

DRAGON DROP CHARACTERS ALLIES



5E Supplement

**DRAGON TURTLE
GAMES**



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Credits

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Dragon Drop

Characters: Allies

Every Dungeon Master recognises that every now and again, parties require the help or assistance of a non-player character, an ally. Whether that help is to join them on a quest, or simply help them out of a tricky situation.

Dragon Drop Characters: Allies are created to be easy to use characters that a DM can simply drop into their campaign setting or session without disrupting the flow of the game. Aside from reading this document, the allies require only a small amount of preplanning to add to your game.

Customising the Characters

By design, the allies are left vague, and their past is disconnected from any strong mentions of timelines or places. This makes it very easy to adjust their stories to fit your campaign setting, or story.

Conny's husband could have been a charming NPC encountered by the party previously, Torsun's village could be a grand dwarf capital that the party have heard of in passing, and if your players are half as unpredictable as mine, Serenus & Lost Florrie's home could have been unintentionally destroyed by the party during a past adventure.

Level Guide

If you intend on having an ally assist the party in combat, it is important to know roughly the equivalent combat ability of ally to player.

Level 1-2

Lost Florrie would easily keep up with a party of level 1-2 players in combat.

Level 2-3

Conny Hillburrow would be an asset to a party of level 2-3 players.

Level 4-5

Turson Strayheart could stand shoulder to shoulder with a party of level 4-5 players.

Level 5-7

Serenus would be a useful addition to a party of level 5-7 players.

Lost Florrie

Medium humanoid (wood elf), lawful good

Armor Class 14 (leather armor)

Hit Points 9 (2d8)

Speed 35 ft.

STR -1 **DEX** +2 **CON** +0 **INT** +2 **WIS** +2 **CHA** +0

Skills Nature +4, Stealth +4

Senses Passive Perception 12

Languages Common, Elvish

Challenge 1/4 (50 XP)

Innate Spellcasting. Lost Florrie's innate spellcasting ability is Wisdom (spell save DC 14). She can innately cast the following spells, requiring no material components:

At will: resistance

1/day each: cure wounds, entangle

ACTIONS

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

Florette, or "Lost Florrie", is a youthful wood elf, no older than 150, always on the move. Growing up she always had a strong interest in plants she could often be found wandering the forest near her village, studying the nearby flora.

She is naturally very at peace in forests, although has always had an awful sense of direction, frequently getting lost.

As a young adolescent, she was attacked and dragged a fair distance from her village by a pack of wolves. Not long after, a hunting party of goblins charged the wolves. In the ensuing chaos Florrie was able to scramble away unnoticed by either the goblins or wolves.

Initially, she intended to return home, but kept becoming more and more lost. She now embraces the nomadic lifestyle and roams the land as a prime opportunity to study plant life, which she documents in a self-made encyclopedia filled with information and detailed sketches.

Roleplaying suggestions

Valuing kindness above all else, Florrie quickly becomes attached to anyone who demonstrates any.

Having spent decades living a nomadic lifestyle, she despises busy towns and will instead camp outside the town boundaries.

Combat Strategy

In combat, Florrie provides a supportive role, helping party members, or distracting enemies. She will only engage an enemy as a last resort.



Conny Hillburrow

Medium humanoid (halfling), neutral good

Armor Class 13

Hit Points 15 (3d8 + 2)

Speed 30 ft.

STR +0 **DEX** +2 **CON** +0 **INT** +0 **WIS** +1 **CHA** +2

Skills Perception +5, Persuasion +6, Stealth +6

Senses Passive Perception 15

Languages Common, Halfling

Challenge 1/2 (100 XP)

Nimble Escape. Conny can take the Disengage or Hide action as a bonus action on each of her turns.

ACTIONS

Multiattack. Conny makes two attacks with her Dagger.

Dagger. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

A charismatic and jolly elderly halfling woman, Conny seems to befriend everyone she meets. In her travels selling jewellery made by her late husband, she has learned how to haggle and find all the best deals. When younger the household jewellery business was unsuccessful due to the naturally shy nature of her husband, and so the jewellery began to pile up. Eventually he fell sick and passed away, leaving Conny in charge of the business.

Although she had always doted on him, she came to peace with his death as a symbol of change, and decided to do something drastic; become a travelling merchant sharing his creations with the world.

Grabbing a **Mastiff** (MM) to use as both a mount and guard, she set off to travel the lands.

Roleplaying Suggestions

Conny is bold, outspoken and easy to get along with. She is happy alone but also always ready to make new friends. She is likely to approach strangers to sell them her jewellery and uses a certain grandmother-like charm to persuade people. She can also be stubborn and

unlikely to change her rather outdated views or ideas.

Combat Strategy

Typically Conny uses rogue-like techniques to dodge and attack with a dagger. She is not as fragile as she looks, but can't take too much damage either, and so is usually mounted on her very hardy dog. The dog wears leather armour and is armed with a fierce bite.



Torsun Strayheart

Medium humanoid (dwarf), neutral

Armor Class 18 (plate)

Hit Points 30 (5d8 + 5)

Speed 30 ft.

STR +2 **DEX** +0 **CON** +3 **INT** +2 **WIS** -1 **CHA** +0

Skills Perception +1, Athletics +4, Investigation +4

Senses Passive Perception 11

Languages Common, Dwarvish

Challenge 1 (200 XP)

ACTIONS

Multiattack. Torsun Strayheart makes two attacks with his Longsword.

Longsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) slashing damage.

This heavily armoured mountain dwarf has left his family and friends behind in search of architectural inspiration for new buildings.

Realising his home village was not equipped to house the recent influx of new villagers, he volunteered to travel the land, studying the infrastructure of more heavily populated areas and report back with his findings.

An open-minded and practical man, Torsun is interested in pulling building inspiration from other sources; something many other dwarves were less than supportive of.

Because of this, his leave was quite controversial to the more traditional builders, putting more pressure on him to impress them with his research.

He travels from town to town, staying in inns and taking notes of how other cultures make use of the land.

Roleplaying Suggestions

Torsun is a withdrawn and stoic man, who seems to always have something troubling him. Although he can seem stressed by the high standards he holds himself to, he is not timid. He often refers to how he is looking for "the right inspiration" but will never elaborate on what exactly he means by this; implying he

may not even know himself what he is looking for. Unusually for a Dwarf, He prefers innovation over tradition, and appears to be somewhat of a dreamer.

Combat strategy

Although having a relatively gentle temperament, he is no stranger to combat and uses a sword and atypical dwarven armour to defend himself. He prefers to stay back and wait for enemies to come to him rather than charging towards them.



Serenus

Medium humanoid (wood elf), true neutral

Armor Class 16 (studded leather)

Hit Points 30 (4d8 + 10)

Speed 40 ft.

STR +2 **DEX** +3 **CON** +3 **INT** -1 **WIS** +0 **CHA** +0

Skills Acrobatics +5, Athletics +4, Perception +2

Senses Passive Perception 12

Languages Common, Elvish

Challenge 2 (450 XP)

ACTIONS

Multiattack. Serenus makes two attacks with his Longbow.

Longsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) slashing damage.

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 3) piercing damage.

Serenus is an unusually relaxed wood elf who wanders seemingly aimlessly from place to place. He brings a calming presence to any party and can sometimes even soothe wild animals. Originally from a small wood elf village, Serenus left his wife and children behind to look for his missing daughter, Florette. Although it has been such a long time since her disappearance, he has become somewhat apathetic about it, claiming that if she was meant to be found, he will find her. Serenus has an awful sense of direction and appears to be permanently lost, which he doesn't like to admit.

Roleplaying Suggestions

Serenus is very calm at all times, perhaps even apathetic. He does not understand the gravity of most situations. He hates towns and cities, finding them overly complex. He does not put much effort into looking for his daughter, but after becoming close to him he may imply that he pretends to be apathetic to deal with the stress of his loss.

Combat Strategy

Using a bow and light armour, Serenus has an excellent aim and battles naturally, although with no thought out strategies. His attacks are chaotic, unpredictable, and rarely expected. He mostly attacks from range, but occasionally uses a sword for close combat situations.



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