hit point maximum is reduced by necrotic attack and vampire regains that amount of hit points. The reduction lasts until target takes long rest. The target dies if this effect reduces its hit point maximum to 0. If a humanoid is slain in this way and

then buried in the ground, it rises the following night as a vampire spawn under vampire's control.

Charm. Can target one humanoid it sees within 30 ft. Target must succeed on DC 17 Wisdom save or be charmed by the vampire. It takes the vampire's requests or actions in a favorable way, and is a willing target for a bite attack. Target can repeat save if vampire's or its companions do anything harmful to it. Lasts 24 hours.

Children of the Night 1/day. Can call 2d4 swarms of bats or rats at night. Or call 3d6 wolves outdoors. Act as allies and remain for 1 hour. Arrive in 1d4 rounds.

Legendary Actions

Can take 3 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. Move up to its speed without provoking opportunity attacks.

Unarmed Strike. It makes one unarmed strike.

Bite (Costs 2 Actions). It makes one bite attack.

NPC MONSTER BIO

Personality Clumsy and anxious

Appearance A very attractive older man with short black hair and green eyes. 6' 3" 205 lbs.

Characteristics

Ideal. Freedom.

Bond. His ships.

Flaw. He is obsessed with his ships.

Background

Baron lives in a beautiful manor by the docks. He owns a fleet of ships that he uses to run a trading guild.

Equipment

6237gp (in manor), 39pp, cloak, *diamond*, 3 sleeping potions, bag of 20 caltrops, *pipes of haunting*

LAUREL BALE

Vampire

Medium undead (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 161 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 17

Languages the languages it knew in life

Challenge 13 (10,000 XP)

Shapechanger. The vampire can polymorph into a Tiny bat or a Medium cloud of mist.

Legendary Resistance 3/day. If the vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting place, it can transform into a cloud of mist.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampiric Weaknesses. *The vampire has these flaws:*

Forbiddance. Can only be invited into a residence.

Harmed by Running Water. Takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. Destroyed by wooden piercing weapon if incapacitated in its resting place.

Sunlight Hypersensitivity. It takes 20 radiant damage if it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire form). It makes two attacks. Can only bite once.

Unarmed Strike (Vampire form). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage. Can grapple instead of damage (escape DC 18).

Bite (Bat or Vampire form only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) plus 10 (3d6) necrotic. Target's hit point maximum is reduced by necrotic attack and vampire regains that amount of hit points. The reduction lasts until target takes long rest. The target dies if this effect reduces its hit point maximum to 0. If a humanoid is slain in this way and

then buried in the ground, it rises the following night as a vampire spawn under vampire's control.

Charm. Can target one humanoid it sees within 30 ft. Target must succeed on DC 17 Wisdom save or be charmed by the vampire. It takes the vampire's requests or actions in a favorable way, and is a willing target for a bite attack. Target can repeat save if vampire's or its companions do anything harmful to it. Lasts 24 hours.

Children of the Night 1/day. Can call 2d4 swarms of bats or rats at night. Or call 3d6 wolves outdoors. Act as allies and remain for 1 hour. Arrive in 1d4 rounds.

Legendary Actions

Can take 3 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. Move up to its speed without provoking opportunity attacks.

Unarmed Strike. It makes one unarmed strike.

Bite (Costs 2 Actions). It makes one bite attack.

NPC MONSTER BIO

Personality Charming and arrogant

Appearance Young woman with long black hair and green eyes. 5' 5" 121 lbs.

Characteristics

Ideal. Fame.

Bond. Laurel is still close to her grandmother.

Flaw. She is obsessed with being famous.

Background

Laurel lives in a small manor in a large city. She is a failed actress who has many anger issues. Underneath her charming surface, she's a violent monster.

Equipment

2088gp (in manor), 82pp, cloak, blue sapphire, ring of spell storing, bag of tricks

A circular frame of fire and a dragon's head. The frame is composed of bright orange and yellow flames, with a dragon's head at the top, its mouth open as if breathing fire. The background of the frame is black. The text "NPC Tables" is centered within the frame.

NPC Tables

Characteristics

D100	Encounter	D100	Encounter
01-02	Genius	51-52	Loyal
03-04	Quick-witted	53-54	Helpful
05-06	Joyful	55-56	Brave
07-08	Depressed	57-58	Loud
09-10	Untrustworthy	59-60	Quiet
11-12	Callous	61-62	Excited
13-14	Talkative	63-64	Calm
15-16	Listless	65-66	Intelligent
17-18	Menacing	67-68	Optimistic
19-20	Sarcastic	69-70	Reliable
21-22	Demanding	71-72	Sleepy
23-24	Polite	73-74	Slow-witted
25-26	Humorous	75-76	Seductive
27-28	Determined	77-78	Fearful
29-30	Inquisitive	79-80	Tough
31-32	Lazy	81-82	Sad
33-34	Wise	83-84	Hard-working
35-36	Bold	85-86	Awkward
37-38	Complaining	87-88	Resourceful
39-40	Trustworthy	89-90	Unreliable
41-42	Happy	91-92	Confident
43-44	Nervous	93-94	Satisfied
45-46	Arrogant	95-96	Disturbed
47-48	Charming	97-98	Obnoxious
49-50	Friendly	99-00	Nurturing

Races

D100	Encounter	D100	Encounter
01-02	Dragonborn	51-52	Human
03-04	Water Gensai	53-54	Half-Elf
05-06	Half-Elf	55-56	Wood Elf
07-08	Goliath	57-58	Mountain Dwarf
09-10	Stout Halfling	59-60	Stout Halfling
11-12	Aasimar	61-62	Rock Gnome
13-14	Tabaxi	63-64	Human
15-16	Half-Orc	65-66	Tiefling
17-18	Hill Dwarf	67-68	Dragonborn
19-20	High Elf	69-70	Hill Dwarf
21-22	Dragonborn	71-72	High Elf
23-24	Wood Elf	73-74	Lightfoot Halfling
25-26	Human	75-76	Human
27-28	Mountain Dwarf	77-78	Triton
29-30	Rock Gnome	79-80	Half-Elf
31-32	Lightfoot Halfling	81-82	Stout Halfling
33-34	Tiefling	83-84	Fire Gensai
35-36	Dragonborn	85-86	Human
37-38	Human	87-88	Hill Dwarf
39-40	Forest Gnome	89-90	Forest Gnome
41-42	Stout Halfling	91-92	Wood Elf
43-44	Mountain Dwarf	93-94	Dragonborn
45-46	High Elf	95-96	Lightfoot Halfling
47-48	Half-Elf	97-98	Human
49-50	Human	99-00	Firbolg

Classes

D100	Encounter	D100	Encounter
01-02	Sorcerer	51-52	Wizard
03-04	Fighter	53-54	Cleric
05-06	Warlock	55-56	Druid
07-08	Rogue	57-58	Barbarian
09-10	Wizard	59-60	Monk
11-12	Cleric	61-62	Ranger
13-14	Bard	63-64	Sorcerer
15-16	Druid	65-66	Rogue
17-18	Barbarian	67-68	Warlock
19-20	Rogue	69-70	Fighter
21-22	Paladin	71-72	Paladin
23-24	Ranger	73-74	Wizard
25-26	Druid	75-76	Monk
27-28	Warlock	77-78	Rogue
29-30	Cleric	79-80	Bard
31-32	Wizard	81-82	Ranger
33-34	Fighter	83-84	Barbarian
35-36	Monk	85-86	Cleric
37-38	Cleric	87-88	Fighter
39-40	Ranger	89-90	Druid
41-42	Sorcerer	91-92	Sorcerer
43-44	Bard	93-94	Ranger
45-46	Rogue	95-96	Paladin
47-48	Paladin	97-98	Wizard
49-50	Fighter	99-00	Bard

Backgrounds

D100	Encounter	D100	Encounter
01-02	Criminal (Hired Killer)	51-52	Noble
03-04	Outlander (Exile)	53-54	Sage (Alchemist)
05-06	Guild Artisan (Tinker)	55-56	Outlander (Guide)
07-08	Folk Hero	57-58	Criminal (Burglar)
09-10	Entertainer (Actor)	59-60	Guild Artisan (Blacksmith)
11-12	Sage (Researcher)	61-62	Charlatan
13-14	Noble	63-64	Athlete
15-16	Acolyte	65-66	Diplomat
17-18	Criminal (Enforcer)	67-68	Urchin
19-20	Urchin	69-70	Entertainer (Singer)
21-22	Sailor	71-72	Acolyte
23-24	Guild Artisan (Carpenter)	73-74	Sailor
25-26	Sage (Alchemist)	75-76	Noble
27-28	Athlete	77-78	Charlatan
29-30	Criminal (Burglar)	79-80	Criminal (Hired Killer)
31-32	Entertainer (Poet)	81-82	Hermit
33-34	Charlatan	83-84	Sage (Scribe)
35-36	Sailor	85-86	Guild Artisan (Brewer)
37-38	Outlander (Guide)	87-88	Folk Hero
39-40	Noble	89-90	Outlander (Hunter)
41-42	Criminal (Enforcer)	91-92	Soldier (Officer)
43-44	Folk Hero	93-94	Urchin
45-46	Entertainer (Storyteller)	95-96	Entertainer (Dancer)
47-48	Soldier (Infantry)	97-98	Criminal (Hired Killer)
49-50	Urchin	99-00	Hermit

Appearances

D100	Encounter	D100	Encounter
01-02	Gorgeous	51-52	Short
03-04	Fashionable	53-54	Overweight
05-06	Obese	55-56	Athletic
07-08	Disheveled	57-58	Well dressed
09-10	Bald	59-60	Beautiful
11-12	Hideous	61-62	Healthy
13-14	Bulky	63-64	Long-haired
15-16	Lanky	65-66	Skinny
17-18	Short	67-68	Young
19-20	Tanned	69-70	Beautiful
21-22	Handsome	71-72	Elegant
23-24	Sophisticated	73-74	Stocky
25-26	Athletic	75-76	Tall
27-28	Unhealthy	77-78	Cat-like
29-30	Regal	79-80	Pale
31-32	Poorly dressed	81-82	Filthy
33-34	Hairy	83-84	Middle-aged
35-36	Ugly	85-86	Athletic
37-38	Scruffy	87-88	Drab
39-40	Old	89-90	Overweight
41-42	Bearded	91-92	Gaunt
43-44	Handsome	93-94	Large
45-46	Muscular	95-96	Glamorous
47-48	Slim	97-98	Handsome
49-50	Tall	99-00	Graceful