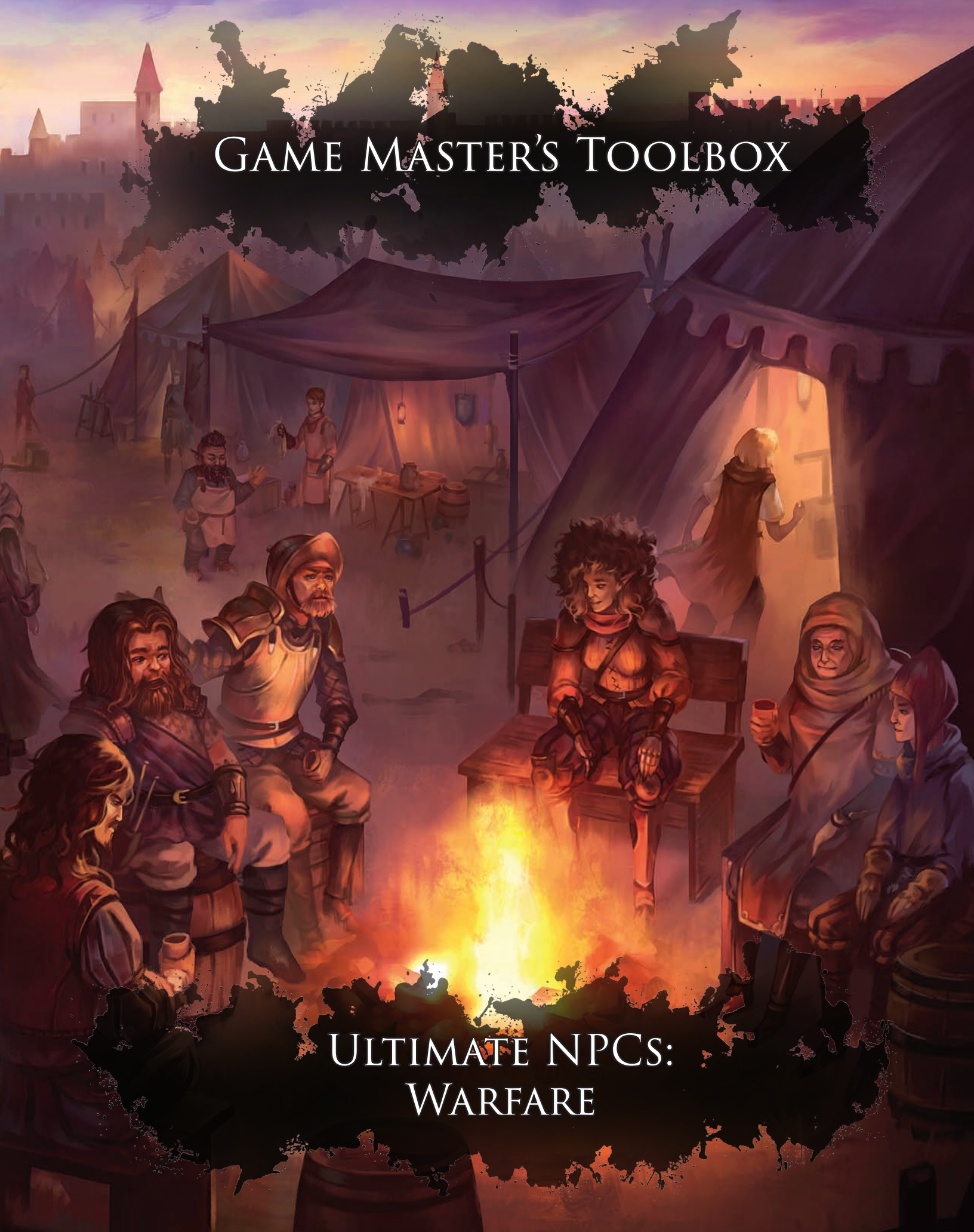


Game Master's Toolbox

Ultimate NPCs: Warfare

Game Master's Toolbox



Ultimate NPCs: Warfare

5th Edition Compatible



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'War. Huh. Good god y'all. What is it good for? Absolutely nothing.'*

*The view expressed above is that of the famed bard Edwin Starr, and not that of the characters in this book, who believe war can be good for a great number of things.

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Table of Contents

Foreword 4
Instructions 4
Encounter Table 5
Good Aligned Guilds 6
Good Aligned Characters 7
- Alma Cropley 8
- Arnor 14
- Gael Amaenya-Kellock 20
- Kameron 26
- Kimbur Dawn 32
- Liam the Lionheart 38
- Mother Muhima 44
- Myrna Octavian 50
- Private Bowlde 56
- Wyatt Hemlocke 62

Neutral Aligned Guilds 68
Neutral Aligned Characters 69
- Aelfthryth 70
- Aniyo Neune 76
- Carat 82
- Iusaaset 88
- Jory Ceffyl 94
- Linnet 100
- Owain 'Bellows' Marrick 106
- Rosalind Barzetti 112
- Vandronum 118
- Zev Klamka 124

Evil Aligned Guilds 130
Evil Aligned Characters 131
- Ander Scorchheart 132
- Ezelga 138
- Fel Kade 144
- Kley Tukangkutsuu 150
- Mathias Cole 156
- Mercy 162
- Shirak 168
- Silva 174
- Sylas the Jackal 180
- Xelia Brand 186

Generic NPCs 192
Unique Items 218
Unique Spells 222
Acknowledgments 224

Foreword

Well now, here we are again.

To our returning friends, we kept your seats. To new readers, we'll find some room somewhere. Move the maps somewhere else, there we go.

There are introductions to be made; another 30 unique characters for use as NPCs or PCs, but I'll let them speak for themselves. All of them intersect somehow with the theme of 'warfare', whether they be soldiers, officers, weaponsmiths, or cooks. However, we've avoided the upper echelons of high command, as well as making specific references to the makeup of the army itself; we want you to be able to take these characters and slot them into virtually any military context, so these are not characters whose motivations will direct entire armies, but they will add some texture to army life.

Some of these are ideas we've had floating around for a while, some are NPCs or PCs from old campaigns (one of whom was responsible for Dogberry the goblin), and a few are something entirely new. Special thanks must go out to our Skulduggery Baron level backers, whose characters appear in this book; David (Wyatt), Matt (Kameron), and Roger (Kimbur); your faith in us at such an early stage is humbling.

The amazing response we got from Ultimate NPCs: Skulduggery confirmed for us that we had got a winning formula on our hands; that it was a resource people wanted to see, enjoyed reading, and most importantly, found plenty of utility for. We had always hoped that this would be a series; we have plenty of ideas of where to take it, so watch this space.

On a personal note, it was that same response that first made me realize this was something I could do for a living (even if I did just have to spell 'realise' with a 'z' (and, by-the-by, that's 'zed', not 'zee'. Tea and crumpets, cor blimey, ungrateful colonials etc. etc.)). I really can't thank you enough for giving this book a read, and I really hope we continue living up to people's expectations of us.

Well, quite enough of that. Onwards and upwards.

See you on the other side of the war.

-Ralph Stickley

July 2018

Instructions

This book was written to be a resource to Game Masters and Players alike. It contains a wealth of information for developing plot points, character behaviors, histories, guilds, and many other valuable assets designed to aid in the running and playing of fantasy role playing games.

Game Masters

For Game Masters, this book is a valuable resource and time saving tool. Whether during your pre-game prep or on the fly, you'll be able to pull NPCs from this book to aid, hinder, or challenge your Players. The book is split into three large sections— Good Aligned Characters, Neutral Aligned Characters, and Evil Aligned Characters. Each of these sections is self-explanatory and contains ten unique characters who have been completely detailed with backstory, traits, roleplaying cues, actions, and items. This attention to detail during the character creation and writing process saves you time during the preparation process and game session.

You have access to 30 completely unique NPCs at six different levels, effectively giving you 180 different NPCs to use during your campaign or game session. Make sure to utilize the Encounter Table on page 5, as well as the encounter tables at the beginning of each group of similarly aligned characters.

Players

Have you ever had an idea for a character but didn't know where to start? Or perhaps you knew where you'd like to start but didn't know where your path would lead you. This book fixes both dilemmas by providing Players with a starting point, mid points, and an ending point for each character.

This makes it possible to not only duplicate an NPC for your level 1 character, but to also use higher level NPCs as your own character in the eventuality that you need a higher level character. All of their attributes, skills, features, items, weapons, and other mechanics have already been calculated and optimized. This means you spend less time working out the math, and more time slaying dragons!

Acknowledgements

We'd like to say a massive thank you to all of our Kickstarter backers. Without you veritable army of gamers, we wouldn't be able to do what we do. We hope you have as much fun using this book as we did making it!

Encounter Table

If you're looking for an interesting NPC for your players to encounter with no specific purpose in mind, or you're looking for inspiration, use this table to randomly select a character. If you know what alignment you need, more specific tables can be found at the start of each section.

d30	Name	Race	Alignment	Class	Background	Occupation	Page
1	Alma Cropley	Stout Halfling	Neutral Good	Fighter	Soldier	Infantry	8
2	Arnor	Human	Neutral Good	Barbarian/Ranger	Outlander	Sellsword	14
3	Gael Amaenya-Kellock	Half-Elf	Lawful Good	Fighter	Outlander	Squire	20
4	Kameron	Wood Elf	Neutral Good	Barbarian/Monk	Outlander	Soldier	26
5	Kimbur Dawn	Human	Lawful Good	Cleric	Acolyte	Prophet	32
6	Liam the Lionheart	Human	Lawful Good	Fighter/Cleric	Folk Hero	Knight	38
7	Mother Muhima	Human	Lawful Good	Paladin	Acolyte	Traveling Priest	44
8	Myrna Octavian	Hill Dwarf	Lawful Good	Fighter	Guild Artisan	Field Medic	50
9	Private Bowlde	Human	Lawful Good	Fighter	Folk Hero	Cook	56
10	Wyatt Hemlocke	High Elf	Chaotic Good	Ranger	Folk Hero	Scout	62
11	Aelfthryth	High Elf	Lawful Neutral	Cleric	Sage	Relic Keeper	70
12	Aniyo Neune	Human	Neutral	Monk	Noble	Errant	76
13	Carat	Hill Dwarf	Lawful Neutral	Fighter	Folk Hero	Smith	82
14	Iusaaset	Human	Chaotic Neutral	Fighter	Soldier	Mercenary	88
15	Jory Ceffyl	Stout Halfling	Neutral	Ranger	Sage	Animal Keeper	94
16	Linnet	Half-Elf	Neutral	Rogue/Monk	Sage	Messenger	100
17	Owain 'Bellows' Marrick	Mountain Dwarf	Chaotic Neutral	Bard	Folk Hero	Standard-Bearer	106
18	Rosalind Barzetti	Human	Lawful Neutral	Rogue	Actor	Bodyguard	112
19	Vandronum	High Elf	Neutral	Fighter/Rogue	Criminal	Sellsword	118
20	Zev Klamka	Hill Dwarf	Lawful Neutral	Cleric	Criminal	Spy	124
21	Ander Scorchheart	Human	Neutral Evil	Fighter/Warlock	Soldier	Tactician	130
22	Ezelga	Rock Gnome	Chaotic Evil	Warlock	Guild Artisan	Weaponsmith	138
23	Fel Kade	Human	Chaotic Evil	Fighter/Barbarian	Soldier	Sellsword	144
24	Kley Tukangkutsuu	Tiefling	Neutral Evil	Rogue	Guild Artisan	Weapons Dealer	150
25	Mathias Cole	Human	Neutral Evil	Bard/Rogue	Entertainer	Troubadour	156
26	Mercy	Tiefling	Chaotic Evil	Sorcerer	Criminal	Conscript	162
27	Shirak	Dragonborn	Neutral Evil	Fighter/Ranger	Soldier	Scout	168
28	Silva	Half-Orc	Neutral Evil	Fighter	Soldier	Elite Infantry	174
29	Sylas the Jackal	Human	Neutral Evil	Rogue	Criminal	Scavenger	180
30	Xelia Brand	Tiefling	Lawful Evil	Paladin	Soldier	Garrison Commander	186

Good Aligned Guilds

In war, there are always some groups working to do whatever good they can; some by taking up arms and battling evildoers, and some by helping those who are left unable to help themselves. Below are some examples of such righteous and altruistic guilds, along with suggested membership and affiliates.

The Flesh, Blood and Soul

The Flesh, Blood and Soul follow in the wake of armies, caring for the sick when flux or flu ravages the camp and, of course, tending to the wounded and easing the suffering of the dying after battle. Unlike army surgeons sworn to follow their commanders, The Flesh, Blood and Soul are sworn to help all, regardless of nationality, creed, or history. Members forswear their family and homeland, so that none can name them traitors for aiding 'the enemy'. To The Flesh, Blood and Soul, there is no enemy but sickness and injury.



As well as tending to physical injury, The Flesh, Blood and Soul also care for the psychological wellbeing of soldiers. Those who come back from war traumatized by the hardships they have endured are provided solace and a listening ear. In settlements with large numbers of veterans, The Flesh, Blood and Soul might introduce individuals or form groups to talk through experiences.

Even the most battle-hardened mercenary would baulk at raising a weapon to a guild member—they know they may well be stitching their wounds after the next fight. Indeed, save from danger from more monstrous foes, and the truly depraved of the civilized races, The Flesh, Blood and Soul can travel the war-torn lands in relative safety; it is not unknown for an unofficial, local truce to be formed when one is met with violence, with opposing forces joining temporarily to hunt down perpetrators before resuming hostilities.

In times of peace, members can often be found volunteering in temples of healing, though some set up their own independent practices, usually funded by donations of supplies or a wealthy patron looking for the approval of the common people. These independents feel that working in a specific place of worship, even one readily accessible to all, violates the terms of their neutrality.

Myrna Octavian *(p.50)* is a staunch supporter of The Flesh, Blood and Soul's aims, and will always make accommodation for their work in her counsel. Ultimately, her devotion to her family prevents her from swearing her vows and joining them formally, but she helps them in their work nonetheless.

The Iron Key

The Iron Key is a mercenary guild established by former siege engineers, scouts, and intelligence officers who saw too little planning and too much needless bloodshed in the field. Too many commanders wanting to do the easy, rather than the right, or putting their own reputation above the lives of their soldiers.



The guild was established as a group of covert operatives: experts in circumventing defenses, infiltration and negotiation. Their captains are always given full negotiating ability and work with stealth and engineering experts to get the enemy leader alone and negotiate terms of peace (or, at least, a truce sturdy enough to build a more long-lasting solution atop). Their goals, as stated to their employers, are always to preserve as much life as possible through shrewd action.

At times it comes down to blood, but only when all other avenues have been exhausted. However, should it come to that, Iron Key operatives strike hard, with utmost precision and swiftness. The key target will be eliminated, and a signal given that halts the conflict. Gates are opened, and the situation is resolved peacefully, once volatile parties are dealt with.

Mother Muhima *(p.44)* is an expert at getting people to see sense and appreciate the importance of peace. She has been known to accompany infiltration teams as a negotiator, and is especially effective when the enemy leader is known to be of a religious bent.

With years of infiltration experience behind him, Wyatt Hemlocke *(p.62)* is a valued addition to The Iron Key, though his maverick tendencies lead some to have reservations about his inclusion on sensitive missions.

Having had years of experience blending between different personas, Rosalind Barzetti *(p.112)*—or, more accurately, one of her characters—sometimes advises guild members on the finer points of disguise, though she rarely accompanies them on missions due to her role as a bodyguard.

While he would likely not risk his cover by directly involving himself in missions, information provided by Zev Klamka *(p.124)* can prove vital to reducing casualties, a cause he staunchly supports.

The Reclaimers

War turns to chaos quickly. Early on in hostilities, when ink is still drying on the battleplans, there can be room for courtesy; lines of communication allow for exchange of hostages, and for the proper burial of the fallen. As conflict drags on, and ill-



feeling builds, these little niceties between belligerents lessen, and antagonism only grows as a result.

The Reclaimers aim to lessen the burden of this to those back home. They comb battlefields for important relics and heirlooms and ensure they are returned to their proper families and, in some cases, gather bodies to return to their homeland (though it is more common for them to observe the appropriate rights and rituals closer to the place of death, except in cases of nobility or royalty).

Dealing as they do with death, grief, and legacy, The Reclaimers have a somewhat macabre reputation, with a rueful few seeing them as bearers of ill news (which, in most cases, they are), or a bad omen altogether. Most see them as well-meaning souls burdened with a difficult and morose profession and are respectful and even reverential, perhaps tinged with a little pity. Still though, The Reclaimers are usually not a welcome sight.

Sylas *(p.180)* has a somewhat tense relationship with The Reclaimers. For his part, he is keen to remain one step ahead of them in his search for the best pickings, and for theirs, he is a thorn in their side, often swooping in before them to claim an important item before they can appear on the scene. It is not uncommon to see some begrudging representative of the guild browsing Sylas' wares and, though his prices to 'fellow businessmen' are reduced, he charges nonetheless.

The Thunder of Heaven

Evil would have its opponents believe it is an indomitable force that will crash over all and snuff out any resistance. It thrives on the acceptance of this lie by those it marches against. Such is the reason for the existence of The Thunder of Heaven.

The Thunder of Heaven, sometimes simply called 'The Thunder', is a guild of the brave, valorous and above all, the righteous, standing as shining examples for all who look to them. Unlike most mercenary companies, The Thunder fights without thought of reward, save what is needed to support the guild and its members. Their reward is seeing justice done and good prevail.

Prior to joining, a prospective member must be sponsored by a ranking member of The Thunder and declare a specialization. They relinquish claims to all worldly things, providing their resources to the guild. After undergoing a vigil, overseen by their sponsor, they are sworn in.

Upon acceptance into The Thunder of Heaven, a new member is given a pristine white tabard bearing golden streaks of light descending downward, a pair of great outstretched wings superimposed over the light. They are outfitted with all the equipment needed for their declared specialization and assigned to a unit.

While the members are free to pray to whatever gods they will, or none at all, there is undoubtedly a near-religious fervor to their commitment to the cause. Whether literally or figuratively, many of them worship the very idea of goodness, and they are open and accepting of any who do the same.

When taking the field, they are heralded by the thunder of the massive guild drums. The guild drummers, called Thunderers, stand upon raised platforms and beat a rhythm that rolls out across the field. This is joined by the heavy cavalry and the stomping cadence of the shield-bearers. External units comprised of specialists such as sappers, crossbowmen, and berserkers are deployed as support at opportune times, and there are even small squads of scouts and guerilla warfare experts who are entrusted with any delicate work.

Kimbur Dawn *(p.32)* is happy to lend her mace to a just cause and, having seen so in her dreams, she knows that The Thunder are nothing if not just.

Liam *(p.38)* is seeking enrolment in The Thunder, but first must prove his valor to a prospective sponsor. Given his difficulty gaining the respect of his condescending peers, it may be a long and frustrating road for him.



Good Aligned Characters

If you're looking for an ally, patron, or temporary party member, this chapter contains a selection of soldiers, warriors, and supporting characters fighting for righteous causes. Use this table to select a character at random.

d10	Name	Class	Alignment	Background	Occupation	Page
1	Alma Cropley	Fighter	Neutral Good	Soldier	Infantry	8
2	Arnor	Barbarian/Ranger	Neutral Good	Outlander	Sellsword	14
3	Gael Amaenya-Kellock	Fighter	Lawful Good	Outlander	Squire	20
4	Kameron	Barbarian/Monk	Neutral Good	Outlander	Soldier	26
5	Kimbur Dawn	Cleric	Lawful Good	Acolyte	Prophet	32
6	Liam the Lionheart	Fighter	Lawful Good	Folk Hero	Knight	38
7	Mother Muhima	Paladin	Lawful Good	Acolyte	Traveling Priest	44
8	Myrna Octavian	Fighter	Lawful Good	Guild Artisan	Field Medic	50
9	Private Bowlde	Fighter	Lawful Good	Folk Hero	Cook	56
10	Wyatt Hemlocke	Ranger	Chaotic Good	Folk Hero	Scout	62

Alma Cropley

Medium humanoid (stout halfling), neutral good

Class Fighter 1
Background Soldier
Occupation Infantry
Armor Class 19 (chainmail, shield)
Hit Points 12 (1d10 + 2)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	11 (+0)	13 (+1)	9 (–1)

Saving Throws Strength +4, Constitution +4
Skills Athletics +4, History +2, Insight +3, Intimidation +1;
Tools dice, land vehicles
Damage Resistances poison
Senses passive Perception 11
Languages Common, Halfling
Challenge 1 (200 XP)

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

Fighting Style (Defense). Alma adds +1 to her AC when wearing armor (included in her stat block).

Halfling Nimbleness. Alma can move through a space occupied by a creature that is larger than her.

Lucky. If Alma rolls a 1 on an attack roll, ability check, or saving throw, she can reroll the die and must take the new result.

Military Rank. Alma is a veteran with years of experience. Soldiers loyal to her organization recognize this history.

Second Wind (Recharges after a Short or Long Rest). On her turn, Alma can use a bonus action to regain 1d10 + 1 hit points.

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



Actions

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

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) damage if used with two hands.

Overview

Alma joined the army so her sister wouldn't have to. Well, that and seeing Lim Cooper in (and out of) his uniform. It seemed a little thing at the time. An old story, all in past tense, and all the characters dead. Nothing remains of it now but Alma.

Her long history of service has lent many near-legendary accomplishments to her name; her joining a battle when all seemed lost to snatch victory from the jaws of defeat, or her returning, bruised and bloodied yet alive, from an impossible mission. Alma hates these stories, and most know better than to bring them up in her earshot (though that doesn't stop the awed whispers behind her back).

As far as she is concerned, however, Alma is just another soldier; one lucky (or unlucky) enough to have survived well past anyone's reasonable expectations and with no greater purpose now than trying to make sure she dies doing something useful.

Alma has been fighting for so long she barely remembers anything else, and certainly has no good reason to stop; what is there to go back to?

Personality Traits

"I've been a soldier all my life and I know my trade; didn't get this old by accident." Alma is embittered by her previous experiences, but plays this up somewhat to project a wall between herself and others (partly so she doesn't lose any more friends, partly because she feels she's earned a bit of peace and quiet).

Ideals

"If I can take a blade in the ribs so some clod back home doesn't have to, well, it'll have been worth it." Alma sees her own life as of little worth in the grand scheme of things, and is more than willing to put herself in harm's way for others (though she would claim she does so because anyone else would mess it up).

Bonds

"You're not as useless as the others, new-blood, don't get too big for your britches now." Though she would never admit it, Alma does take a shine to promising new recruits and will watch out for them from a distance.

Flaws

"Why me?" Masked by her ornery nature, Alma feels a deep sense of guilt from her long survival; by what right does she survive when so many others have died?

Roleplaying Alma

Alma has a reputation as a crotchety old battleaxe and does little to disprove it; in fact, she rather enjoys the privacy it affords her. Beneath this tough exterior, however, she has a noble spirit, and sees other people's safety as of far more worth than her own life.

"Soldiering's a job for young men, and when they all get themselves killed, I'm the one that's left."

Weapons, Armor & Items

Battleaxe, 3 spears, chainmail*, shield, battle blinders, gambling dice, 2 gp, 12 sp

*While wearing this armor, Alma has disadvantage on Dexterity (Stealth) checks

Alma Cropley (Level 4)

Medium humanoid (stout halfling), neutral good

Class Fighter 4
Background Soldier
Occupation Infantry

Armor Class 19 (chainmail, shield)
Hit Points 36 (4d10 + 8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	11 (+0)	13 (+1)	9 (−1)

Saving Throws Strength +5, Constitution +4
Skills Athletics +5, History +2, Insight +3, Intimidation +1;
Tools dice, land vehicles
Damage Resistances poison
Senses passive Perception 11
Languages Common, Halfling
Challenge 2 (450 XP)

Action Surge (Recharges after a Short or Long Rest). On her turn, Alma can take an additional action on top of her normal action and possible bonus action.

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

Fighting Style (Defense). Alma adds +1 to her AC when wearing armor (included in her stat block).

Halfling Nimbleness. Alma can move through a space occupied by a creature that is larger than her.

Improved Critical. Alma scores critical hits on rolls of 19 and 20.

Lucky. If Alma rolls a 1 on an attack roll, ability check, or saving throw, she can reroll the die and must take the new result.

Military Rank. Alma is a veteran with years of experience. Soldiers loyal to her organization recognize this history.

Second Wind (Recharges after a Short or Long Rest). On her turn, Alma can use a bonus action to regain 1d10 + 4 hit points.

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

Actions

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) damage if used with two hands.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) damage if used with two hands.

Weapons, Armor & Items

Battleaxe, 3 spears, chainmail*, shield, battle blinders, gambling dice, 12 gp, 30 sp

*While wearing this armor, Alma has disadvantage on Dexterity (Stealth) checks

An Eye For Talent

"You swing like a gnat's fart. Put your hips into it."

The beanpole of a girl turned from her sparring partner at the comment, tucking a strand of her absurdly curly hair behind a pointed ear that betrayed some elven blood. *And a mule at that.*

Alma grunted, and the pair returned to their drills. She'd been watching these new recruits train for some time; the mule girl's technique was fair, but she was too preoccupied with those beside her, checking to see if they were keeping up, or keeping safe. It reminded her of a young woman she used to know, back when she had both eyes, training with Lim Cooper, Alney, and the rest. *So young.*

Alma knew the blow was coming well before it happened. Some fool boy, barely of-age, a row further from her, had gotten himself knocked off his feet, and his opponent was stepping forward to teach him why that was a bad idea. The beanpole was barrelling bodily forward, out of formation, to take the blow for the cowering whelp, defensive stance forgotten.

Idiot girl. Not a thought in her head. She'd been an idiot girl too, and now she was an idiot old woman and on her own. Alma's knees complained at the burst of speed (gods, when had she let herself get so *old*?), but she caught the blunted sword in the hook of her axe before it connected and, with a twist of her wrist, it clattered across the yard. She spun in place and turned on the hero.

"What do you think you're playing at?!"

The girl was rake-thin, yet to grow into her tall, awkward frame. She was still braced for the blow which never came, and looked down, confused. "I was-"

"You were protecting your friend, was that it?"

She nodded. *Was I that naïve when I began?*

"By getting yourself killed?"

"If I need to. My da' always said-"

"I don't care what dung your da' filled your head with. He some dead fool too?" She didn't wait for a response, but pointed to the boy on the ground. "What happens to him if you get yourself killed? Or him? Or her? Dead, and all because you wanted to be a hero and throw yourself on a sword."

"Sacrifice is part of war."

"It's only sacrifice if it means something, girl. If you make them pay for it. If you're going to die, you make damn sure you take them with you. You can die when your friends are safe."

She paused. *Lim wasn't safe. Alney, Gorrig, Sken, all of them gone. Old fool*, she thought, *you can't even die right.*

"Use this," she clanged the girl's shield with the flat of her axe. "Use this," she tapped the girl's forehead. "And work on your sword arm. You won't last long with gnat farts."

Alma Cropley (Level 8)

Medium humanoid (stout halfling), neutral good

Class Fighter 8
Background Soldier
Occupation Infantry
Armor Class 19 (chainmail, shield)
Hit Points 76 (8d10 + 24)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	11 (+0)	14 (+2)	9 (−1)

Saving Throws Strength +7, Constitution +6
Skills Athletics +7, History +3, Insight +5, Intimidation +2;
Tools dice, land vehicles
Damage Resistances poison
Senses passive Perception 12
Languages Common, Halfling
Challenge 4 (1,100 XP)

Action Surge (Recharges after a Short or Long Rest). On her turn, Alma can take an additional action on top of her normal action and possible bonus action.

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

Fighting Style (Defense). Alma adds +1 to her AC when wearing armor (included in her stat block).

Halfling Nimbleness. Alma can move through a space occupied by a creature that is larger than her.

Improved Critical. Alma scores critical hits on rolls of 19 and 20.

Lucky. If Alma rolls a 1 on an attack roll, ability check, or saving throw, she can reroll the die and must take the new result.

Military Rank. Alma is a veteran with years of experience. Soldiers loyal to her organization recognize this history.

Remarkable Athlete. Alma can add half her proficiency bonus (+2) to any Strength, Dexterity, or Constitution check that doesn't already use her proficiency bonus. Additionally, the distance Alma covers with a running long jump increases by 4 feet.

Second Wind (Recharges after a Short or Long Rest). On her turn, Alma can use a bonus action to regain 1d10 + 8 hit points.

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

Actions

Multiattack. Alma makes two weapon attacks.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) damage if used with two hands.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) damage if used with two hands.

Weapons, Armor & Items

Battleaxe, 3 spears, chainmail*, shield, battle blinders, gambling dice, 45 gp, 30 sp

*While wearing this armor, Alma has disadvantage on Dexterity (Stealth) checks

Alma in your Game

Alma is unlikely to make the first move to approach the party, and will likely reply with some barbed comment should they attempt to ingratiate themselves with her. Should she see promise in a party member (if they are idealistic and selfless, like a certain young halfling recruit from years past), she may try to guide and advise them, in her own grumpy way, towards being a better soldier, shedding some of their loftier ideals, but retaining their core goodness in an imperfect world.

In a military setting, the party is likely to hear of Alma's reputation, as there is nothing soldiers around her like to discuss more than her legendary deeds (though most are smart enough to keep quiet when she's around); a few of her tales might have filtered through to the civilian population, though many would be surprised to learn the hero of the tales is an old halfling woman.

Quest Hook: An old foe has resurfaced, and high command needs the advice and services of someone with decades of martial experience who has faced them before; they need Alma. Unfortunately, Alma is currently deep in enemy territory on a covert mission and, even if she can be found, is loathe to leave the job unfinished, especially just to hobnob with the stuffed doublets of high command. Will the party help her complete her mission, or can they convince her to put her pride aside and help the greater good?

Alma Cropley (Level 12)

Medium humanoid (stout halfling), neutral good

Class Fighter 12
Background Soldier
Occupation Infantry
Armor Class 20 (splint, shield)
Hit Points 102 (12d10 + 36)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	16 (+3)	11 (+0)	14 (+2)	9 (−1)

Saving Throws Strength +9, Constitution +7
Skills Athletics +9, History +4, Insight +6, Intimidation +3;
Tools dice, land vehicles
Damage Resistances poison
Senses passive Perception 12
Languages Common, Halfling
Challenge 6 (2,300 XP)

Action Surge (Recharges after a Short or Long Rest). On her turn, Alma can take an additional action on top of her normal action and possible bonus action.

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

Fighting Style (Defense). Alma adds +1 to her AC when wearing armor (included in her stat block).

Halfling Nimbleness. Alma can move through a space occupied by a creature that is larger than her.

Improved Critical. Alma scores critical hits on rolls of 19 and 20.

Indomitable (1/day). Alma can reroll a failed saving throw.

Lucky. If Alma rolls a 1 on an attack roll, ability check, or saving throw, she can reroll the die and must take the new result.

Military Rank. Alma is a veteran with years of experience. Soldiers loyal to her organization recognize this history.

Remarkable Athlete. Alma can add half her proficiency bonus (+2) to any Strength, Dexterity, or Constitution check that doesn't already use her proficiency bonus. Additionally, the distance Alma covers with a running long jump increases by 5 feet.

Second Wind (Recharges after a Short or Long Rest). On her turn, Alma can use a bonus action to regain 1d10 + 12 hit points.

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

Actions

Multiattack. Alma makes three weapon attacks.

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

Spear. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, or 9 (1d8 + 5) damage if used with two hands.

Reactions

Protection. When a creature Alma can see attacks a target other than her within 5 feet, she can impose disadvantage on the attack roll. Alma must be wielding a shield.

Weapons, Armor & Items

Battleaxe, 3 spears, splint armor*, shield, battle blinders, gambling dice, 115 gp, 80 sp

*While wearing this armor, Alma has disadvantage on Dexterity (Stealth) checks

Sergeant says I should write it all down. Says it will help. Somehow.

When I joined up, I was dumb as a post and drunk on stories. Then I was lucky, and all my friends weren't, and some fools called that bravery. Then I was old.

The end.

Very helpful.

Alma Cropley (Level 16)

Medium humanoid (stout halfling), neutral good

Class Fighter 16
Background Soldier
Occupation Infantry
Armor Class 20 (splint, shield)
Hit Points 180 (16d10 + 80)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	11 (+0)	14 (+2)	9 (–1)

Saving Throws Strength +10, Constitution +10
Skills Athletics +10, History +5, Insight +7, Intimidation +4;
Tools dice, land vehicles
Damage Resistances poison
Senses passive Perception 12
Languages Common, Halfling
Challenge 9 (5,000 XP)

Action Surge (Recharges after a Short or Long Rest). On her turn, Alma can take an additional action on top of her normal action and possible bonus action.

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

Fighting Style (Defense). Alma adds +1 to her AC when wearing armor (included in her stat block).

Halfling Nimbleness. Alma can move through a space occupied by a creature that is larger than her.

Indomitable (2/day). Alma can reroll a failed saving throw.

Lucky. If Alma rolls a 1 on an attack roll, ability check, or saving throw, she can reroll the die and must take the new result.

Military Rank. Alma is a veteran with years of experience. Soldiers loyal to her organization recognize this history.

Remarkable Athlete. Alma can add half her proficiency bonus (+3) to any Strength, Dexterity, or Constitution check that doesn't already use her proficiency bonus. Additionally, the distance Alma covers with a running long jump increases by 5 feet.

Second Wind (Recharges after a Short or Long Rest). On her turn, Alma can use a bonus action to regain 1d10 + 16 hit points.

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

Superior Critical. Alma scores critical hits on rolls of 18 – 20.

Actions

Multiattack. Alma makes three weapon attacks.

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

Spear. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, or 9 (1d8 + 5) damage if used with two hands.

Reactions

Protection. When a creature Alma can see attacks a target other than her within 5 feet, she can impose disadvantage on the attack roll. Alma must be wielding a shield.

Weapons, Armor & Items

Battleaxe, 3 spears, splint armor*, shield, battle blinders, gambling dice, 170 gp, 180 sp

*While wearing this armor, Alma has disadvantage on Dexterity (Stealth) checks

Alma Cropley (Level 20)

Medium humanoid (stout halfling), neutral good

Class Fighter 20
Background Soldier
Occupation Infantry
Armor Class 21 (plate, shield)
Hit Points 224 (20d10 + 100)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	11 (+0)	16 (+3)	9 (–1)

Saving Throws Strength +11, Constitution +11
Skills Athletics +11, History +6, Insight +9, Intimidation +5;
Tools dice, land vehicles
Damage Resistances poison
Senses passive Perception 13
Languages Common, Halfling
Challenge 10 (5,900 XP)

Action Surge (2/day; Recharges after a Short or Long Rest). On her turn, Alma can take an additional action on top of her normal action and possible bonus action.

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

Fighting Style (Defense). Alma adds +1 to her AC when wearing armor (included in her stat block).

Halfling Nimbleness. Alma can move through a space occupied by a creature that is larger than her.

Indomitable (3/day). Alma can reroll a failed saving throw.

Lucky. If Alma rolls a 1 on an attack roll, ability check, or saving throw, she can reroll the die and must take the new result.

Military Rank. Alma is a veteran with years of experience. Soldiers loyal to her organization recognize this history.

Remarkable Athlete. Alma can add half her proficiency bonus (+3) to any Strength, Dexterity, or Constitution check that doesn't already use her proficiency bonus. Additionally, the distance Alma covers with a running long jump increases by 5 feet.

Second Wind (Recharges after a Short or Long Rest). On her turn, Alma can use a bonus action to regain 1d10 + 20 hit points.

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

Superior Critical. Alma scores critical hits on rolls of 18 – 20.

Survivor. At the beginning of each of her turns, if Alma has 112 or fewer hit points, she regains 10 hit points. She does not gain this benefit if she has 0 hit points.

Actions

Multiattack. Alma makes four weapon attacks.

Battleaxe. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) damage if used with two hands.

Spear. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, or 9 (1d8 + 5) damage if used with two hands.

Reactions

Protection. When a creature Alma can see attacks a target other than her within 5 feet, she can impose disadvantage on the attack roll. Alma must be wielding a shield.

Weapons, Armor & Items

Battleaxe, 3 spears, plate armor*, shield, battle blinders, gambling dice, 270 gp, 300 sp

*While wearing this armor, Alma has disadvantage on Dexterity (Stealth) checks

Arnor

Medium humanoid (human), neutral good

Class Barbarian 1
Background Outlander
Occupation Sellsword
Armor Class 14 (unarmored)
Hit Points 14 (1d12 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	9 (–1)	13 (+1)	10 (+0)

Saving Throws Strength +5, Constitution +4
Skills Animal Handling +3, Athletics +5, Perception +3, Survival +3; **Tools** flute
Senses passive Perception 13
Languages Common, Dwarvish, Elvish
Challenge 1/2 (100 XP)

Rage (2/day). On his turn, Arnor can enter a rage as a bonus action. He gains advantage on Strength checks and Strength saving throws, a +2 bonus to damage when making Strength based melee attacks, and resistance to bludgeoning, piercing, and slashing damage. Rage lasts for 1 minute; it ends early if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. He can also choose to end his rage early as a bonus action.

Wanderer. Arnor can find enough food and water for himself and 5 others in the wilderness, provided the area is adequately stocked. Additionally, he always recalls the general layout of the area around him.

Actions

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5ft, one creature. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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



Overview

On the first day of war, the day his father was slain by a rival clan, Arnor came into the world. The elders saw this as an auspice; proof the chief's spirit lived on, that great things lay in the child's future. By age seven, his people were defeated. In the search for hostages to prevent reprisals, Arnor the 'child of destiny' was eagerly taken with the rest of the spoils.

He grew up among strangers, enemies who hated him for what he was (or represented), grudgingly obliged to treat him well. Word of mistreatment or injury would surely spiral into further conflict neither tribe could afford. He had but one friend, the only daughter of the chief, Ela. Her four elder brothers did not take kindly to their friendship, innocent though it was.

Unable to defend himself for fear of giving his captors license to harm his people, yet loath to speak out and give his tormentors the satisfaction of running to their father, Arnor felt a prisoner. This inner conflict was truly tested the day the raiders came.

When the fighting started, Arnor knew not what to do; defend those who hated him but had become his surrogate family, or join the marauders for a chance at a better future? Arnor did neither; stopping only to coax a fire towards his hut with hope of convincing the victors he had perished, Arnor fled.

Unable to return to his own people, and lacking purpose, Arnor wandered from village to village; settlements of children and farmhands unequipped to deal with the kind of pillaging he'd experienced not once, but twice. Ideally, these peaceful folk would never see combat but, if they did, Armor would ensure they had a chance. Now, he drills villagers young and old, with the faintest of hopes that no more children will become prisoners of war.

Personality Traits

"Pay no mind to me, you keep working on that swing." Arnor rarely shares his past, due to both personal distaste and fear of reprisals against his family should it come to light he lives. He is encouraging of others, and works hard to make people feel appreciated.

Ideals

"Look after yourselves; no one else will." Arnor deplores warfare, but if bandits think twice about attacking a settlement and the children can grow up in peace, he will put a sword in every hand.

Bonds

"She was the only bit of goodness in that place." Arnor's isolation has led to difficulties forming relationships, so he still places a great amount of importance on his lost friendship with Ela, wondering often what became of her.

Flaws

"The seers had grand plans for me; look how that turned out." Arnor has no direction or end-goal in mind; having grown up being told what to do and knowing that anything can happen that might shatter any plans, he sees no great point in having ambitions.

Roleplaying Arnor

Arnor has a good heart, but has grown up not belonging, surrounded by enemies and strangers. He is able to keep to his own company happily enough but, when he does interact with others, he is liable to be taken aback at the slightest positive comment, these having been so rare in his past.

Arnor is strong and capable but will always try and de-escalate a situation that might result in combat, especially if there are non-combatants in the immediate area. If possible, he will draw potential threats away from where they might do additional harm, using his knowledge of the wilds.

"You can do better than that! You're not chopping wood; a man will defend himself!"

Weapons, Armor & Items

Longsword, longbow, 20 arrows, travelling cloak, totem of the chosen, 21 cp

Arnor (Level 4)

Medium humanoid (human), neutral good

Class Barbarian 3/ Ranger 1
Background Outlander
Occupation Sellsword

Armor Class 14 (unarmored)
Hit Points 40 (3d12 + 1d10 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	9 (–1)	13 (+1)	10 (+0)

Saving Throws Strength +5, Constitution +4
Skills Animal Handling +3, Athletics +5, Nature +3, Perception +3, Survival +3; **Tools** flute
Senses passive Perception 13
Languages Common, Dwarvish, Elvish
Challenge 1 (200 XP)

Rage (3/day). On his turn, Arnor can enter a rage as a bonus action. He gains advantage on Strength checks and Strength saving throws, a +2 bonus to damage when making Strength based melee attacks, and resistance to bludgeoning, piercing, and slashing damage. Rage lasts for 1 minute; it ends early if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. He can also choose to end his rage early as a bonus action.

Danger Sense. Arnor has advantage on Dexterity saving throws against effects he can see, such as traps and spells, as long as he is not blinded, deafened, or incapacitated.

Frenzy. When raging, Arnor can make a single melee weapon attack on each of his turns as a bonus action. When his rage ends, he suffers one level of exhaustion.

Reckless Attack. When making his first attack on his turn, Arnor may choose to attack recklessly, giving him advantage on all Strength-based attacks during his turn, but granting advantage to all attacks made against him until his next turn.

Favored Enemy (Elves, Humans). Arnor has advantage on survival checks made when tracking his favored enemies, as well as advantage on Intelligence checks to recall information about them.

Natural Explorer (Grassland). Arnor is adept at traversing his favored terrain and doubles his proficiency bonus (+4) when making Intelligence or Wisdom checks about such areas. In favored terrain, difficult terrain doesn't slow his group's travel, his group can't get lost except by magical means, he can engage in another activity such as foraging or tracking and remain alert to danger, he can move stealthily at a normal pace if traveling alone, finds twice as much food as normal while foraging and, when tracking other creatures, he learns their exact number, sizes, and how long ago they passed through the area.

Wanderer. Arnor can find enough food and water for himself and 5 others in the wilderness, provided the area is adequately stocked. Additionally, he always recalls the general layout of the area around him.

Actions

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5ft, one creature. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

Weapons, Armor & Items

Longsword, longbow, 20 arrows, travelling cloak, totem of the chosen, 17 sp, 21 cp

Call to Arms

Arnor had managed to barter for the bowl of anemic stew with a rabbit and was starting to rue the trade. There were a few chunks of what he thought might be squirrel, but war was tightening everyone's belts, and he had no coin, so he couldn't complain. Child of destiny; was this what they had in mind?

The mood in the inn was sullen. A few harried traders muttering to each other as they drank, a couple of their guards dicing in the corner, and a ratty-looking minstrel disinterestedly tuning up.

"Another one?"

"Aye, burned to the ground. Some folk carted off, the rest cut down or hanged. Maybe a few fled, but who knows? Nasty business. Used to trade with them whenever I passed by this way; pelts for bits and bobs of iron."

"Who was it? Orcs?"

"Carrion Company," he replied darkly. "Fel Kade and his mongrels."

Arnor had heard the name more and more recently. A band of rabid deserters and desperate outlaws under the command of a monster. It was as if they were nipping at his heels, swallowing up village after defenseless village.

If someone could organize them just enough... Carrion Company were little more than bandits. Maybe a bloody nose would make them think twice next time...

"Did you see what they did at Queensbridge?"

"Hearing it was bad enough..."

He'd helped defend the tribe against bandits before; set traps, raised palisades, even taken command once when the chief's son was wounded, and that was with wood, stone, and iron. The villages would have steel, and gold...

"...men, women, even the dogs..."

They just needed a start. They were scared; they were the ones left behind when all the true fighters had left for the war, abandoned. *They just needed a direction. Like him.*

"...marching west, seems to me. Whitehill'll be next, mark my words."

"I'll do it," he announced to his tepid stew.

"What's that?" One trader turned, perplexed.

"How do I get to Whitehill from here?"

"Going to take on Fel Kade alone, is it?" the other laughed.

"No, not alone."

Arnor (Level 8)

Medium humanoid (human), neutral good

Class Barbarian 6/ Ranger 2
Background Outlander
Occupation Sellsword

Armor Class 17 (unarmored, shield)
Hit Points 83 (6d12 + 2d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	9 (–1)	13 (+1)	10 (+0)

Saving Throws Strength +7, Constitution +6
Skills Animal Handling +4, Athletics +7, Nature +4, Perception +4, Survival +4; **Tools** flute
Senses passive Perception 14
Languages Common, Dwarvish, Elvish
Challenge 3 (700 XP)

Rage (4/day). On his turn, Arnor can enter a rage as a bonus action. He gains advantage on Strength checks and Strength saving throws, a +2 bonus to damage when making Strength based melee attacks, and resistance to bludgeoning, piercing, and slashing damage. Rage lasts for 1 minute; it ends early if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. He can also choose to end his rage early as a bonus action.

Danger Sense. Arnor has advantage on Dexterity saving throws against effects he can see, such as traps and spells, as long as he is not blinded, deafened, or incapacitated.

Favored Enemy (Elves, Humans). Arnor has advantage on survival checks made when tracking his favored enemies, as well as advantage on Intelligence checks to recall information about them.

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Arnor deals +2 damage with that weapon (included in the attack).

Frenzy. When raging, Arnor can make a single melee weapon attack on each of his turns as a bonus action. When his rage ends, he suffers one level of exhaustion.

Mindless Rage. Arnor can't be charmed or frightened while raging. If he enters a rage while charmed or frightened, the effect is suspended for the duration of the rage.

Natural Explorer (Grassland). Arnor is adept at traversing his favored terrain and doubles his proficiency bonus (+6) when making Intelligence or Wisdom checks about such areas. In favored terrain, difficult terrain doesn't slow his group's travel, his group can't get lost except by magical means, he can engage in another activity such as foraging or tracking and remain alert to danger, he can move stealthily at a normal pace if traveling alone, finds twice as much food as normal while foraging and, when tracking other creatures, he learns their exact number, sizes, and how long ago they passed through the area.

Reckless Attack. When making his first attack on his turn, Arnor may choose to attack recklessly, giving him advantage on all Strength-based attacks during his turn, but granting advantage to all attacks made against him until his next turn.

Spellcasting. Arnor is a 1st-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He knows the following ranger spells:

1st level (2 slots): *hunter's mark, longstrider*

Wanderer. Arnor can find enough food and water for himself and 5 others in the wilderness, provided the area is adequately stocked. Additionally, he always recalls the general layout of the area around him.

Actions

Multiattack. Arnor makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5ft, one creature. *Hit:* 10 (1d8 + 6) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.

Weapons, Armor & Items

Longsword, longbow, 20 arrows, shield, travelling cloak, totem of the chosen, 30 sp, 34 cp

Arnor in your Game

Arnor is cagey about his past, and a little lost when it comes to the nuances of social interaction, but will be happy to speak to those who are clearly working to make the world a better place. He is most comfortable around those who, like himself, come from humble origins. Should the party require a guide through the war-torn wilds, Arnor may lend his services; he spends most of his time tracking through the wilderness from village to village, and is keen to avoid the notice of roving bands who might mean them harm.

Quest Hook: Arnor has received word from a nearby village who are being menaced by a band of deserters or renegade mercenaries (these could be Carrion Company *(p.130)*, led by Fel Kade *(p.144)*). The thugs will return soon in force, and Arnor needs extra help to organise the town's defences and train a militia. Will the party seek out the mercenaries for a pre-emptive strike, or lie in wait to surprise them as they return for more of the town's plunder?

Arnor (Level 12)

Medium humanoid (human), neutral good

Class Barbarian 9/ Ranger 3
Background Outlander
Occupation Sellsword

Armor Class 17 (unarmored, shield)
Hit Points 122 (9d12 + 3d10 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	9 (–1)	13 (+1)	10 (+0)

Saving Throws Strength +9, Constitution +7
Skills Animal Handling +5, Athletics +9, Nature +5, Perception +5, Survival +5; **Tools** flute
Senses passive Perception 15
Languages Common, Dwarvish, Elvish
Challenge 5 (1,800 XP)

Rage (4/day). On his turn, Arnor can enter a rage as a bonus action. He gains advantage on Strength checks and Strength saving throws, a +3 bonus to damage when making Strength based melee attacks, and resistance to bludgeoning, piercing, and slashing damage. Rage lasts for 1 minute; it ends early if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. He can also choose to end his rage early as a bonus action.

Brutal Critical. When Arnor scores a critical hit with a melee weapon, he may roll one additional weapon damage die when determining the extra damage.

Colossus Slayer (1/turn). When Arnor deals damage to a creature that is below its hit point maximum, he can deal an additional 1d8 damage.

Danger Sense. Arnor has advantage on Dexterity saving throws against effects he can see, such as traps and spells, as long as he is not blinded, deafened, or incapacitated.

Favored Enemy (Elves, Humans). Arnor has advantage on survival checks made when tracking his favored enemies, as well as advantage on Intelligence checks to recall information about them.

Feral Instinct. Arnor has advantage on initiative rolls. In addition, if he is surprised at the beginning of combat and isn't incapacitated, he may act normally during his first turn but only if he enters a rage before doing anything else.

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Arnor deals +2 damage with that weapon (included in the attack).

Frenzy. When raging, Arnor can make a single melee weapon attack on each of his turns as a bonus action. When his rage ends, he suffers one level of exhaustion.

Mindless Rage. Arnor can't be charmed or frightened while raging. If he enters a rage while charmed or frightened, the effect is suspended for the duration of the rage.

Natural Explorer (Grassland). Arnor is adept at traversing his favored terrain and doubles his proficiency bonus (+8) when making Intelligence or Wisdom checks about such areas. In favored terrain, difficult terrain doesn't slow his group's travel, his group can't get lost except by magical means, he can engage in another activity such as foraging or tracking and remain alert to danger, he can move stealthily at a normal pace if traveling alone, finds twice as much food as normal while foraging and, when tracking other creatures, he learns their exact number, sizes, and how long ago they passed through the area.

Reckless Attack. When making his first attack on his turn, Arnor may choose to attack recklessly, giving him advantage on all Strength-based attacks during his turn, but granting advantage to all attacks made against him until his next turn.

Spellcasting. Arnor is a 1st-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He knows the following ranger spells:

1st level (3 slots): *hunter's mark, jump, longstrider*

Wanderer. Arnor can find enough food and water for himself and 5 others in the wilderness, provided the area is adequately stocked. Additionally, he always recalls the general layout of the area around him.

Actions

Multiattack. Arnor makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5ft, one creature. *Hit:* 11 (1d8 + 7) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

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

Primeval Awareness. Arnor may expend one ranger spell slot to focus on the region around him. For 1 minute per level of the spell slot expended, he can sense whether there are any aberrations, celestials, dragons, elementals, fey, fiends or undead within a mile of his current location, or within 6 miles if Arnor is in grassland.

Weapons, Armor & Items

Longsword, longbow, 20 arrows, shield, travelling cloak, totem of the chosen, 80 sp, 34 cp

Arnor (Level 16)

Medium humanoid (human), neutral good

Class Barbarian 13/ Ranger 3
Background Outlander
Occupation Sellsword

Armor Class 18 (unarmored, shield)
Hit Points 158 (13d12 + 3d10 + 64)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	9 (–1)	13 (+1)	10 (+0)

Saving Throws Strength +10, Constitution +9
Skills Animal Handling +6, Athletics +10, Nature +6, Perception +6, Survival +6; **Tools** flute
Senses passive Perception 16
Languages Common, Dwarvish, Elvish
Challenge 7 (2,900 XP)

Rage (5/day). On his turn, Arnor can enter a rage as a bonus action. He gains advantage on Strength checks and Strength saving throws, a +3 bonus to damage when making Strength based melee attacks, and resistance to bludgeoning, piercing, and slashing damage. Rage lasts for 1 minute; it ends early if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. He can also choose to end his rage early as a bonus action.

Brutal Critical. When Arnor scores a critical hit with a melee weapon, he may roll two additional weapon damage dice when determining the extra damage.

Colossus Slayer (1/turn). When Arnor deals damage to a creature that is below its hit point maximum, he can deal an additional 1d8 damage.

Danger Sense. Arnor has advantage on Dexterity saving throws against effects he can see, such as traps and spells, as long as he is not blinded, deafened, or incapacitated.

Favored Enemy (Elves, Humans). Arnor has advantage on survival checks made when tracking his favored enemies, as well as advantage on Intelligence checks to recall information about them.

Feral Instinct. Arnor has advantage on initiative rolls. In addition, if he is surprised at the beginning of combat and isn't incapacitated, he may act normally during his first turn but only if he enters a rage before doing anything else.

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Arnor deals +2 damage with that weapon (included in the attack).

Frenzy. When raging, Arnor can make a single melee weapon attack on each of his turns as a bonus action. When his rage ends, he suffers one level of exhaustion.

Mindless Rage. Arnor can't be charmed or frightened while raging. If he enters a rage while charmed or frightened, the effect is suspended for the duration of the rage.

Natural Explorer (Grassland). Arnor is adept at traversing his favored terrain and doubles his proficiency bonus (+10) when making Intelligence or Wisdom checks about such areas. In favored terrain, difficult terrain doesn't slow his group's travel, his group can't get lost except by magical means, he can engage in another activity such as foraging or tracking and remain alert to danger, he can move stealthily at a normal pace if traveling alone, finds twice as much food as normal while foraging and, when tracking other creatures, he learns their exact number, sizes, and how long ago they passed through the area.

Reckless Attack. When making his first attack on his turn, Arnor may choose to attack recklessly, giving him advantage on all Strength-based attacks during his turn, but granting advantage to all attacks made against him until his next turn.

Relentless Rage. If Arnor drops to 0 hit points while raging and doesn't die outright, he can make a DC 10 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 long or short rest the DC resets to 10.

Spellcasting. Arnor is a 1st-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He knows the following ranger spells:

1st level (3 slots): *hunter's mark, jump, longstrider*

Wanderer. Arnor can find enough food and water for himself and 5 others in the wilderness, provided the area is adequately stocked. Additionally, he always recalls the general layout of the area around him.

Actions

Multiattack. Arnor makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5ft, one creature. *Hit:* 11 (1d8 + 7) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

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

Intimidating Presence. Arnor can attempt to frighten one creature within 30 feet that can see or hear him. That creature must succeed on a Wisdom saving throw (DC 13) or be frightened until the end of Arnor's next turn. He can use his action to extend this condition. The creature stops being frightened if it ends its turn out of line of sight or more than 60 feet away from Arnor. If it succeeds on its saving throw, Arnor cannot use this feature on that creature again for 24 hours.

Primeval Awareness. Arnor may expend one ranger spell slot to focus on the region around him. For 1 minute per level of the spell slot expended, he can sense whether there are any aberrations, celestials, dragons, elementals, fey, fiends or undead within a mile of his current location, or within 6 miles if Arnor is in grassland.

Weapons, Armor & Items

Longsword, longbow, 20 arrows, shield, travelling cloak, totem of the chosen, 25 gp, 80 sp, 34 cp

Arnor (Level 20)

Medium humanoid (human), neutral good

Class Barbarian 17/ Ranger 3
Background Outlander
Occupation Sellsword

Armor Class 19 (unarmored, shield)
Hit Points 218 (17d12 + 3d10 + 100)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	9 (–1)	13 (+1)	10 (+0)

Saving Throws Strength +11, Constitution +11
Skills Animal Handling +7, Athletics +11, Nature +7, Perception +7, Survival +7; **Tools** flute
Senses passive Perception 17
Languages Common, Dwarvish, Elvish
Challenge 10 (5,900 XP)

Rage (6/day). On his turn, Arnor can enter a rage as a bonus action. He gains advantage on Strength checks and Strength saving throws, a +4 bonus to damage when making Strength based melee attacks, and resistance to bludgeoning, piercing, and slashing damage. Rage lasts for 1 minute; he can choose to end his rage early as a bonus action.

Brutal Critical. When Arnor scores a critical hit with a melee weapon, he may roll three additional weapon damage dice when determining the extra damage.

Colossus Slayer (1/turn). When Arnor deals damage to a creature that is below its hit point maximum, he can deal an additional 1d8 damage.

Danger Sense. Arnor has advantage on Dexterity saving throws against effects he can see, such as traps and spells, as long as he is not blinded, deafened, or incapacitated.

Favored Enemy (Elves, Humans). Arnor has advantage on survival checks made when tracking his favored enemies, as well as advantage on Intelligence checks to recall information about them.

Feral Instinct. Arnor has advantage on initiative rolls. In addition, if he is surprised at the beginning of combat and isn't incapacitated, he may act normally during his first turn but only if he enters a rage before doing anything else.

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Arnor deals +2 damage with that weapon (included in the attack).

Frenzy. When raging, Arnor can make a single melee weapon attack on each of his turns as a bonus action. When his rage ends, he suffers one level of exhaustion.

Mindless Rage. Arnor can't be charmed or frightened while raging. If he enters a rage while charmed or frightened, the effect is suspended for the duration of the rage.

Natural Explorer (Grassland). Arnor is adept at traversing his favored terrain and doubles his proficiency bonus (+12) when making Intelligence or Wisdom checks about such areas. In favored terrain, difficult terrain doesn't slow his group's travel, his group can't get lost except by magical means, he can engage in another activity such as foraging or tracking and remain alert to danger, he can move stealthily at a normal pace if traveling alone, finds twice as much food as normal while foraging and, when tracking other creatures, he learns their exact number, sizes, and how long ago they passed through the area.

Reckless Attack. When making his first attack on his turn, Arnor may choose to attack recklessly, giving him advantage on all Strength-based attacks during his turn, but granting advantage to all attacks made against him until his next turn.

Relentless Rage. If Arnor drops to 0 hit points while raging and doesn't die outright, he can make a DC 10 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 long or short rest the DC resets to 10.

Spellcasting. Arnor is a 1st-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He knows the following ranger spells:

1st level (3 slots): *hunter's mark, jump, longstrider*

Wanderer. Arnor can find enough food and water for himself and 5 others in the wilderness, provided the area is adequately stocked. Additionally, he always recalls the general layout of the area around him.

Actions

Multiattack. Arnor makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5ft, one creature. *Hit:* 11 (1d8 + 7) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

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

Intimidating Presence. Arnor can attempt to frighten one creature within 30 feet that can see or hear him. That creature must succeed on a Wisdom saving throw (DC 13) or be frightened until the end of Arnor's next turn. He can use his action to extend this condition. The creature stops being frightened if it ends its turn out of line of sight or more than 60 feet away from Arnor. If it succeeds on its saving throw, Arnor cannot use this feature on that creature again for 24 hours.

Primeval Awareness. Arnor may expend one ranger spell slot to focus on the region around him. For 1 minute per level of the spell slot expended, he can sense whether there are any aberrations, celestials, dragons, elementals, fey, fiends or undead within a mile of his current location, or within 6 miles if Arnor is in grassland.

Reactions

Retaliation. When Arnor takes damage from a creature within 5 feet of him, he can make a melee attack against that creature.

Weapons, Armor & Items

Longsword, longbow, 20 arrows, shield, travelling cloak, totem of the chosen, 70 gp, 100 sp, 34 cp

Gael Amaenya-Kellock

Medium humanoid (half elf), lawful good

Class Fighter 1
Background Outlander
Occupation Squire
Armor Class 16 (breastplate)
Hit Points 10 (1d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	12 (+1)	9 (−1)	18 (+4)

Saving Throws Strength +2, Constitution +2
Skills Acrobatics +5, Animal Handling +1, Athletics +2, History +3, Persuasion +6, Survival +1; **Tools** fiddle
Senses darkvision 60 ft., passive Perception 9
Languages Common, Draconic, Dwarvish, Elvish
Challenge 1 (200 XP)

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

Fighting Style (Archery). Gael gains a +2 to attack rolls with ranged weapons (included in the attack).

Second Wind (Recharges after a Short or Long Rest). On her turn, Gael can use a bonus action to regain 1d10 + 1 hit points.

Wanderer. Gael can find enough food and water for herself and 5 others in the wilderness, provided the area is adequately stocked. Additionally, she always recalls the general layout of the area around her.



Actions

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

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

Overview

Raised on tales of her human father's valor, which went some way to divert her attention from the sidelong glances of her disapproving elven clan, Gael grew up with a longing to follow in his footsteps. It didn't matter that he was a simple foot soldier; in his daughter's eyes he was the bravest, strongest warrior to ever pick up a sword. When she was very young, his infrequent visits came to an end. That he had died a hero, set upon by dozens of foes was beyond doubt in Gael's mind. All she had ever wanted to do for as long as she could remember was to follow his path to war and glory.

As soon as she was old enough to enlist in the human army (too young, in her mother's eyes), Gael packed up her modest belongings and left behind all she had ever known. Using her father's name as a guide, she came to the unit of a Captain Kellock, and Gael quickly became acquainted with an uncle she had never known existed; the recently appointed commander of her father's old unit in need of a squire.

Captain Kellock was as surprised as anyone when a scrawny half-elf girl turned up in his barracks, but Gael's enthusiasm and openness quickly enamoured her to him and to the rest of the unit. In Gael, the soldiers saw their sisters, their daughters, their granddaughters, and her sweet and inquiring nature was obvious to all. She watched and listened and asked all the right questions until she made herself indispensable.

While her primary duties remain those of Captain Kellock's squire; the tending to his armor, weapons, and horse, the fetching of meals, and the carrying of messages, Gael has made herself a valued part of the unit, buoying flagging morale with her incorrigible positivity.

Personality Traits

"What's that you're doing? How can I help?" From the second Gael arrived in camp she has soaked up every tip and trick like a sponge. She is determined to be useful and has learned quickly.

Ideals

"I'll make my father proud." Gael has her father on a pedestal as a paragon of heroism and goodness. She dreams that her deeds will make her worthy of his name.

Bonds

"Right away, Captain." Gael is unswervingly loyal to her uncle, both as the brother of her beloved father, and as her commanding officer in the unit where she has finally found belonging.

Flaws

"Don't worry, I'm sure you meant well." Gael's optimism can border on the outright naive at times; she is quick to trust in potentially dangerous situations, and eager to see the good in everyone, which can make her easily manipulated by less scrupulous sorts.

Roleplaying Gael

Gael has a friendly word for everyone, and is genuinely excited to hear new stories or learn a new skill. She is eager to lend a helping hand where possible, and has a great sense of when to step in just before someone starts to struggle.

Gael hasn't the experience, the desire, or the stomach for frontline combat. She is handy with a bow after years of learning from the elven sharpshooters of her clan and shooting rabbits for supper in the woods.

"A soldier is only as good as the men beside him; that's what my dad used to say."

Weapons, Armor & Items

Rapier, longbow, 20 arrows, breastplate, Kellock's bones, 15 sp

Gael Amaenya-Kellock (Level 4)

Medium humanoid (half elf), lawful good

Class Fighter 4
Background Outlander
Occupation Squire
Armor Class 16 (breastplate)
Hit Points 28 (4d10)
Speed 30 ft.

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

Saving Throws Strength +2, Constitution +2
Skills Acrobatics +6, Animal Handling +1, Athletics +2, History +3, Persuasion +6, Survival +1; **Tools** fiddle
Senses darkvision 60 ft., passive Perception 9
Languages Common, Draconic, Dwarvish, Elvish
Challenge 2 (450 XP)

Action Surge (Recharges after a Short or Long Rest). On her turn, Gael can take an additional action on top of her normal action and possible bonus action.

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

Fighting Style (Archery). Gael gains a +2 to attack rolls with ranged weapons (included in the attack).

Improved Critical. Gael scores critical hits on rolls of 19 and 20.

Second Wind (Recharges after a Short or Long Rest). On her turn, Gael can use a bonus action to regain 1d10 + 4 hit points.

Wanderer. Gael can find enough food and water for herself and 5 others in the wilderness, provided the area is adequately stocked. Additionally, she always recalls the general layout of the area around her.

Actions

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Weapons, Armor & Items

Rapier, longbow, 20 arrows, breastplate, Kellock's bones, 3 gp, 30 sp

Songs and Heroes

'He fled, the foolish giant, and said "You're most unkind!
I'll be back for vengeance, Ander, once I've iced my sore behind!'

With a final, wailing instrumental flourish, the singer brought his performance to a close and the ramshackle inn erupted with cheers. The harried innkeep was struggling to keep up with orders from soldiers who had not thought to see that evening.

Her uncle was just her uncle this evening, with 'Captain Kellock' having earned a night off. As he weaved his way through the press for more drinks for the table, the singer sidled into his vacated seat.

"You're the captain's daughter, aren't you?"

"Niece," she corrected. "My father died a few years back. He's why I signed up."

"I'm sorry." The man picked up his ratty-feathered hat from the table, jingling the coppers he'd been tossed. "What say I get us a flagon of something and find somewhere quiet, and we drink to him?"

"My uncle is getting us drinks now," Gael smiled apologetically.

"Your father then," he ploughed on regardless. "Some great hero, was he? Died with a sword red with enemy blood?"

"My dad was a hero because he did the right thing. You're not a hero just for killing people."

"The right thing is normally getting your knife through the enemy's visor. You heard the song; the world's well rid of them."

"We're fighting against them, but they're still people. They're not stupid, and they're not monsters."

"What do you think people are, sweetling?" His slimy sort of kindness was forgotten now but, before he could go further, he caught sight of her uncle returning. "Life's not a story, girl," he managed to spit in her ear as he retreated.

Her uncle slid her a cup of spiced wine as he eyed the singer barging his way back through the crowd.

"Oh? That the chap who was playing just now?"

"Yes. He had sad eyes. I felt sorry for him."

Gael Amaenya-Kellock (Level 8)

Medium humanoid (half elf), lawful good

Class Fighter 8
Background Outlander
Occupation Squire
Armor Class 16 (breastplate)
Hit Points 52 (8d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	11 (+0)	12 (+1)	9 (−1)	20 (+5)

Saving Throws Strength +3, Constitution +3
Skills Acrobatics +8, Animal Handling +2, Athletics +3, History +4, Persuasion +8, Survival +2; **Tools** fiddle
Senses darkvision 60 ft., passive Perception 9
Languages Common, Draconic, Dwarvish, Elvish
Challenge 4 (1,100 XP)

Action Surge (Recharges after a Short or Long Rest). On her turn, Gael can take an additional action on top of her normal action and possible bonus action.

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

Fighting Style (Archery). Gael gains a +2 to attack rolls with ranged weapons (included in the attack).

Improved Critical. Gael scores critical hits on rolls of 19 and 20.

Remarkable Athlete. Gael can add half her proficiency bonus (+2) to any Strength, Dexterity, or Constitution check that doesn't already use her proficiency bonus.

Second Wind (Recharges after a Short or Long Rest). On her turn, Gael can use a bonus action to regain 1d10 + 8 hit points.

Wanderer. Gael can find enough food and water for herself and 5 others in the wilderness, provided the area is adequately stocked. Additionally, she always recalls the general layout of the area around her.

Actions

Multiattack. Gael makes two weapon attacks.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

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

Weapons, Armor & Items

Rapier, longbow, 20 arrows, breastplate, Kellock's bones, 6 gp, 60 sp

Gael in your Game

Gael will be all too happy and willing to help any party in need, from odd jobs and errands to putting in a good word with her uncle, who, as a military officer, may be a useful ally or source of employment.

Gael is always fascinated by the stories of others, and will likely spend any free time drilling any interesting-looking stranger for tales of their adventures, asking endless questions about the details of deeds, locations, items, and people. She may even volunteer her services (such as "carrying stuff") for an adventure, keen as she is to see more of the world.

Quest Hook: Gael is taking inventory of weaponry, and there is a problem; Captain Kellock's sword, which had previously belonged to Gael's father, is missing. The last time she remembers having it, they were beating a hasty retreat from enemy territory, and it must have been lost in the confusion. Will the party embark on a dangerous mission to reclaim it, and will they be able to stop the over-eager Gael from tagging along?

Gael Amaenya-Kellock (Level 12)

Medium humanoid (half elf), lawful good

Class Fighter 12
Background Outlander
Occupation Squire
Armor Class 16 (breastplate)
Hit Points 76 (12d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	11 (+0)	14 (+2)	9 (−1)	20 (+5)

Saving Throws Strength +4, Constitution +4
Skills Acrobatics +9, Animal Handling +3, Athletics +4, History +6, Persuasion +9, Survival +3; **Tools** fiddle
Senses darkvision 60 ft., passive Perception 9
Languages Common, Draconic, Dwarvish, Elvish
Challenge 5 (1,800 XP)

Action Surge (Recharges after a Short or Long Rest). On her turn, Gael can take an additional action on top of her normal action and possible bonus action.

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

Fighting Style (Archery). Gael gains a +2 to attack rolls with ranged weapons (included in the attack).

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Gael deals +2 damage with that weapon (included in the attack).

Improved Critical. Gael scores critical hits on rolls of 19 and 20.

Indomitable (1/day). Gael can reroll a failed saving throw.

Remarkable Athlete. Gael can add half her proficiency bonus (+2) to any Strength, Dexterity, or Constitution check that doesn't already use her proficiency bonus.

Second Wind (Recharges after a Short or Long Rest). On her turn, Gael can use a bonus action to regain 1d10 + 12 hit points.

Wanderer. Gael can find enough food and water for herself and 5 others in the wilderness, provided the area is adequately stocked. Additionally, she always recalls the general layout of the area around her.

Actions

Multiattack. Gael makes three weapon attacks.

Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage.

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

Weapons, Armor & Items

Rapier, longbow, 20 arrows, breastplate, Kellock's bones, 9 gp, 90 sp

Suilad Emel,

Hope you are well. Sorry I haven't written as much as I promised. Training is exhausting and Uncle (or should I say 'Captain') is keeping me busy. They say we are building up to a big battle soon, but I doubt I'll be involved much. I'm a bit scared to be honest, but I'm trying to imagine what dad would do.

Thinking of you.
Tenn' enomentielva
Gael

Gael Amaenya-Kellock (Level 16)

Medium humanoid (half elf), lawful good

Class Fighter 16
Background Outlander
Occupation Squire
Armor Class 16 (breastplate)
Hit Points 116 (16d10 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	12 (+1)	14 (+2)	9 (−1)	20 (+5)

Saving Throws Strength +5, Constitution +6
Skills Acrobatics +10 Animal Handling +4, Athletics +5, History +7, Persuasion +10, Survival +4; **Tools** fiddle
Senses darkvision 60 ft., passive Perception 9
Languages Common, Draconic, Dwarvish, Elvish
Challenge 6 (2,300 XP)

Action Surge (Recharges after a Short or Long Rest). On her turn, Gael can take an additional action on top of her normal action and possible bonus action.

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

Fighting Style (Archery). Gael gains a +2 to attack rolls with ranged weapons (included in the attack).

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Gael deals +2 damage with that weapon (included in the attack).

Indomitable (2/day). Gael can reroll a failed saving throw.

Remarkable Athlete. Gael can add half her proficiency bonus (+3) to any Strength, Dexterity, or Constitution check that doesn't already use her proficiency bonus.

Second Wind (Recharges after a Short or Long Rest). On her turn, Gael can use a bonus action to regain 1d10 + 16 hit points.

Superior Critical. Gael scores critical hits on rolls of 18 – 20.

Wanderer. Gael can find enough food and water for herself and 5 others in the wilderness, provided the area is adequately stocked. Additionally, she always recalls the general layout of the area around her.

Actions

Multiattack. Gael makes three weapon attacks.

Rapier. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage.

Longbow. *Ranged Weapon Attack:* +12 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Weapons, Armor & Items

Rapier, longbow, 20 arrows, breastplate, Kellock's bones, 12 gp, 120 sp

Gael Amaenya-Kellock (Level 20)

Medium humanoid (half elf), lawful good

Class Fighter 20
Background Outlander
Occupation Squire
Armor Class 16 (breastplate)
Hit Points 164 (20d10 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	14 (+2)	14 (+2)	9 (–1)	20 (+5)

Saving Throws Strength +6, Constitution +8
Skills Acrobatics +11 Animal Handling +5, Athletics +6, History +8, Persuasion +11, Survival +5; **Tools** fiddle
Senses darkvision 60 ft., passive Perception 9
Languages Common, Draconic, Dwarvish, Elvish
Challenge 8 (3,900 XP)

Action Surge (2/day; Recharges after a Short or Long Rest). On her turn, Gael can take an additional action on top of her normal action and possible bonus action.

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

Fighting Style (Archery). Gael gains a +2 to attack rolls with ranged weapons (included in the attack).

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Gael deals +2 damage with that weapon (included in the attack).

Indomitable (3/day). Gael can reroll a failed saving throw.

Remarkable Athlete. Gael can add half her proficiency bonus (+3) to any Strength, Dexterity, or Constitution check that doesn't already use her proficiency bonus.

Second Wind (Recharges after a Short or Long Rest). On her turn, Gael can use a bonus action to regain 1d10 + 20 hit points.

Superior Critical. Gael scores critical hits on rolls of 18 – 20.

Survivor. At the beginning of each of her turns, if Gael has 90 or fewer hit points, she regains 7 hit points. She does not gain this benefit if she has 0 hit points.

Wanderer. Gael can find enough food and water for herself and 5 others in the wilderness, provided the area is adequately stocked. Additionally, she always recalls the general layout of the area around her.

Actions

Multiattack. Gael makes four weapon attacks.

Rapier. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage.

Longbow. *Ranged Weapon Attack:* +13 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Weapons, Armor & Items

Rapier, longbow, 20 arrows, breastplate, Kellock's bones, 15 gp, 150 sp

Kameron

Medium humanoid (wood elf), neutral good

Class Barbarian 1
Background Outlander
Occupation Soldier
Armor Class 15 (hide, shield)
Hit Points 13 (1d12 + 1)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	12 (+1)	10 (+0)	16 (+3)	9 (−1)

Saving Throws Strength +5, Constitution +3
Skills Athletics +5, Intimidation +1, Nature +2, Perception +5, Survival +5; **Tools** drum
Senses darkvision 60 ft., passive Perception 15
Languages Common, Elvish
Challenge 1/2 (100 XP)

Rage (2/day). On his turn, Kameron can enter a rage as a bonus action. He gains advantage on Strength checks and Strength saving throws, a +2 bonus to damage when making Strength based melee attacks, and resistance to bludgeoning, piercing, and slashing damage. Rage lasts for 1 minute; it ends early if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. He can also choose to end his rage early as a bonus action.

Fey Ancestry. Kameron has advantage on saving throws against being charmed, and magic cannot put him to sleep.

Trance. Kameron does not sleep. Instead, he meditates for four hours each night. This grants him the benefit of a long rest.

Mask of the Wild. Kameron may attempt to hide when only lightly obscured by natural phenomenon such as rain.

Wanderer. Kameron can find enough food and water for himself and 5 others in the wilderness, provided the area is adequately stocked. Additionally, he always recalls the general layout of the area around him.

Actions

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) damage if used with two hands).

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

Overview

For as long as he can remember, Kameron has felt the effects of his cursed bloodline; the rage inflicted upon his grandsires for some transgression or religious schism the details of which were lost, along with most of his tribe. Even diluted as it is through the generations, the curse can still cause Kameron's temper to spiral into a fury unless he spends tremendous effort to keep it in check.

Kameron spent the majority of his life in near isolation, practising quiet introspection and meditation to keep level-headed when stressed, using his forestry skills to track down rare, useful herbs for surrounding villages. Though mostly avoiding interaction, Kameron would always intervene when he saw injustice; thieves and bullies quickly withdrew and apologized when ever-so-calmly confronted, sensing the well of anger boiling below the surface.

As war began to brew on the horizon, Kameron knew that, while 'his' villages may be out of the way enough to be safe, the same could not be said for countless others. Enlisting in the army, he hoped, would put him in a position to watch out for any common folk the soldiers tried to push around.

Kameron now finds himself trying to keep a level head in an environment spectacularly unsuitable for doing so, but he is determined to do what he can to help.



Personality Traits

"Run along. I don't play well with others." Kameron's years of self-imposed isolation have left him uncomfortable around people. He wants to be a good person and stands up for what he believes in, but he is a little rough around the edges.

Ideals

"I don't like bullies." Kameron stands up for those who cannot stand for themselves. He will do so peacefully if he can, but sometimes his options are limited.

Bonds

"I'm not much of a friend, but a poor friend is better than none." Kameron feels a kinship with outcasts and outsiders, having never really had a tribe of his own, but tries to keep others at a distance as a rule.

Flaws

"What gives you the right?!" Kameron can easily be roused and, while he normally has the presence of mind to restrain himself, can quickly become senselessly angry in the face of even minor injustices.

Roleplaying Kameron

Kameron is, by virtue of great effort, calm and restrained in all his interactions. He attempts to approach conflict diplomatically, if possible, giving people the chance to learn a lesson, or at least flee before things turn violent, as he finds it difficult to put a lid on his rage once unleashed.

If combat is unavoidable, Kameron prefers to keep enemies at range to avoid things escalating beyond his control, unless he is certain there are no innocents nearby, or the behavior of his enemies is particularly egregious, in which case he will bring his full fury to bear on them up close.

"I'm not sitting quietly for want of conversation; move along."

Weapons, Armor & Items

Spear, longbow, 20 arrows, hide armor, shield

Kameron (Level 4)

Medium humanoid (wood elf), neutral good

Class Barbarian 2/ Monk 2
Background Outlander
Occupation Soldier

Armor Class 15 (hide, shield)
Hit Points 33 (2d12 + 2d8 + 4)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	12 (+1)	10 (+0)	16 (+3)	9 (−1)

Saving Throws Strength +5, Constitution +3
Skills Athletics +5, Intimidation +1, Nature +2, Perception +5, Survival +5; **Tools** drum
Senses darkvision 60 ft., passive Perception 15
Languages Common, Elvish
Challenge 1 (200 XP)

Rage (2/day). On his turn, Kameron can enter a rage as a bonus action. He gains advantage on Strength checks and Strength saving throws, a +2 bonus to damage when making Strength based melee attacks, and resistance to bludgeoning, piercing, and slashing damage. Rage lasts for 1 minute; it ends early if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. He can also choose to end his rage early as a bonus action.

Ki. Kameron has 2 ki points, which are expended when used and are regained after a short or long rest.

Flurry of Blows. Kameron can expend 1 ki point after taking the attack action on his turn to make two unarmed strikes as a bonus action.

Patient Defense. Kameron can expend 1 ki point to take the Dodge action as a bonus action on his turn.

Step of the Wind. Kameron can expend 1 ki point to take the Dash or Disengage action as a bonus action on his turn. His jump distance is doubled for that turn.

Danger Sense. Kameron has advantage on Dexterity saving throws against effects he can see, such as traps and spells, as long as he is not blinded, deafened, or incapacitated.

Fey Ancestry. Kameron has advantage on saving throws against being charmed, and magic cannot put him to sleep.

Reckless Attack. When making his first attack on his turn, Kameron may choose to attack recklessly, giving him advantage on all Strength-based attacks during his turn, but granting advantage to all attacks made against him until his next turn.

Trance. Kameron does not sleep. Instead, he meditates for four hours each night. This grants him the benefit of a long rest.

Wanderer. Kameron can find enough food and water for himself and 5 others in the wilderness, provided the area is adequately stocked. Additionally, he always recalls the general layout of the area around him.

Actions

Martial Arts. When Kameron makes an unarmed strike or spear attack, as a bonus action he can make one unarmed strike.

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

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) damage if used with two hands).

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

Weapons, Armor & Items

Spear, longbow, 20 arrows, hide armor, shield

Deep Breath

Remember your breathing, Kameron, his mother had said to him. *In... Hold... Out...*

Spirits ran hot after the battle. Soldiers were yet to sober up from the smell of blood and the flames of the burning hill. *In... Out...* Kameron had felt the red rush as much as any of them. The simplicity of the enemy ahead, and the spear in his hand. *In... Out...*

The easy part was over. The hard part was getting back to his tent. Most of the groups clustered around their fires ignored him, busy as they were comparing scars or loot, or simply reveling in being alive. Some watched him pass with unwelcoming eyes; he had not made a habit of making friends at camp.

"That's him, the elf."

"We're sharing stories, come, drink with us." As he approached, there was falseness in the young man's smile. *In...*

"No, thank you." Kameron made to move on, but the soldier clapped a hand on his shoulder. *Hold...*

"Come on, you must have stories to tell. You were... what? Suckled by a she-wolf?" his smile widened. "Grew up in a hut made of your own dung?" He shared a laugh with his comrades.

"Take your hand off me, please." Kameron's knuckles were white. *Out...*

He made a great show of it, throwing his arms wide with a grin. "No offence meant, friend." He moved off whispering loudly to his chuckling friends. "Stick so far up his backside, 's a wonder he can walk..."

He walked further, the glow of fires became sparse and the night quieter. He was nearing the stockade. The lack of fireside babble made the few voices there were distinct.

"...what you get for choosing the wrong side."

The captives from the battle. One slumped against a post, face bloodied, while his two assailants took it in turns to aim a kick at him.

"Stop this. Now." *In...*

The barrel-chested man spat as he turned his attention to Kameron. "This don't concern you, savage," he growled as he advanced.

"I asked you to stop." *Hold...*

"You want to make us?" Kameron hadn't noticed the knife until now. *No.*

Sense was beginning to fade. Everything became very simple.

Kameron (Level 8)

Medium humanoid (wood elf), neutral good

Class Barbarian 5/ Monk 3
Background Outlander
Occupation Soldier

Armor Class 15 (hide, shield)
Hit Points 68 (5d12 + 4d8 + 8)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	10 (+0)	16 (+3)	9 (–1)

Saving Throws Strength +7, Constitution +4
Skills Athletics +7, Intimidation +2, Nature +3, Perception +6, Survival +6; **Tools** drum
Senses darkvision 60 ft., passive Perception 16
Languages Common, Elvish
Challenge 3 (700 XP)

Rage (3/day). On his turn, Kameron can enter a rage as a bonus action. He gains advantage on Strength checks and Strength saving throws, a +2 bonus to damage when making Strength based melee attacks, and resistance to all damage except psychic damage. Rage lasts for 1 minute; it ends early if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. He can also choose to end his rage early as a bonus action.

Ki. Kameron has 3 ki points, which are expended when used and are regained after a short or long rest.

Flurry of Blows. Kameron can expend 1 ki point after taking the attack action on his turn to make two unarmed strikes as a bonus action. If he hits a target, Kameron can choose one of the following additional effects; it must succeed on a DC 14 Dexterity saving throw or be knocked prone, it must succeed on a DC 14 Strength saving throw or be pushed up to 15 feet away, or it cannot take reactions until the end of Kameron's next turn.

Patient Defense. Kameron can expend 1 ki point to take the Dodge action as a bonus action on his turn.

Step of the Wind. Kameron can expend 1 ki point to take the Dash or Disengage action as a bonus action on his turn. His jump distance is doubled for that turn.

Danger Sense. Kameron has advantage on Dexterity saving throws against effects he can see, such as traps and spells, as long as he is not blinded, deafened, or incapacitated.

Fey Ancestry. Kameron has advantage on saving throws against being charmed, and magic cannot put him to sleep.

Reckless Attack. When making his first attack on his turn, Kameron may choose to attack recklessly, giving him advantage on all Strength-based attacks during his turn, but granting advantage to all attacks made against him until his next turn.

Spirit Seeker. Kameron can cast the *beast sense* and *speak with animals* spells as rituals.

Trance. Kameron does not sleep. Instead, he meditates for four hours each night. This grants him the benefit of a long rest.

Wanderer. Kameron can find enough food and water for himself and 5 others in the wilderness, provided the area is adequately stocked. Additionally, he always recalls the general layout of the area around him.

Actions

Multiattack. Kameron makes two weapon attacks.

Martial Arts. When Kameron makes an unarmed strike or spear attack, as a bonus action he can make one unarmed strike.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft., range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) damage if used with two hands).

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Reactions

Deflect Missiles. When he is hit by a ranged weapon attack, Kameron can reduce the damage from the attack by 1d10 + 4. If this reduces the damage to 0, the attack uses ammunition which can fit in one hand, and Kameron has one hand free, Kameron can catch the missile and expend 1 ki point to make a ranged attack with it as part of this reaction.

Weapons, Armor & Items

Bloodcursed spear, longbow, 20 arrows, hide armor, shield

Kameron in your Game

Kameron keeps himself to himself, and takes great pains to avoid interactions, especially potentially stressful interactions, with others. His fellow soldiers may whisper behind his back, which does little to help his stress levels, but the rumors help keep people away from him, so he is loathe to put a stop to them.

Should the party be employed to help out commoners caught in the crossfire, or to scout out a potentially vulnerable settlement, Kameron might shadow them to ensure their intentions are good, and might silently join them as backup if they stand up to those who would exploit the weak.

Quest Hook: For as long as he can remember, Kameron has suffered for the sins of his ancestors, with the rage clawing at the back of his skull. After a particularly violent outburst, perhaps injuring an innocent bystander or attacking a party of adventurers, an imprisoned Kameron begs the party's help to remove his curse, even if it means robbing him of his most powerful asset in battle.

Kameron (Level 12)

Medium humanoid (wood elf), neutral good

Class Barbarian 9/ Monk 3
Background Outlander
Occupation Soldier

Armor Class 15 (hide, shield)
Hit Points 112 (9d12 + 4d8 + 24)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	14 (+2)	10 (+0)	16 (+3)	9 (–1)

Saving Throws Strength +8, Constitution +6
Skills Athletics +8, Intimidation +3, Nature +4, Perception +7, Survival +7; **Tools** drum
Senses darkvision 60 ft., passive Perception 17
Languages Common, Elvish
Challenge 5 (1,800 XP)

Rage (4/day). On his turn, Kameron can enter a rage as a bonus action. He gains advantage on Strength checks and Strength saving throws, a +3 bonus to damage when making Strength based melee attacks, and resistance to all damage except psychic damage. Rage lasts for 1 minute; it ends early if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. He can also choose to end his rage early as a bonus action.

Ki. Kameron has 3 ki points, which are expended when used and are regained after a short or long rest.

Flurry of Blows. Kameron can expend 1 ki point after taking the attack action on his turn to make two unarmed strikes as a bonus action. If he hits a target, Kameron can choose one of the following additional effects; it must succeed on a DC 15 Dexterity saving throw or be knocked prone, it must succeed on a DC 15 Strength saving throw or be pushed up to 15 feet away, or it cannot take reactions until the end of Kameron's next turn.

Patient Defense. Kameron can expend 1 ki point to take the Dodge action as a bonus action on his turn.

Step of the Wind. Kameron can expend 1 ki point to take the Dash or Disengage action as a bonus action on his turn. His jump distance is doubled for that turn.

Aspect of the Wolf. When traveling at a fast pace, Kameron can track creatures. He can also move stealthily while traveling at a normal pace.

Brutal Critical. When Kameron scores a critical hit with a melee weapon, he may roll one additional weapon damage die when determining the extra damage.

Danger Sense. Kameron has advantage on Dexterity saving throws against effects he can see, such as traps and spells, as long as he is not blinded, deafened, or incapacitated.

Feral Instinct. Kameron has advantage on initiative rolls. In addition, if he is surprised at the beginning of combat and isn't incapacitated, he may act normally during his first turn but only if he enters a rage before doing anything else.

Fey Ancestry. Kameron has advantage on saving throws against being charmed, and magic cannot put him to sleep.

Reckless Attack. When making his first attack on his turn, Kameron may choose to attack recklessly, giving him advantage on all Strength-based attacks during his turn, but granting advantage to all attacks made against him until his next turn.

Spirit Seeker. Kameron can cast the *beast sense* and *speak with animals* spells as rituals.

Trance. Kameron does not sleep. Instead, he meditates for four hours each night. This grants him the benefit of a long rest.

Wanderer. Kameron can find enough food and water for himself and 5 others in the wilderness, provided the area is adequately stocked. Additionally, he always recalls the general layout of the area around him.

Actions

Multiattack. Kameron makes two weapon attacks.

Martial Arts. When Kameron makes an unarmed strike or spear attack, as a bonus action he can make one unarmed strike.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft., range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) damage if used with two hands).

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

Reactions

Deflect Missiles. When he is hit by a ranged weapon attack, Kameron can reduce the damage from the attack by 1d10 + 4. If this reduces the damage to 0, the attack uses ammunition which can fit in one hand, and Kameron has one hand free, Kameron can catch the missile and expend 1 ki point to make a ranged attack with it as part of this reaction.

Weapons, Armor & Items

Bloodcursed spear, longbow, 20 arrows, hide armor, shield

Kameron (Level 16)

Medium humanoid (wood elf), neutral good

Class Barbarian 13/ Monk 3
Background Outlander
Occupation Soldier

Armor Class 15 (hide, shield)
Hit Points 148 (13d12 + 4d8 + 32)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	15 (+2)	10 (+0)	16 (+3)	9 (−1)

Saving Throws Strength +10, Constitution +7
Skills Athletics +10, Intimidation +4, Nature +5, Perception +8, Survival +8; **Tools** drum
Senses darkvision 60 ft., passive Perception 18
Languages Common, Elvish
Challenge 7 (2,900 XP)

Rage (5/day). On his turn, Kameron can enter a rage as a bonus action. He gains advantage on Strength checks and Strength saving throws, a +3 bonus to damage when making Strength based melee attacks, and resistance to all damage except psychic damage. Rage lasts for 1 minute; it ends early if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. He can also choose to end his rage early as a bonus action.

Ki. Kameron has 3 ki points, which are expended when used and are regained after a short or long rest.

Flurry of Blows. Kameron can expend 1 ki point after taking the attack action on his turn to make two unarmed strikes as a bonus action. If he hits a target, Kameron can choose one of the following additional effects; it must succeed on a DC 16 Dexterity saving throw or be knocked prone, it must succeed on a DC 16 Strength saving throw or be pushed up to 15 feet away, or it cannot take reactions until the end of Kameron's next turn.

Patient Defense. Kameron can expend 1 ki point to take the Dodge action as a bonus action on his turn.

Step of the Wind. Kameron can expend 1 ki point to take the Dash or Disengage action as a bonus action on his turn. His jump distance is doubled for that turn.

Aspect of the Wolf. When traveling at a fast pace, Kameron can track creatures. He can also move stealthily while traveling at a normal pace.

Brutal Critical. When Kameron scores a critical hit with a melee weapon, he may roll two additional weapon damage dice when determining the extra damage.

Danger Sense. Kameron has advantage on Dexterity saving throws against effects he can see, such as traps and spells, as long as he is not blinded, deafened, or incapacitated.

Feral Instinct. Kameron has advantage on initiative rolls. In addition, if he is surprised at the beginning of combat and isn't incapacitated, he may act normally during his first turn but only if he enters a rage before doing anything else.

Fey Ancestry. Kameron has advantage on saving throws against being charmed, and magic cannot put him to sleep.

Reckless Attack. When making his first attack on his turn, Kameron may choose to attack recklessly, giving him advantage on all Strength-based attacks during his turn, but granting advantage to all attacks made against him until his next turn.

Relentless Rage. If Kameron drops to 0 hit points while raging and doesn't die outright, he can make a DC 10 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 long or short rest the DC resets to 10.

Spirit Seeker. Kameron can cast the *beast sense, commune with nature* and *speak with animals* spells as rituals.

Trance. Kameron does not sleep. Instead, he meditates for four hours each night. This grants him the benefit of a long rest.

Wanderer. Kameron can find enough food and water for himself and 5 others in the wilderness, provided the area is adequately stocked. Additionally, he always recalls the general layout of the area around him.

Actions

Multiattack. Kameron makes two weapon attacks.

Martial Arts. When Kameron makes an unarmed strike or spear attack, as a bonus action he can make one unarmed strike.

Unarmed Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage.

Spear. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft., range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, or 9 (1d8 + 5) damage if used with two hands).

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Reactions

Deflect Missiles. When he is hit by a ranged weapon attack, Kameron can reduce the damage from the attack by 1d10 + 4. If this reduces the damage to 0, the attack uses ammunition which can fit in one hand, and Kameron has one hand free, Kameron can catch the missile and expend 1 ki point to make a ranged attack with it as part of this reaction.

Weapons, Armor & Items

Bloodcursed spear, longbow, 20 arrows, hide armor, shield

Kameron (Level 20)

Medium humanoid (wood elf), neutral good

Class Barbarian 17/ Monk 3
Background Outlander
Occupation Soldier

Armor Class 16 (unarmored, shield)
Hit Points 204 (17d12 + 4d8 + 60)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	10 (+0)	16 (+3)	9 (–1)

Saving Throws Strength +11, Constitution +9
Skills Athletics +11, Intimidation +5, Nature +6, Perception +9, Survival +9; **Tools** drum
Senses darkvision 60 ft., passive Perception 19
Languages Common, Elvish
Challenge 9 (5,000 XP)

Rage (6/day). On his turn, Kameron can enter a rage as a bonus action. He gains advantage on Strength checks and Strength saving throws, a +4 bonus to damage when making Strength based melee attacks, and resistance to all damage except psychic damage. Any hostile creature within 5 feet of Kameron has disadvantage on attack rolls against any creature other than him unless it cannot hear him or cannot be frightened. Rage lasts for 1 minute; he can choose to end his rage early as a bonus action.

Ki. Kameron has 3 ki points, which are expended when used and are regained after a short or long rest.

Flurry of Blows. Kameron can expend 1 ki point after taking the attack action on his turn to make two unarmed strikes as a bonus action. If he hits a target, Kameron can choose one of the following additional effects; it must succeed on a DC 17 Dexterity saving throw or be knocked prone, it must succeed on a DC 17 Strength saving throw or be pushed up to 15 feet away, or it cannot take reactions until the end of Kameron's next turn.

Patient Defense. Kameron can expend 1 ki point to take the Dodge action as a bonus action on his turn.

Step of the Wind. Kameron can expend 1 ki point to take the Dash or Disengage action as a bonus action on his turn. His jump distance is doubled for that turn.

Aspect of the Wolf. When traveling at a fast pace, Kameron can track creatures. He can also move stealthily while traveling at a normal pace.

Brutal Critical. When Kameron scores a critical hit with a melee weapon, he may roll three additional weapon damage dice when determining the extra damage.

Danger Sense. Kameron has advantage on Dexterity saving throws against effects he can see, such as traps and spells, as long as he is not blinded, deafened, or incapacitated.

Feral Instinct. Kameron has advantage on initiative rolls. In addition, if he is surprised at the beginning of combat and isn't incapacitated, he may act normally during his first turn but only if he enters a rage before doing anything else.

Fey Ancestry. Kameron has advantage on saving throws against being charmed, and magic cannot put him to sleep.

Reckless Attack. When making his first attack on his turn, Kameron may choose to attack recklessly, giving him advantage on all Strength-based attacks during his turn, but granting advantage to all attacks made against him until his next turn.

Persistent Rage. Kameron's rage only ends early if he falls unconscious or chooses to end it.

Relentless Rage. If Kameron drops to 0 hit points while raging and doesn't die outright, he can make a DC 10 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 long or short rest the DC resets to 10.

Spirit Seeker. Kameron can cast the *beast sense, commune with nature* and *speak with animals* spells as rituals.

Trance. Kameron does not sleep. Instead, he meditates for four hours each night. This grants him the benefit of a long rest.

Wanderer. Kameron can find enough food and water for himself and 5 others in the wilderness, provided the area is adequately stocked. Additionally, he always recalls the general layout of the area around him.

Actions

Multiattack. Kameron makes two weapon attacks.

Martial Arts. When Kameron makes an unarmed strike or spear attack, as a bonus action he can make one unarmed strike.

Unarmed Strike. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage.

Spear. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft., range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, or 9 (1d8 + 5) damage if used with two hands).

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Reactions

Deflect Missiles. When he is hit by a ranged weapon attack, Kameron can reduce the damage from the attack by 1d10 + 4. If this reduces the damage to 0, the attack uses ammunition which can fit in one hand, and Kameron has one hand free, Kameron can catch the missile and expend a ki point to make a ranged attack with it as part of this reaction.

Weapons, Armor & Items

Bloodcursed spear, longbow, 20 arrows, shield

Kimbur Dawn

Medium humanoid (human), lawful good

Class Cleric 1
Background Acolyte
Occupation Prophet
Armor Class 12 (leather, shield)
Hit Points 10 (1d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	9 (–1)	14 (+2)	15 (+2)	16 (+3)	13 (+1)

Saving Throws Wisdom +5, Charisma +3
Skills Insight +5, Medicine +5, Religion +4, Survival +5
Senses passive Perception 13
Languages Celestial, Common, Elvish, Sylvan
Challenge 1/4 (50 XP)

Disciple of Life. When Kimbur casts a spell of 1st level or higher to restore hit points to a creature, that creature regains additional hit points equal to 2 + the spell's level.

Shelter of the Faithful. Kimbur and her companions can expect healing and care at temples of her faith, and followers will support her at a modest lifestyle.

Spellcasting. Kimbur is a 1st-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips: *light, resistance, spare the dying*

1st level (2 slots): *bless, cure wounds, healing word, protection from evil and good, sanctuary, shield of faith*

Actions

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

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

Overview

Kimbur was the youngest of six, and the only girl. Theirs was a privileged upbringing, children of minor nobles who had worked their way to the ears of royalty. Her brothers left to command armies, and all that returned was their bones. Before her first brother died, Kimbur had a nightmare. Before the last, the house shook with her screams.

It was not the first time her dreams had proved prophetic. Her parents had been proud; not only were their sons war heroes, but their daughter was blessed by the gods. At least, that's how they reconciled sending her to the nunnery—a gifted child like theirs needed to be nurtured by godly folk; the fact that she was safe behind thick stone walls far from any battlefield was just a bonus.

Kimbur was excited and relieved to be a chosen child; destiny would keep her from the war that killed her brothers. She devoted her time to learning the healing arts (the purposeful antithesis of death and killing) and had a happy few years. Her dreams were not uncommonly interrupted by visions that only confirmed everyone's belief that she was special and born to do good. After some time in the nunnery, however, the dreams took a darker turn. The nuns assured her they were just nightmares and she was comforted, for a time. She would see terrible fates every time she closed her eyes, but wake relieved they would never come to pass.

But one did. A general was assassinated days after a nightmare of daggers in the dark, and an army drowned in a sea of frothing blood. Chaos in the wake of the attack left hundreds dead, and Kimbur was wracked with questions: could she have stopped it? The line between visions and nightmares had become blurred.

Kimbur knew she could not stay in the safety of her godly fortress, but must travel to the last place she wished to be: the front lines. She has no way of telling which dreams are true visions and which are nightmares, so finds herself acting on all, hoping to always be prepared to prevent tragedy. Many see her as paranoid, but Kimbur knows she has no choice. She must save anyone she can from the terrible fates she knows can all-too-easily come to pass.



Personality Traits

"We all have our demons." Kimbur lives in a world of despair, and has great empathy for those who are suffering; she knows their pain, sometimes literally.

Ideals

"I must have been shown these things for a reason." Kimbur hopes by following the will of her deity, as told in visions, she can, in a small way, help bring lasting peace.

Bonds

"They had such bright futures ahead of them." The memory of her brothers' deaths drives everything Kimbur does. She doesn't want other families to receive the terrible news that hers did.

Flaws

"If the gods had meant for that, I would have seen it." Kimbur's gifts can blind her to other courses of action; it's her vision, so must be her solution.

Roleplaying Kimbur

Kimbur often appears absent-minded or lost in thought when musing on the meaning of her dreams. She is as polite and respectful as she can to all, especially the pious, but often gives the impression of wanting or needing to be elsewhere, as her dreams, visions, and suspicions pull her in several directions at once.

She will avoid fighting at all costs—if she is unlucky enough to find herself in combat, she will lend her talents to healing and providing support. The only thing that would prompt her to take an active part herself would be if she had forseen it; her fear of death and battle is trumped by her certainty in her own prophecy.

"You! I dreamed of you…"

Weapons, Armor & Items

Leather armor, shield, mace, dagger, prayer beads

Kimbur Dawn (Level 4)

Medium humanoid (human), lawful good

Class Cleric 4
Background Acolyte
Occupation Prophet
Armor Class 14 (chain shirt, shield)
Hit Points 31 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	9 (–1)	14 (+2)	15 (+2)	17 (+3)	14 (+2)

Saving Throws Wisdom +5, Charisma +4
Skills Insight +5, Medicine +5, Religion +4, Survival +5
Senses passive Perception 13
Languages Celestial, Common, Elvish, Sylvan
Challenge 1 (200 XP)

Disciple of Life. When Kimbur casts a spell of 1st level or higher to restore hit points to a creature, that creature regains additional hit points equal to 2 + the spell's level.

Shelter of the Faithful. Kimbur and her companions can expect healing and care at temples of her faith, and followers will support her at a modest lifestyle.

Spellcasting. Kimbur is a 4th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips: *light, resistance, spare the dying*

1st level (4 slots): *bless, cure wounds, detect magic, healing word, protection from evil and good, sanctuary, shield of faith*

2nd level (3 slots): *lesser restoration, prayer of healing, spiritual weapon, warding bond*

Actions

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

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

Channel Divinity (Recharges after a Short or Long Rest). Kimbur chooses one of the following two options:

Preserve Life. Kimbur restores up to 20 hit points divided among any creatures within 30 feet, up to half a creature's maximum hit points.

Turn Undead. Each undead within 30 feet of Kimbur who can see or hear her must make a DC 13 Wisdom saving throw. If a creature fails its save, it must spend its turns moving away from Kimbur, cannot willingly move within 30 feet of her, and must use its action to Dash or attempt to escape an effect preventing it from moving (it may Dodge if there is nowhere to move away). These effects last for one minute.

Weapons, Armor & Items

Chain shirt, shield, mace, dagger, prayer beads

Embers

Kimbur's dreams had been of fire, her waking hours of confusion.

A Burning Heart pierced by the Dead Man's sword. The Coin flips, and drunkards cheer. The Devil in the Guise of Virtue wreathed in flame. Music echoes through the ages and awakes the Ancient. Molten chains held aloft by shaking hands as the Twice-Scorned looks on and the Cobbler curses. The Brave Coward steals a kiss from the Soldier's Daughter. Shield and Lion, Elder Sister and Broken Sword, the Painted Woman and the Survivor and the Liar's Hero, all caught in the blaze of the burning hills...

The faces that had been clear in the dream had faded upon waking, and now only their epithets remained. That her god meant for her to act, she had no doubt, but how?

The burning heart was the strategist, she had no doubt, the one they called Scorchheart. She had no notion of who the Dead Man could be. Undead were an affront to all that was good, was that the warning? She had her doubts. Even if she could get a warning to Scorchheart, too soon and the message would not be taken seriously, too late and it would be worthless.

She knew of a young knight who had taken the lion as his symbol, but what could she say to him? She had dreamt of war as a great fire before, but she sensed this was more literal. Their camp was located near to some hills, that much was true, but what would set the blaze? An inferno of that nature would require a weapon of phenomenal and terrifying power...

She had to do something. She knew not what, but she had been shown these visions for a reason. Armored by her unwavering faith, Kimbur quickly dressed and set out towards the command tent. The Scorchheart was the only piece of the puzzle she had. Perhaps someone who had his ear might know more of dead men and devils.

The Dead Man, The Devil, The Ancient... they had all seemed so familiar to her before, known to her as old friends, in the way of dreams. *Cobbler, Brave Coward, Soldier's Daughter, Shield, Lion...*

Putting one foot in front of the other, Kimbur set off, the gods knew where.

Kimbur Dawn (Level 8)

Medium humanoid (human), lawful good

Class Cleric 8
Background Acolyte
Occupation Prophet
Armor Class 14 (chain shirt, shield)
Hit Points 59 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (–1)	14 (+2)	15 (+2)	18 (+4)	14 (+2)

Saving Throws Wisdom +7, Charisma +5
Skills Insight +7, Medicine +7, Religion +5, Survival +7
Senses passive Perception 14
Languages Celestial, Common, Elvish, Sylvan
Challenge 2 (450 XP)

Disciple of Life. When Kimbur casts a spell of 1st level or higher to restore hit points to a creature other than her, she regains hit points equal to 2 + the spell's level.

Divine Strike (1/turn). Kimbur can deal an additional 1d8 radiant damage to a creature she hits with a weapon attack.

Shelter of the Faithful. Kimbur and her companions can expect healing and care at temples of her faith, and followers will support her at a modest lifestyle.

Spellcasting. Kimbur is an 8th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips: *light, resistance, sacred flame, spare the dying*

1st level (4 slots): *bless, cure wounds, detect magic, healing word, protection from evil and good, sanctuary, shield of faith*

2nd level (3 slots): *lesser restoration, prayer of healing, protection from poison, spiritual weapon, warding bond*

3rd level (3 slots): *beacon of hope, mass healing word, protection from energy, remove curse, revivify, spirit guardians*

4th level (2 slots): *death ward, guardian of faith*

Actions

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

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Channel Divinity (2/day; Recharges after a Short or Long Rest). Kimbur chooses one of the following two options:

Preserve Life. Kimbur restores up to 40 hit points divided among any creatures within 30 feet, up to half a creature's maximum hit points.

Turn Undead. Each undead within 30 feet of Kimbur who can see or hear her must make a DC 15 Wisdom saving throw. If a creature fails its save and is CR 2 or higher, it must spend its turns moving away from Kimbur, cannot willingly move within 30 feet of her, and must use its action to Dash or attempt to escape an effect preventing it from moving (it may Dodge if there is nowhere to move away). These effects last for one minute. A creature of CR 1 or lower that fails its save is immediately destroyed.

Weapons, Armor & Items

Chain shirt, shield, mace, dagger, prayer beads

Kimbur in your Game

Kimbur could be found at the side of any character that she has seen in her dreams and believes to be important. If the party is at a loss of what to do in a situation, Kimbur could arrive at any time to offer guidance or give them a little glimpse of a possible future, but the party must remember (or discover) that, while any of them could be, not every one of Kimbur's dreams turn out to be true.

Quest Hook. Kimbur has seen the party as being instrumental in stopping some great evil or turning the tide of a battle. She seeks them out to make sure they fulfill their destiny. Will the party play out the events exactly as they have been instructed, or will they steer away from the tracks and change the future, for good or ill?

Kimbur Dawn (Level 12)

Medium humanoid (human), lawful good

Class Cleric 12
Background Acolyte
Occupation Prophet
Armor Class 15 (chain shirt, shield)
Hit Points 87 (12d8 + 24)
Speed 30 ft.

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

Saving Throws Wisdom +8, Charisma +6
Skills Insight +8, Medicine +8, Religion +7, Survival +8
Senses passive Perception 14
Languages Celestial, Common, Elvish, Sylvan
Challenge 3 (700 XP)

Disciple of Life. When Kimbur casts a spell of 1st level or higher to restore hit points to a creature, that creature regains additional hit points equal to 2 + the spell's level.

Divine Strike (1/turn). Kimbur can deal an additional 1d8 radiant damage to a creature she hits with a weapon attack.

Shelter of the Faithful. Kimbur and her companions can expect healing and care at temples of her faith, and followers will support her at a modest lifestyle.

Spellcasting. Kimbur is a 12th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips: *light, resistance, sacred flame, spare the dying, thaumaturgy*

1st level (4 slots): *bless, cure wounds, detect magic, healing word, protection from evil and good, sanctuary, shield of faith*

2nd level (3 slots): *gentle repose, lesser restoration, prayer of healing, protection from poison, spiritual weapon, warding bond*

3rd level (3 slots): *beacon of hope, mass healing word, protection from energy, remove curse, revivify, spirit guardians*

4th level (2 slots): *death ward, guardian of faith*

5th level (2 slots): *dispel evil and good, greater restoration, hallow, mass cure wounds, raise dead*

6th level (1 slot): *heal, planar ally*

Actions

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

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

Channel Divinity (2/day; Recharges after a Short or Long Rest). Kimbur chooses one of the following two options:

Preserve Life. Kimbur restores up to 60 hit points divided among any creatures within 30 feet, up to half a creature's maximum hit points.

Turn Undead. Each undead within 30 feet of Kimbur who can see or hear her must make a DC 16 Wisdom saving throw. If a creature fails its save and is CR 3 or higher, it must spend its turns moving away from Kimbur, cannot willingly move within 30 feet of her, and must use its action to Dash or attempt to escape an effect preventing it from moving (it may Dodge if there is nowhere to move away). These effects last for one minute. A creature of CR 2 or lower that fails its save is immediately destroyed.

Divine Intervention (1/day). Kimbur can describe the aid she needs from her deity and roll a percentile die. If the result is 12 or lower, the deity intervenes in a manner of the GM's choosing. If successful, Kimbur cannot use this feature again for seven days.

Weapons, Armor & Items

Chain shirt, shield, mace, dagger, prayer beads

Kimbur Dawn (Level 16)

Medium humanoid (human), lawful good

Class Cleric 16
Background Acolyte
Occupation Prophet
Armor Class 18 (chainmail, shield)
Hit Points 115 (16d8 + 32)
Speed 30 ft.

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

Saving Throws Wisdom +9, Charisma +8
Skills Insight +9, Medicine +9, Religion +8, Survival +9
Senses passive Perception 14
Languages Celestial, Common, Elvish, Sylvan
Challenge 4 (1,100 XP)

Disciple of Life. When Kimbur casts a spell of 1st level or higher to restore hit points to a creature, that creature regains additional hit points equal to 2 + the spell's level.

Divine Strike (1/turn). Kimbur can deal an additional 2d8 radiant damage to a creature she hits with a weapon attack.

Shelter of the Faithful. Kimbur and her companions can expect healing and care at temples of her faith, and followers will support her at a modest lifestyle.

Spellcasting. Kimbur is a 16th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips: *light, resistance, sacred flame, spare the dying, thaumaturgy*

1st level (4 slots): *bless, cure wounds, detect magic, healing word, protection from evil and good, sanctuary, shield of faith*

2nd level (3 slots): *lesser restoration, prayer of healing, protection from poison, spiritual weapon, warding bond*

3rd level (3 slots): *beacon of hope, mass healing word, protection from energy, remove curse, revivify, spirit guardians*

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

5th level (2 slots): *dispel evil and good, greater restoration, hallow, mass cure wounds, raise dead*

6th level (1 slot): *heal, planar ally*

7th level (1 slot): *death ward, divine word*

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

Actions

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

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

Channel Divinity (2/day; Recharges after a Short or Long Rest). Kimbur chooses one of the following two options:

Preserve Life. Kimbur restores up to 80 hit points divided among any creatures within 30 feet, up to half a creature's maximum hit points.

Turn Undead. Each undead within 30 feet of Kimbur who can see or hear her must make a DC 17 Wisdom saving throw. If a creature fails its save and is CR 4 or higher, it must spend its turns moving away from Kimbur, cannot willingly move within 30 feet of her, and must use its action to Dash or attempt to escape an effect preventing it from moving (it may Dodge if there is nowhere to move away). These effects last for one minute. A creature of CR 3 or lower that fails its save is immediately destroyed.

Divine Intervention (1/day). Kimbur can describe the aid she needs from her deity and roll a percentile die. If the result is 16 or lower, the deity intervenes in a manner of the GM's choosing. If successful, Kimbur cannot use this feature again for seven days.

Weapons, Armor & Items

Chainmail*, shield, mace, dagger, prayer beads

*While wearing this armor, Kimbur has disadvantage on Dexterity (Stealth) checks

Kimbur Dawn (Level 20)

Medium humanoid (human), lawful good

Class Cleric 20
Background Acolyte
Occupation Prophet
Armor Class 18 (chainmail, shield)
Hit Points 143 (20d8 + 40)
Speed 30 ft.

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

Saving Throws Wisdom +10, Charisma +10
Skills Insight +10, Medicine +10, Religion +10, Survival +10
Senses passive Perception 14
Languages Celestial, Common, Elvish, Sylvan
Challenge 6 (2,300 XP)

Disciple of Life. When Kimbur casts a spell of 1st level or higher to restore hit points to a creature, that creature regains additional hit points equal to 2 + the spell's level.

Divine Strike (1/turn). Kimbur can deal an additional 2d8 radiant damage to a creature she hits with a weapon attack.

Shelter of the Faithful. Kimbur and her companions can expect healing and care at temples of her faith, and followers will support her at a modest lifestyle.

Spellcasting. Kimbur is a 20th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips: *light, resistance, sacred flame, spare the dying, thaumaturgy*

1st level (4 slots): *bless, cure wounds, detect magic, healing word, protection from evil and good, sanctuary, shield of faith*

2nd level (3 slots): *gentle repose, lesser restoration, prayer of healing, protection from poison, spiritual weapon, warding bond*

3rd level (3 slots): *beacon of hope, mass healing word, protection from energy, remove curse, revivify, spirit guardians*

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

5th level (2 slots): *dispel evil and good, greater restoration, hallow, mass cure wounds, raise dead*

6th level (2 slots): *blade barrier, heal, planar ally*

7th level (2 slots): *death ward, divine word, regenerate*

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

9th level (1 slot): *mass heal, true resurrection*

Supreme Healing. When Kimbur would roll one or more dice to restore hit points with a spell, she instead uses the highest number possible for each die.

Actions

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

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Channel Divinity (3/day; Recharges after a Short or Long Rest). Kimbur chooses one of the following two options:

Preserve Life. Kimbur restores up to 100 hit points divided among any creatures within 30 feet, up to half a creature's maximum hit points.

Turn Undead. Each undead within 30 feet of Kimbur who can see or hear her must make a DC 18 Wisdom saving throw. If a creature fails its save and is CR 5 or higher, it must spend its turns moving away from Kimbur, cannot willingly move within 30 feet of her, and must use its action to Dash or attempt to escape an effect preventing it from moving (it may Dodge if there is nowhere to move away). These effects last for one minute. A creature of CR 4 or lower that fails its save is immediately destroyed.

Divine Intervention. Kimbur can describe the aid she needs from her deity and the deity intervenes in a manner of the GM's choosing. Kimbur cannot use this feature again for seven days.

Weapons, Armor & Items

Chainmail*, shield, mace, dagger, prayer beads

*While wearing this armor, Kimbur has disadvantage on Dexterity (Stealth) checks

Liam the Lionheart

Medium humanoid (human), lawful good

Class Fighter 1
Background Folk Hero
Occupation Knight
Armor Class 18 (chainmail, shield)
Hit Points 12 (1d10 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	9 (−1)	13 (+1)	11 (+0)

Saving Throws Strength +5, Constitution +4
Skills Animal Handling +3, Athletics +5, Perception +3, Survival +3; **Tools** land vehicles, leatherworker's tools
Senses passive Perception 13
Languages Common, Dwarvish
Challenge 1 (200 XP)

Fighting Style (Great Weapon). When Liam rolls a 1 or 2 on a damage die for an attack he makes with a melee weapon that he is wielding with two hands, he can reroll the die and must use the new roll, even if it is a 1 or a 2.

Rustic Hospitality. Commoners will happily accept Liam if he has need of shelter, food or rest. They won't risk their lives for him, but will shield him from any pursuers if they are able.

Second Wind (Recharges after a Short or Long Rest). On his turn, Liam can use a bonus action to regain 1d10 + 1 hit points.

Actions

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

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



Overview

A knighthood is a symbol of nobility, an honor given to the children of rich and venerable families whose wealth and position make them ideally suited to protecting the vulnerable and upholding ideals of virtue. Liam came from a family of tanners; his arming doublet was the first item of clothing he owned which didn't smell faintly of urine and lye.

When he was a boy, Liam came across a young man cornered in an alleyway, surrounded by a group of ruffians. Without thinking, Liam grabbed a broom handle and leapt to the man's defence, swinging wildly and driving his assailants away. Little did he know that the magistrate's son had gone missing in the city, and that more than a simple reward of gold was offered for his safe return (proclamations of that sort take a while to filter down to Tanners' Row). Liam was as confused by the knighthood as the magistrate was unhappy about bestowing it but, thought the magistrate, it cost them little, and a promise is a promise.

Doubtless, they expected the newly-entitled teenager to spend a few nights loudly boasting in a tap-house, squander his stipend within a month, and be forgotten entirely in two, but, to their chagrin, the boy took his new position with grave seriousness.

Liam was scarcely made welcome at training, with those of higher birth (and even their squires), whispering as soon as his back was turned, and reluctantly acknowledging him with sarcastic 'wit'; 'Won his spurs fending off a few thugs with a stick, a real lion-heart, this one...'

Liam endured their mockery with grace and, when the time came for him to choose his heraldry, he took the lion as a badge of honor.

Personality Traits

"Follow me!" Liam will always be the first to charge, through a combination of recklessness, hot-headedness, and a need to prove his valor to himself and others, as well as a desire to spare his friends danger.

Ideals

"They think to insult me; I'll show them what a lion can do." Though it started off as a slur, Liam is determined to live up to the lion of his regalia, to be brave, noble, and strong.

Bonds

"I'll not forget where I came from." Liam's humble parents taught him to think of others first, and he always sends them a portion of his stipend so they can live a more comfortable life.

Flaws

"What if they were right?" Already an outsider in the order, Liam has a lot to prove to others who already think he is not good enough, and he fears not being up to proving them wrong.

Roleplaying Liam

Liam has little time for those who think themselves better than others, especially by any kind of birthright. He will always root for an underdog, being one himself, and is not put off by bad odds, trusting that the gods will see the righteous through to victory somehow.

"My clothes might be a bit tattier than yours, but my sword's just as sharp."

Weapons, Armor & Items

Greatsword, shortsword, chainmail*, lionheart helm, shield, 9 gp

*While wearing this armor, Liam has disadvantage on Dexterity (Stealth) checks

Liam the Lionheart (Level 4)

Medium humanoid (human), lawful good

Class Fighter 3/Cleric 1 **Armor Class** 18 (chainmail, shield)
Background Folk Hero **Hit Points** 35 (3d10 + 1d8 + 8)
Occupation Knight **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	9 (−1)	13 (+1)	11 (+0)

Saving Throws Strength +5, Constitution +4
Skills Animal Handling +3, Athletics +5, Perception +3, Survival +3; **Tools** land vehicles, leatherworker's tools
Senses passive Perception 13
Languages Common, Dwarvish
Challenge 2 (450 XP)

Action Surge (Recharges after a Short or Long Rest). On his turn, Liam can take an additional action on top of his normal action and possible bonus action.

Combat Superiority. Liam has 4 superiority dice. These dice are expended when used and are regained after a short or long rest.

Disarming Attack. Liam can expend 1 superiority die when he hits a creature with a weapon attack to attempt to disarm the target. He adds 1d8 to the attack's damage roll. The target must make a DC 13 Strength saving throw or drop one item of Liam's choice that it's holding.

Goading Attack. Liam can expend 1 superiority die when he hits a creature with a weapon attack to attempt to goad the target. He adds 1d8 to the attack's damage roll. The target must make a DC 13 Wisdom saving throw or have disadvantage on attack rolls against all targets other than him until the end of his next turn.

Sweeping Attack. Liam can expend 1 superiority die when he hits a creature with a melee weapon attack to attempt to damage another creature within 5 feet of the original target and within his reach. If the original attack roll would hit the second creature, it takes 1d8 damage of the same type dealt by the original attack.

Fighting Style (Great Weapon). When Liam rolls a 1 or 2 on a damage die for an attack he makes with a melee weapon that he is wielding with two hands, he can reroll the die and must use the new roll, even if it is a 1 or a 2.

Rustic Hospitality. Commoners will happily accept Liam if he has need of shelter, food or rest. They won't risk their lives for him, but will shield him from any pursuers if they are able.

Second Wind (Recharges after a Short or Long Rest). On his turn, Liam can use a bonus action to regain 1d10 + 3 hit points.

Spellcasting. Liam is a 1st-level spellcaster. His spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips: *mending, resistance, spare the dying*

1st level (2 slots): *cure wounds, divine favor, healing word, shield of faith*

Actions

War Priest (2/day). When Liam makes an attack, as a bonus action he can make one additional weapon attack.

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

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

Weapons, Armor & Items

Greatsword, shortsword, chainmail*, lionheart helm, shield, 20 gp

Before the Storm

Command was not everything Liam had hoped for. He'd been thrilled; finally, the high-ups who so delighted in spitting on him had gotten over their prejudices and were giving him a chance to prove himself. But no, within the bait of courtesy was another barb.

With a loud curse his only warning, Liam ducked as an arrow whooshed overhead from behind. He turned to see a very sheepish militiaman, a dinted sallet his only armor, drop his bow. Bending to retrieve it, he was immediately showered with arrows from the now-upended quiver on his back. *Command has no intention of them surviving this*, Liam thought, *and I'm at the head of them...*

Liam shouldered his way to the hapless archer. Wordlessly, he righted the man, depositing arrows, and moving the quiver to his hip. Speaking revealed his accent and common birth. His unit needed to respect him to follow him. His silence, it would seem, was too much to bear.

"S-sorry m'lord!" The man was shaking so much he dropped the bow again. "I dint mean t'loose, sir; was just practisin' nockin' an' drawin'. Need the practice, me; never shot nothin' not made of straw. I'm not supposed to be 'ere, none of us are. We're not knights or nobles we're just..." His lip quivered and he couldn't carry on.

"What's your name, son? Where are you from?" Liam asked. The man was old enough to be his father, but Liam's drill instructor had called everyone 'son', and it had always made him feel at ease.

"Riswell, m'lord. I catch rats by The Street O' Cleavers. Stinks of rottin' meat 'alf the year, and you're like to slip on frozen blood the other, but it's 'ome. You don't 'ear of heroes from The Street O' Cleavers 'cause there ain't none; they die in battles like this. For some lord who don't know their names."

"Only stinks half the year, you said? Tanner's Row stinks of the vats all year round. Half my life, I never realised there were other smells in the world. There weren't any heroes from Tanner's Row before either, Riswell; there's a first for everything."

The gathered militia on the front line gaped at the voice of their commander, but Riswell seemed to stand a little taller, and the others followed suit. A murmur rippled back and Liam glanced up to see, distant and tiny, yet closer every moment, the enemy between the hills. The mood switched from fearful to expectant.

"For The Street O' Cleavers," said Liam, taking his place at the front.

"For Tanner's Row," replied Riswell with a firm nod.

They braced for the charge.

Liam the Lionheart (Level 8)

Medium humanoid (human), lawful good

Class Fighter 6/Cleric 2
Background Folk Hero
Occupation Knight
Armor Class 19 (splint, shield)
Hit Points 66 (6d10 + 2d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	9 (−1)	14 (+2)	11 (+0)

Saving Throws Strength +7, Constitution +5
Skills Animal Handling +5, Athletics +7, Perception +5, Survival +5;
Tools land vehicles, leatherworker's tools, smith's tools
Senses passive Perception 15
Languages Common, Dwarvish
Challenge 3 (700 XP)

Action Surge (Recharges after a Short or Long Rest). On his turn, Liam can take an additional action on top of his normal action and possible bonus action.

Combat Superiority. Liam has 4 superiority dice. These dice are expended when used and are regained after a short or long rest.

Disarming Attack. Liam can expend 1 superiority die when he hits a creature with a weapon attack to attempt to disarm the target. He adds 1d8 to the attack's damage roll. The target must make a DC 15 Strength saving throw or drop one item of Liam's choice that it's holding.

Goading Attack. Liam can expend 1 superiority die when he hits a creature with a weapon attack to attempt to goad the target. He adds 1d8 to the attack's damage roll. The target must make a DC 15 Wisdom saving throw or have disadvantage on attack rolls against all targets other than him until the end of his next turn.

Sweeping Attack. Liam can expend 1 superiority die when he hits a creature with a melee weapon attack to attempt to damage another creature within 5 feet of the original target and within his reach. If the original attack roll would hit the second creature, it takes 1d8 damage of the same type dealt by the original attack.

Fighting Style (Great Weapon). When Liam rolls a 1 or 2 on a damage die for an attack he makes with a melee weapon that he is wielding with two hands, he can reroll the die and must use the new roll, even if it is a 1 or a 2.

Rustic Hospitality. Commoners will happily accept Liam if he has need of shelter, food or rest. They won't risk their lives for him, but will shield him from any pursuers if they are able.

Second Wind (Recharges after a Short or Long Rest). On his turn, Liam can use a bonus action to regain 1d10 + 6 hit points.

Spellcasting. Liam is a 2nd-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips: *mending, resistance, spare the dying*

1st level (3 slots): *bane, cure wounds, divine favor, guiding bolt, healing word, shield of faith*

Actions

Multiattack. Liam makes two weapon attacks.

War Priest (2/day). When Liam makes an attack, as a bonus action he can make one additional weapon attack.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

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

Channel Divinity (Recharges after a Short or Long Rest). Liam chooses one of the following two options:

Guided Strike. When Liam makes an attack roll, he can choose to gain a +10 bonus. He can do so after the initial roll but before determining success or failure.

Turn Undead. Each undead within 30 feet of Liam who can see or hear him must make a DC 13 Wisdom saving throw. If a creature fails its save, it must spend its turns moving away from Liam, cannot willingly move within 30 feet of him, and must use its action to Dash or attempt to escape an effect preventing it from moving (it may Dodge if there is nowhere to move away). These effects last for one minute.

Weapons, Armor & Items

Greatsword, shortsword, splint armor*, lionheart helm, shield, 29 gp

*While wearing this armor, Liam has disadvantage on Dexterity (Stealth) checks

Liam in your Game

Liam could be encountered either as a humble young man in the context of his home town, or as a proud knight ready to jump to the aid of anyone in need. He has a deep need to prove himself, so will happily pledge himself bravely to a cause, and might even dive headlong into combat to aid the party, if he sees them fighting on the side of righteousness.

Once allied, Liam can be counted on to be a staunch supporter of the party, speaking and acting in their defence, even if it loses him respect amongst his peers; Liam is used to ignoring the sneering of others.

Quest Hook: Lion-hearted he might be, but Liam can sometimes be lacking in forethought. Recently, he led a charge to cover an allied retreat, and he hasn't been seen since. His friends fear he may have been taken for a noble and held for ransom, but that his captors will have little use for him when they discover his humble origins. Can the party free the captured lion before it's too late?

Liam the Lionheart (Level 12)

Medium humanoid (human), lawful good

Class Fighter 8/Cleric 4
Background Folk Hero
Occupation Knight
Armor Class 19 (splint, shield)
Hit Points 108 (8d10 + 4d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	9 (−1)	15 (+2)	11 (+0)

Saving Throws Strength +9, Constitution +7
Skills Animal Handling +6, Athletics +9, Perception +6, Survival +6;
Tools land vehicles, leatherworker's tools, smith's tools
Senses passive Perception 16
Languages Common, Dwarvish
Challenge 6 (2,300 XP)

Action Surge (Recharges after a Short or Long Rest). On his turn, Liam can take an additional action on top of his normal action and possible bonus action.

Combat Superiority. Liam has 5 superiority dice. These dice are expended when used and are regained after a short or long rest.

Disarming Attack. Liam can expend 1 superiority die when he hits a creature with a weapon attack to attempt to disarm the target. He adds 1d8 to the attack's damage roll. The target must make a DC 17 Strength saving throw or drop one item of Liam's choice that it's holding.

Goading Attack. Liam can expend 1 superiority die when he hits a creature with a weapon attack to attempt to goad the target. He adds 1d8 to the attack's damage roll. The target must make a DC 17 Wisdom saving throw or have disadvantage on attack rolls against all targets other than him until the end of his next turn.

Lunging Attack. Liam can expend 1 superiority die to increase his reach for one melee weapon attack by 5 feet and adds 1d8 to attack's damage roll on a hit.

Riposte. Liam can use his reaction and expend 1 superiority die when missed by a creature's melee attack to make a melee weapon attack against it and adds 1d8 to attack's damage roll on a hit.

Sweeping Attack. Liam can expend 1 superiority die when he hits a creature with a melee weapon attack to attempt to damage another creature within 5 feet of the original target and within his reach. If the original attack roll would hit the second creature, it takes 1d8 damage of the same type dealt by the original attack.

Fighting Style (Great Weapon). When Liam rolls a 1 or 2 on a damage die for an attack he makes with a melee weapon that he is wielding with two hands, he can reroll the die and must use the new roll, even if it is a 1 or a 2.

Know Your Enemy. Liam can learn certain information about a creature's capabilities, compared to his own, if he spends at least one minute observing or interacting with it outside of combat. He can discern if the creature is his equal, superior, or inferior in up to two categories: Strength score, Dexterity score, Constitution score, Armor Class, current hit points, total class levels, or Fighter class levels.

Rustic Hospitality. Commoners will happily accept Liam if he has need of shelter, food or rest. They won't risk their lives for him, but will shield him from any pursuers if they are able.

Second Wind (Recharges after a Short or Long Rest). On his turn, Liam can use a bonus action to regain 1d10 + 8 hit points.

Spellcasting. Liam is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips: *mending, resistance, spare the dying, thaumaturgy*

1st level (4 slots): *bane, cure wounds, divine favor, guiding bolt, healing word, shield of faith*

2nd level (3 slots): *aid, magic weapon, prayer of healing, spiritual weapon*

Actions

Multiattack. Liam makes two weapon attacks.

War Priest (2/day). When Liam makes an attack, as a bonus action he can make one additional weapon attack.

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

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Channel Divinity (Recharges after a Short or Long Rest). Liam chooses one of the following two options:

Guided Strike. When Liam makes an attack roll, he can choose to gain a +10 bonus. He can do so after the initial roll but before determining success or failure.

Turn Undead. Each undead within 30 feet of Liam who can see or hear him must make a DC 14 Wisdom saving throw. If a creature fails its save, it must spend its turns moving away from Liam, cannot willingly move within 30 feet of him, and must use its action to Dash or attempt to escape an effect preventing it from moving (it may Dodge if there is nowhere to move away). These effects last for one minute.

Weapons, Armor & Items

Greatsword, shortsword, splint armor*, lionheart helm, shield, 230 gp

*While wearing this armor, Liam has disadvantage on Dexterity (Stealth) checks

Liam the Lionheart (Level 16)

Medium humanoid (human), lawful good

Class Fighter 10/Cleric 6 **Armor Class** 20 (plate, shield)
Background Folk Hero **Hit Points** 142 (10d10 + 6d8 + 48)
Occupation Knight **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	9 (−1)	15 (+2)	11 (+0)

Saving Throws Strength +10, Constitution +8
Skills Animal Handling +7, Athletics +10, Perception +7, Survival +7;
Tools land vehicles, leatherworker's tools, smith's tools
Senses passive Perception 17
Languages Common, Dwarvish
Challenge 8 (3,900 XP)

Action Surge (Recharges after a Short or Long Rest). On his turn, Liam can take an additional action on top of his normal action and possible bonus action.

Combat Superiority. Liam has 5 superiority dice. These dice are expended when used and are regained after a short or long rest.

Disarming Attack. Liam can expend 1 superiority die when he hits a creature with a weapon attack to attempt to disarm the target. He adds 1d10 to the attack's damage roll. The target must make a DC 18 Strength saving throw or drop one item of Liam's choice that it's holding.

Goading Attack. Liam can expend 1 superiority die when he hits a creature with a weapon attack to attempt to goad the target. He adds 1d10 to the attack's damage roll. The target must make a DC 18 Wisdom saving throw or have disadvantage on attack rolls against all targets other than him until the end of his next turn.

Lunging Attack. Liam can expend 1 superiority die to increase his reach for one melee weapon attack by 5 feet and adds 1d10 to attack's damage roll on a hit.

Pushing Attack. Liam can expend 1 superiority die when he hits a creature with a weapon attack to attempt to push the target away. He adds 1d10 to the attack's damage roll. If it is Large or smaller, the target must make a DC 18 Strength saving throw or be pushed away up to 15 feet.

Rally. Liam can use a bonus action on his turn and expend 1 superiority die to rally an ally. A friendly creature who can see or hear him gains 1d10 temporary hit points.

Riposte. Liam can use his reaction and expend 1 superiority die when missed by a creature's melee attack to make a melee weapon attack against it and adds 1d10 to attack's damage roll on a hit.

Sweeping Attack. Liam can expend 1 superiority die when he hits a creature with a melee weapon attack to attempt to damage another creature within 5 feet of the original target and within his reach. If the original attack roll would hit the second creature, it takes 1d10 damage of the same type dealt by the original attack.

Fighting Style (Great Weapon). When Liam rolls a 1 or 2 on a damage die for an attack he makes with a melee weapon that he is wielding with two hands, he can reroll the die and must use the new roll, even if it is a 1 or a 2.

Indomitable (1/day). Liam can reroll a failed saving throw.

Know Your Enemy. Liam can learn certain information about a creature's capabilities, compared to his own, if he spends at least one minute observing or interacting with it outside of combat. He can discern if the creature is his equal, superior, or inferior in up to two categories: Strength score, Dexterity score, Constitution score, Armor Class, current hit points, total class levels, or Fighter class levels.

Rustic Hospitality. Commoners will happily accept Liam if he has need of shelter, food or rest. They won't risk their lives for him, but will shield him from any pursuers if they are able.

Second Wind (Recharges after a Short or Long Rest). On his turn, Liam can use a bonus action to regain 1d10 + 10 hit points.

Spellcasting. Liam is a 6th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips: *mending, resistance, spare the dying, thaumaturgy*

1st level (4 slots): *bane, cure wounds, divine favor, guiding bolt, healing word, shield of faith*

2nd level (3 slots): *aid, lesser restoration, magic weapon, prayer of healing, spiritual weapon*

3rd level (3 slots): *crusader's mantle, mass healing word, spirit guardian*

Actions

Multiattack. Liam makes two weapon attacks.

War Priest (2/day). When Liam makes an attack, as a bonus action he can make one additional weapon attack.

Greatsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

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

Channel Divinity (2/day; Recharges after a Short or Long Rest). Liam chooses one of the following three options:

Guided Strike. When Liam makes an attack roll, he can choose to gain a +10 bonus. He can do so after the initial roll but before determining success or failure.

Turn Undead. Each undead within 30 feet of Liam who can see or hear him must make a DC 15 Wisdom saving throw. If a creature fails its save and is CR 1 or higher, it must spend its turns moving away from Liam, cannot willingly move within 30 feet of him, and must use its action to Dash or attempt to escape an effect preventing it from moving (it may Dodge if there is nowhere to move away). These effects last for one minute. A creature of CR 1/2 or lower that fails its save is immediately destroyed.

War God's Blessing. When a creature within 30 feet of Liam makes an attack roll, Liam can use his reaction to give it a +10 bonus. He can do so after the initial roll but before determining success or failure.

Weapons, Armor & Items

Greatsword, shortsword, plate armor*, lionheart helm, shield, 310 gp
*While wearing this armor, Liam has disadvantage on Dexterity (Stealth) checks

Liam the Lionheart (Level 20)

Medium humanoid (human), lawful good

Class Fighter 14/Cleric 6 **Armor Class** 20 (plate, shield)
Background Folk Hero **Hit Points** 218 (14d10 + 6d8 + 100)
Occupation Knight **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	9 (−1)	15 (+2)	11 (+0)

Saving Throws Strength +11, Constitution +11
Skills Animal Handling +8, Athletics +11, Perception +8, Survival +8;
Tools land vehicles, leatherworker's tools, smith's tools
Senses passive Perception 18
Languages Common, Dwarvish
Challenge 10 (5,900 XP)

Action Surge (Recharges after a Short or Long Rest). On his turn, Liam can take an additional action on top of his normal action and possible bonus action.

Combat Superiority. Liam has 5 superiority dice. These dice are expended when used and are regained after a short or long rest.

Disarming Attack. Liam can expend 1 superiority die when he hits a creature with a weapon attack to attempt to disarm the target. He adds 1d10 to the attack's damage roll. The target must make a DC 19 Strength saving throw or drop one item of Liam's choice that it's holding.

Goading Attack. Liam can expend 1 superiority die when he hits a creature with a weapon attack to attempt to goad the target. He adds 1d10 to the attack's damage roll. The target must make a DC 19 Wisdom saving throw or have disadvantage on attack rolls against all targets other than him until the end of his next turn.

Lunging Attack. Liam can expend 1 superiority die to increase his reach for one melee weapon attack by 5 feet and adds 1d10 to attack's damage roll on a hit.

Pushing Attack. Liam can expend 1 superiority die when he hits a creature with a weapon attack to attempt to push the target away. He adds 1d10 to the attack's damage roll. If it is Large or smaller, the target must make a DC 19 Strength saving throw or be pushed away up to 15 feet.

Rally. Liam can use a bonus action on his turn and expend 1 superiority die to rally an ally. A friendly creature who can see or hear him gains 1d10 temporary hit points.

Riposte. Liam can use his reaction and expend 1 superiority die when missed by a creature's melee attack to make a melee weapon attack against it and adds 1d10 to attack's damage roll on a hit.

Sweeping Attack. Liam can expend 1 superiority die when he hits a creature with a melee weapon attack to attempt to damage another creature within 5 feet of the original target and within his reach. If the original attack roll would hit the second creature, it takes 1d10 damage of the same type dealt by the original attack.

Fighting Style (Great Weapon). When Liam rolls a 1 or 2 on a damage die for an attack he makes with a melee weapon that he is wielding with two hands, he can reroll the die and must use the new roll, even if it is a 1 or a 2.

Indomitable (2/day). Liam can reroll a failed saving throw.

Know Your Enemy. Liam can learn certain information about a creature's capabilities, compared to his own, if he spends at least one minute observing or interacting with it outside of combat. He can discern if the creature is his equal, superior, or inferior in up to two categories: Strength score, Dexterity score, Constitution score, Armor Class, current hit points, total class levels, or Fighter class levels.

Rustic Hospitality. Commoners will happily accept Liam if he has need of shelter, food or rest. They won't risk their lives for him, but will shield him from any pursuers if they are able.

Second Wind (Recharges after a Short or Long Rest). On his turn, Liam can use a bonus action to regain 1d10 + 14 hit points.

Spellcasting. Liam is a 6th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips: *mending, resistance, spare the dying, thaumaturgy*

1st level (4 slots): *bane, cure wounds, divine favor, guiding bolt, healing word, shield of faith*

2nd level (3 slots): *aid, lesser restoration, magic weapon, prayer of healing, spiritual weapon*

3rd level (3 slots): *crusader's mantle, mass healing word, spirit guardian*

Actions

Multiattack. Liam makes three weapon attacks.

War Priest (2/day). When Liam makes an attack, as a bonus action he can make one additional weapon attack.

Greatsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

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

Channel Divinity (2/day; Recharges after a Short or Long Rest). Liam chooses one of the following three options:

Guided Strike. When Liam makes an attack roll, he can choose to gain a +10 bonus. He can do so after the initial roll but before determining success or failure.

Turn Undead. Each undead within 30 feet of Liam who can see or hear him must make a DC 15 Wisdom saving throw. If a creature fails its save and is CR 1 or higher, it must spend its turns moving away from Liam, cannot willingly move within 30 feet of him, and must use its action to Dash or attempt to escape an effect preventing it from moving (it may Dodge if there is nowhere to move away). These effects last for one minute. A creature of CR 1/2 or lower that fails its save is immediately destroyed.

War God's Blessing. When a creature within 30 feet of Liam makes an attack roll, Liam can use his reaction to give it a +10 bonus. He can do so after the initial roll but before determining success or failure.

Weapons, Armor & Items

Greatsword, shortsword, plate armor*, lionheart helm, shield, 390 gp
*While wearing this armor, Liam has disadvantage on Dexterity (Stealth) checks

Mother Muhima

Medium humanoid (human), lawful good

Class Paladin 1
Background Acolyte
Occupation Traveling Priest
Armor Class 18 (chainmail, shield)
Hit Points 10 (1d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	11 (+0)	11 (+0)	14 (+2)	17 (+3)

Saving Throws Wisdom +4, Charisma +5
Skills Insight +4, Medicine +4, Persuasion +5, Religion +2
Senses passive Perception 12
Languages Common, Draconic, Dwarvish, Elvish
Challenge 1 (200 XP)

Lay on Hands. Muhima has a pool of 5 healing points which are expended when used and replenished after a long rest. As an action, she can touch a creature and expend any number of these points, restoring that number of hit points. Alternatively, Muhima can expend 5 points to cure the target of one disease or poison.

Shelter of the Faithful. Muhima and her companions can expect healing and care at temples of her faith, and followers will support her at a modest lifestyle.



Actions

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) damage if used with two hands.

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

Divine Sense (4/day). Muhima knows the location of any celestial, fiend, or undead within 60 feet of her that is not behind total cover until the end of her next turn. She also senses the presence of any place or object that has been consecrated or desecrated.

Overview

Once the head priestess of a small but well-regarded country temple, Mother Muhima was proud to serve her community as a spiritual leader, confidant and advisor to all.

Having been taken in by the temple as a child, and her husband taken by disease while still relatively young, her congregation very much became her family. When the fires of war began to burn, and the armies were gathered, it was her brothers and sisters who marched, her sons and daughters. Leaving the care of the temple and the depleted townsfolk in the hands of a trusted acolyte, Muhima marched with them.

As is the way of things, her congregation began to split apart; some were marched this way, some that, until half a country lay between her family. It did not sit right with her to remain with some and abandon the rest, so Muhima now travels between encampments where her congregation are stationed, staying with each for a time, offering guidance and, where necessary, protection, before moving on.

Her congregation have come to view her as a guardian angel or, at the very least, a good luck charm, but a few see her as an ill omen; she has the uncanny knack of showing up just before things take a turn for the worse.

Personality Traits

"If you need to talk, I'm here, child." Muhima bonds quickly with others, of her faith or not, and listens far more than she speaks. She takes on the role of 'mother' in any group, even to those older than herself, with her faith giving her a genuine sense of shared kinship with all.

Ideals

"You have mine, don't worry about me." Muhima is self-sacrificing almost to a fault; she will always look to the needs of others first.

Bonds

"If you want them, you'll have to go through me." Muhima is fiercely protective of those in her charge; her scattered family of the faith.

Flaws

"It'll just be easier if I do it." Muhima fears that no one else is up to the task of protecting those she cares about, or at least that no one cares as deeply as she does.

Roleplaying Muhima

Muhima genuinely enjoys helping people, part of a life-long career of offering guidance at the temple. She quietly absorbs information about people for a while before offering wisdom, and never forgets a face, name, or personal detail for their next meeting.

An unwilling combatant, Muhima has been forced to develop martial skills from her new life of travel, often by herself. Her pacifying, friendly demeanour and status as a priestess is often enough to get her out of trouble, but she is able to hold her own if necessary (though she refuses to strike a killing blow).

"The path ahead may seem dark, my children, but, even here, there is light."

Weapons, Armor & Items

Quarterstaff, 3 light hammers, chainmail*, shield, *guiding light*, prayer book, vestments

*While wearing this armor, Muhima has disadvantage on Dexterity (Stealth) checks

Mother Muhima (Level 4)

Medium humanoid (human), lawful good

Class Paladin 4
Background Acolyte
Occupation Traveling Priest
Armor Class 18 (chainmail, shield)
Hit Points 28 (4d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	11 (+0)	11 (+0)	14 (+2)	18 (+4)

Saving Throws Wisdom +4, Charisma +6
Skills Insight +4, Medicine +4, Persuasion +6, Religion +2
Senses passive Perception 12
Languages Common, Draconic, Dwarvish, Elvish
Challenge 3 (700 XP)

Divine Smite. When Muhima hits a creature with a melee weapon attack, she can expend a spell slot to deal an additional 2d8 radiant damage, plus 1d8 radiant damage for each level of the spell slot expended above 1st. If the target is a fiend or undead, this damage increases by 1d8.

Divine Health. Muhima is immune to disease.

Lay on Hands. Muhima has a pool of 20 healing points which are expended when used and replenished after a long rest. As an action, she can touch a creature and expend any number of these points, restoring that number of hit points. Alternatively, Muhima can expend 5 points to cure the target of one disease or poison.

Shelter of the Faithful. Muhima and her companions can expect healing and care at temples of her faith, and followers will support her at a modest lifestyle.

Spellcasting. Muhima is a 2nd-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She has the following paladin spells prepared:

1st level (3 slots): *bless, cure wounds, detect poison and disease, divine favor, heroism, protection from evil and good, sanctuary, shield of faith*

Actions

Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, or 7 (1d8 + 3) damage if used with two hands.

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

Channel Divinity (Recharges after a Short or Long Rest). Muhima chooses one of the following two options:

Sacred Weapon. For one minute, Muhima adds +4 to her weapon attacks. Her weapon is also considered magical for the duration and emits bright light in a 20-foot-radius and dim light for an additional 20 feet.

Turn the Unholy. Each fiend or undead within 30 feet of Muhima who can see or hear her must make a DC 14 Wisdom saving throw. If a creature fails its save, it must spend its turns moving away from Muhima, cannot willingly move within 30 feet of her, and must use its action to Dash or attempt to escape an effect preventing it from moving (it may Dodge if there is nowhere to move away). These effects last for one minute.

Divine Sense (5/day). Muhima knows the location of any celestial, fiend, or undead within 60 feet of her that is not behind total cover until the end of her next turn. She also senses the presence of any place or object that has been consecrated or desecrated.

Reactions

Protection. When a creature Muhima can see attacks a target other than her within 5 feet, she can impose disadvantage on the attack roll.

Weapons, Armor & Items

Quarterstaff, 3 light hammers, chainmail*, shield, *guiding light*, prayer book, vestments

*While wearing this armor, Muhima has disadvantage on Dexterity (Stealth) checks

Guiding Light

"She is at peace now, daughter."

Muhima wrapped her hand gently around the girl's clenched fist, who continued the soft rain of angry, bitter tears on to the freshly dug earth. Standing silent vigil together, she watched as the other members of the unit started to slowly drift back towards campfires and tents to deal with their grief in their own way, a soldier's way. The girl never took her eyes off the ground.

But Nyla was never a soldier to Muhima. She looked at her now and, even clad in mail, she still saw the little girl with daisies threaded through her ratty pigtails. She had, in better times, always followed her sister round the village, and had followed her to war, but she would follow her no longer. Muhima tried not to count in her head how many of her congregation would never raise their voices with hers again, though she knew that number well enough.

For now, she just held Nyla's hand.

***

"Light a single candle, and the room is no longer dark. Light defeats darkness, always. Go now, my children, and think how you might be a light to others this day."

The morning worshipers raised their heads and stood to leave. Muhima looked over them, and each nodded or smiled their thanks before leaving her crude shrine for the business of the day. When they had all departed, Muhima closed her eyes and prayed her own silent prayer that, by the grace of the gods, her words and thoughts would keep them safe.

***

"The gods ever test us, my son. If their will were easy to interpret, well, I would find myself without employment." They shared a smile. "Look to your heart and to your head, for both will guide you. Whatever happens in the end, I will be there to help you keep a light against the dark."

Muhima gave the young knight's shoulder a final squeeze, and started towards the tent flap.

"And you, Mother? Where do you turn when everything looks dark?"

"Ah, the gods' shoulders are broad enough for my troubles, child, just as mine are broad enough for yours," she said, and hoped that she was right.

Mother Muhima (Level 8)

Medium humanoid (human), lawful good

Class Paladin 8
Background Acolyte
Occupation Traveling Priest
Armor Class 18 (chainmail, shield)
Hit Points 52 (8d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	11 (+0)	11 (+0)	14 (+2)	20 (+5)

Saving Throws Wisdom +5, Charisma +8
Skills Insight +5, Medicine +5, Persuasion +8, Religion +3
Senses passive Perception 12
Languages Common, Draconic, Dwarvish, Elvish
Challenge 4 (1,100 XP)

Divine Smite. When Muhima hits a creature with a melee weapon attack, she can expend a spell slot to deal an additional 2d8 radiant damage, plus 1d8 radiant damage for each level of the spell slot expended above 1st. If the target is a fiend or undead, this damage increases by 1d8.

Aura of Devotion. Muhima and friendly creatures within 10 feet of her cannot be charmed as long as she is conscious.

Aura of Protection. When Muhima or a friendly creature within 10 feet of her must make a saving throw, they gain a +5 bonus as long as she is conscious.

Divine Health. Muhima is immune to disease.

Lay on Hands. Muhima has a pool of 40 healing points which are expended when used and replenished after a long rest. As an action, she can touch a creature and expend any number of these points, restoring that number of hit points. Alternatively, Muhima can expend 5 points to cure the target of one disease or poison.

Shelter of the Faithful. Muhima and her companions can expect healing and care at temples of her faith, and followers will support her at a modest lifestyle.

Spellcasting. Muhima is a 4th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She has the following paladin spells prepared:

1st level (4 slots): *bless, cure wounds, detect poison and disease, divine favor, heroism, protection from evil and good, purify food and drink, sanctuary, shield of faith*

2nd level (3 slots): *aid, lesser restoration, protection from poison, zone of truth*

Actions

Multiattack. Muhima makes two weapon attacks.

Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, or 7 (1d8 + 3) damage if used with two hands.

Light Hammer. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Channel Divinity (Recharges after a Short or Long Rest). Muhima chooses one of the following two options:

Sacred Weapon. For one minute, Muhima adds +5 to her weapon attacks. Her weapon is also considered magical for the duration and emits bright light in a 20-foot-radius and dim light for an additional 20 feet.

Turn the Unholy. Each fiend or undead within 30 feet of Muhima who can see or hear her must make a DC 16 Wisdom saving throw. If a creature fails its save, it must spend its turns moving away from Muhima, cannot willingly move within 30 feet of her, and must use its action to Dash or attempt to escape an effect preventing it from moving (it may Dodge if there is nowhere to move away). These effects last for one minute.

Divine Sense (6/day). Muhima knows the location of any celestial, fiend, or undead within 60 feet of her that is not behind total cover until the end of her next turn. She also senses the presence of any place or object that has been consecrated or desecrated.

Reactions

Protection. When a creature Muhima can see attacks a target other than her within 5 feet, she can impose disadvantage on the attack roll. Muhima must be wielding a shield.

Weapons, Armor & Items

Quarterstaff, 3 light hammers, chainmail*, shield, *guiding light*, prayer book, vestments

*While wearing this armor, Muhima has disadvantage on Dexterity (Stealth) checks

Muhima in your Game

Being as well-traveled as she is, Muhima could come across the party almost anywhere; on the road, at a military encampment, or having stopped off in a settlement to rest a few days. A character with humble origins may have been part of her former congregation, or an acolyte may have served her temple.

Though she has her own obligations to attend to, Muhima will not turn down company on her travels, and will happily talk with and listen to others from all walks of life, even those who fundamentally disagree with her views and beliefs, so long as they treat others with care and respect.

Quest Hook: A small hamlet, caught directly in the middle of the two warring encampments, is being evacuated during a temporary truce. Muhima had planned to escort the refugees to a nearby neutral settlement but has been called elsewhere on urgent business. She entreats the party to make sure they arrive unharmed to their new homes, but secretly plans to make haste with her other task and then meet them on the road; after all, how can she know they are safe if she is not defending them herself? Can the party survive the dangers of the war-torn lands with many innocents in tow, and can they earn the trust of an over-protective Mother?

Mother Muhima (Level 12)

Medium humanoid (human), lawful good

Class Paladin 12
Background Acolyte
Occupation Traveling Priest
Armor Class 19 (splint, shield)
Hit Points 76 (12d10)
Speed 30 ft.

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

Saving Throws Wisdom +7, Charisma +9
Skills Insight +7, Medicine +7, Persuasion +9, Religion +4
Senses passive Perception 13
Languages Common, Draconic, Dwarvish, Elvish
Challenge 7 (2,900 XP)

Divine Smite. When Muhima hits a creature with a melee weapon attack, she can expend a spell slot to deal an additional 2d8 radiant damage, plus 1d8 radiant damage for each level of the spell slot expended above 1st. If the target is a fiend or undead, this damage increases by 1d8.

Aura of Courage and Devotion. Muhima and friendly creatures within 10 feet of her cannot be charmed or frightened as long as she is conscious.

Aura of Protection. When Muhima or a friendly creature within 10 feet of her must make a saving throw, they gain a +5 bonus as long as she is conscious.

Divine Health. Muhima is immune to disease.

Lay on Hands. Muhima has a pool of 60 healing points which are expended when used and replenished after a long rest. As an action, she can touch a creature and expend any number of these points, restoring that number of hit points. Alternatively, Muhima can expend 5 points to cure the target of one disease or poison.

Shelter of the Faithful. Muhima and her companions can expect healing and care at temples of her faith, and followers will support her at a modest lifestyle.

Spellcasting. Muhima is a 6th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). She has the following paladin spells prepared:

1st level (4 slots): *bless, cure wounds, detect poison and disease, divine favor, heroism, protection from evil and good, sanctuary, shield of faith*

2nd level (3 slots): *aid, lesser restoration, protection from poison, zone of truth*

3rd level (3 slots): *aura of vitality, beacon of hope, dispel magic, remove curse, revivify*

Actions

Multiattack. Muhima makes two weapon attacks.

Quarterstaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, or 7 (1d8 + 3) damage if used with two hands, plus 4 (1d8) radiant damage.

Light Hammer. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Channel Divinity (Recharges after a Short or Long Rest). Muhima chooses one of the following two options:

Sacred Weapon. For one minute, Muhima adds +5 to her weapon attacks. Her weapon is also considered magical for the duration and emits bright light in a 20-foot-radius and dim light for an additional 20 feet.

Turn the Unholy. Each fiend or undead within 30 feet of Muhima who can see or hear her must make a DC 17 Wisdom saving throw. If a creature fails its save, it must spend its turns moving away from Muhima, cannot willingly move within 30 feet of her, and must use its action to Dash or attempt to escape an effect preventing it from moving (it may Dodge if there is nowhere to move away). These effects last for one minute.

Divine Sense (6/day). Muhima knows the location of any celestial, fiend, or undead within 60 feet of her that is not behind total cover until the end of her next turn. She also senses the presence of any place or object that has been consecrated or desecrated.

Reactions

Protection. When a creature Muhima can see attacks a target other than her within 5 feet, she can impose disadvantage on the attack roll. Muhima must be wielding a shield.

Weapons, Armor & Items

Quarterstaff, 3 light hammers, splint armor*, shield, *guiding light*, prayer book, vestments

*While wearing this armor, Muhima has disadvantage on Dexterity (Stealth) checks

Mother Muhima (Level 16)

Medium humanoid (human), lawful good

Class Paladin 16
Background Acolyte
Occupation Traveling Priest
Armor Class 19 (splint, shield)
Hit Points 100 (16d10)
Speed 30 ft.

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

Saving Throws Wisdom +8, Charisma +10
Skills Insight +8, Medicine +8, Persuasion +10, Religion +5
Senses passive Perception 13
Languages Common, Draconic, Dwarvish, Elvish
Challenge 10 (5,900 XP)

Divine Smite. When Muhima hits a creature with a melee weapon attack, she can expend a spell slot to deal an additional 2d8 radiant damage, plus 1d8 radiant damage for each level of the spell slot expended above 1st. If the target is a fiend or undead, this damage increases by 1d8.

Aura of Courage and Devotion. Muhima and friendly creatures within 10 feet of her cannot be charmed or frightened as long as she is conscious.

Aura of Protection. When Muhima or a friendly creature within 10 feet of her must make a saving throw, they gain a +5 bonus as long as she is conscious.

Divine Health. Muhima is immune to disease.

Lay on Hands. Muhima has a pool of 80 healing points which are expended when used and replenished after a long rest. As an action, she can touch a creature and expend any number of these points, restoring that number of hit points. Alternatively, Muhima can expend 5 points to cure the target of one disease or poison.

Purity of Spirit. Muhima is always under the effects of the *protection from evil and good* spell.

Shelter of the Faithful. Muhima and her companions can expect healing and care at temples of her faith, and followers will support her at a modest lifestyle.

Spellcasting. Muhima is an 8th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). She has the following paladin spells prepared:

1st level (4 slots): *bless, cure wounds, detect poison and disease, divine favor, heroism, protection from evil and good, sanctuary, shield of faith*

2nd level (3 slots): *aid, lesser restoration, protection from poison, zone of truth*

3rd level (3 slots): *aura of vitality, beacon of hope, dispel magic, remove curse, revivify*

4th level (2 slots): *aura of life, death ward, freedom of movement, guardian of faith*

Actions

Multiattack. Muhima makes two weapon attacks.

Quarterstaff. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage, or 8 (1d8 + 4) damage if used with two hands, plus 4 (1d8) radiant damage.

Light Hammer. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Channel Divinity (Recharges after a Short or Long Rest). Muhima chooses one of the following two options:

Sacred Weapon. For one minute, Muhima adds +5 to her weapon attacks. Her weapon is also considered magical for the duration and emits bright light in a 20-foot-radius and dim light for an additional 20 feet.

Turn the Unholy. Each fiend or undead within 30 feet of Muhima who can see or hear her must make a DC 18 Wisdom saving throw. If a creature fails its save, it must spend its turns moving away from Muhima, cannot willingly move within 30 feet of her, and must use its action to Dash or attempt to escape an effect preventing it from moving (it may Dodge if there is nowhere to move away). These effects last for one minute.

Cleansing Touch (5/day). Muhima ends one spell affecting herself or a willing creature she touches.

Divine Sense (6/day). Muhima knows the location of any celestial, fiend, or undead within 60 feet of her that is not behind total cover until the end of her next turn. She also senses the presence of any place or object that has been consecrated or desecrated.

Reactions

Protection. When a creature Muhima can see attacks a target other than her within 5 feet, she can impose disadvantage on the attack roll. Muhima must be wielding a shield.

Weapons, Armor & Items

Quarterstaff, 3 light hammers, splint armor*, shield, *guiding light*, prayer book, vestments

*While wearing this armor, Muhima has disadvantage on Dexterity (Stealth) checks

Mother Muhima (Level 20)

Medium humanoid (human), lawful good

Class Paladin 20
Background Acolyte
Occupation Traveling Priest
Armor Class 19 (splint, shield)
Hit Points 124 (20d10)
Speed 30 ft.

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

Saving Throws Wisdom +10, Charisma +11
Skills Insight +10, Medicine +10, Persuasion +11, Religion +6
Senses passive Perception 14
Languages Common, Draconic, Dwarvish, Elvish
Challenge 11 (7,200 XP)

Divine Smite. When Muhima hits a creature with a melee weapon attack, she can expend a spell slot to deal an additional 2d8 radiant damage, plus 1d8 radiant damage for each level of the spell slot expended above 1st. If the target is a fiend or undead, this damage increases by 1d8.

Aura of Courage and Devotion. Muhima and friendly creatures within 30 feet of her cannot be charmed or frightened as long as she is conscious.

Aura of Protection. When Muhima or a friendly creature within 30 feet of her must make a saving throw, they gain a +5 bonus as long as she is conscious.

Divine Health. Muhima is immune to disease.

Lay on Hands. Muhima has a pool of 100 healing points which are expended when used and replenished after a long rest. As an action, she can touch a creature and expend any number of these points, restoring that number of hit points. Alternatively, Muhima can expend 5 points to cure the target of one disease or poison.

Purity of Spirit. Muhima is always under the effects of the *protection from evil and good* spell.

Shelter of the Faithful. Muhima and her companions can expect healing and care at temples of her faith, and followers will support her at a modest lifestyle.

Spellcasting. Muhima is a 10th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). She has the following paladin spells prepared:

1st level (4 slots): *bless, cure wounds, detect poison and disease, divine favor, heroism, protection from evil and good, sanctuary, shield of faith*

2nd level (3 slots): *aid, lesser restoration, protection from poison, zone of truth*

3rd level (3 slots): *aura of vitality, beacon of hope, dispel magic, remove curse, revivify*

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

5th level (2 slots): *commune, flame strike, raise dead*

Actions

Multiattack. Muhima makes two weapon attacks.

Quarterstaff. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage, or 8 (1d8 + 4) damage if used with two hands, plus 4 (1d8) radiant damage.

Light Hammer. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Channel Divinity (Recharges after a Short or Long Rest). Muhima chooses one of the following two options:

Sacred Weapon. For one minute, Muhima adds +5 to her weapon attacks. Her weapon is also considered magical for the duration and emits bright light in a 20-foot-radius and dim light for an additional 20 feet.

Turn the Unholy. Each fiend or undead within 30 feet of Muhima who can see or hear her must make a DC 19 Wisdom saving throw. If a creature fails its save, it must spend its turns moving away from Muhima, cannot willingly move within 30 feet of her, and must use its action to Dash or attempt to escape an effect preventing it from moving (it may Dodge if there is nowhere to move away). These effects last for one minute.

Cleansing Touch (5/day). Muhima ends one spell affecting herself or a willing creature she touches.

Divine Sense (6/day). Muhima knows the location of any celestial, fiend, or undead within 60 feet of her that is not behind total cover until the end of her next turn. She also senses the presence of any place or object that has been consecrated or desecrated.

Holy Nimbus (1/day). For one minute, Muhima emits bright light in a 20-foot-radius and dim light for an additional 20 feet. Whenever an enemy creature starts its turn in the bright light, it takes 10 radiant damage. For the duration, Muhima has advantage on saving throws against spells cast by fiends or undead.

Reactions

Protection. When a creature Muhima can see attacks a target other than her within 5 feet, she can impose disadvantage on the attack roll. Muhima must be wielding a shield.

Weapons, Armor & Items

Quarterstaff, 3 light hammers, splint armor*, shield, *guiding light*, prayer book, vestments

*While wearing this armor, Muhima has disadvantage on Dexterity (Stealth) checks

Myrna Octavian

Medium humanoid (hill dwarf), lawful good

Class Fighter 1
Background Guild Artisan
Occupation Field Medic
Armor Class 19 (splint, shield)
Hit Points 13 (1d10 + 3)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	11 (+0)	15 (+2)	10 (+0)

Saving Throws Strength +4, Constitution +4
Skills Insight +4, Medicine +4, Perception +4, Persuasion +2;
Tools healer's kit
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 14
Languages Common, Draconic, Dwarvish
Challenge 1/2 (100 XP)

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

Guild Membership. For a monthly payment of 5 gp, Myrna has the benefits of being part of a surgeons' guild, including lodging and food, funeral expenses, use of a guild hall, legal defense, and access to allied politicians.

Second Wind (Recharges after a Short or Long Rest). On her turn, Myrna can use a bonus action to regain 1d10 + 1 hit points.

Actions

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

Reactions

Protection. When a creature Myrna can see attacks a target other than her within 5 feet, she can impose disadvantage on the attack roll.



Overview

Myrna declared her ambition to become a cleric as a child when a cadre of that noble order visited her village, but a family defect dulled her ability to wield the most basic magics required to become an initiate. She applied as a frontline medic in the army, but her inability to perform healing spells closed this path to her, and Myrna returned home heavy hearted.

For the next three years, she trained under a local physician, treating wounds as a mundane, but talented, surgeon. By night, Myrna could be found smelting and hammering away at a strange device that she claimed would, one day, make her indispensable.

When a call to arms came to her village, Myrna couldn't sleep. She signed up as frontline infantry, slung a cumbersome-looking shield onto her back and climbed onto the awaiting cart.

During her first battle, Myrna proved herself when her custom-made, deployable shield enabled her to save the life of a young officer, giving renewed hope to the soldiers around her and spurring them on to a great victory.

After that, the promotions started rolling in and, over the years, Myrna has saved more lives than any but the most gifted clerics could ever claim to. Myrna found a place amongst the high and mighty of wartime advisors, giving council on the logistics of caring for the wounded. However, when the horns sound the charge, Myrna will be up front with the infantry, her shield ready.

Personality Traits

"My advice? You've forgotten what it's like to be a footsoldier with an empty purse... sir." Though lacking the usual connections of noble blood or wealth, Myrna is often called in as an advisor; her humble upbringing and level-headed outlook make her an excellent voice who will say what needs to be said.

Ideals

"Where would I be if nobody took a chance on me?" Myrna is a firm believer in nurturing potential. She came from humble beginnings, and does what she can to give opportunities to others who may not otherwise get one.

Bonds

"They believed in me, even when I didn't." Myrna secretly holds her family in even higher esteem than her commanders. They supported her early ambitions, fruitless as they ended up.

Flaws

"You'll have to do better than fancy lights and tricks if you want to impress me." Myrna is passionately jealous of anyone gifted with magic. Though she would never say so, this influences her opinion of such people, and she will turn to others for help if possible.

Roleplayin g Myrna

Myrna has worked her way from humiliation to one of the highest offices a soldier can hold with her professional attitude and relentlessly determined spirit. She is also kind, considerate and passionate; qualities usually kept hidden by her reserved demeanor, but which come out in force in the heat of battle.

Myrna will happily ally herself with anyone who seeks to protect and serve the land, but will be reluctant to accompany scoundrels or rogues. She has no fear of getting her hands dirty or undertaking work seen by many as below her, but will not risk her office by being seen with lawbreakers.

"Forget the arrows; that's what the shield's for! Pass me that bloody scalpel!"

Weapons, Armor & Items

War pick, splint armor*, Bulwark, healer's kit, 30 sp

*While wearing this armor, Myrna has disadvantage on Dexterity (Stealth) checks

Myrna Octavian (Level 4)

Medium humanoid (hill dwarf), lawful good

Class Fighter 4
Background Guild Artisan
Occupation Field Medic
Armor Class 19 (splint, shield)
Hit Points 40 (4d10 + 12)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	11 (+0)	15 (+2)	10 (+0)

Saving Throws Strength +4, Constitution +4
Skills Insight +4, Medicine +4, Perception +4, Persuasion +2;
Tools healer's kit
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 14
Languages Common, Draconic, Dwarvish
Challenge 1 (200 XP)

Action Surge (Recharges after a Short or Long Rest). On her turn, Myrna can take an additional action on top of her normal action and possible bonus action.

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

Guild Membership. For a monthly payment of 5 gp, Myrna has the benefits of being part of a surgeons' guild, including lodging and food, funeral expenses, use of a guild hall, legal defense, and access to allied politicians.

Healer. When Myrna uses a healer's kit to stabilize a dying creature, the creature also regains 1 hit point.

Improved Critical. Myrna scores critical hits on rolls of 19 and 20.

Second Wind (Recharges after a Short or Long Rest). On her turn, Myrna can use a bonus action to regain 1d10 + 4 hit points.

Actions

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

Healer. Myrna uses one use of a healer's kit to restore 1d6 + 4 hit points, plus additional hit points equal to the creature's maximum Hit Dice. A creature cannot be healed this way again until it finishes a short or long rest.

Reactions

Protection. When a creature Myrna can see attacks a target other than her within 5 feet, she can impose disadvantage on the attack roll.

Weapons, Armor & Items

War pick, splint armor*, Bulwark, healer's kit, 6 gp, 50 sp

*While wearing this armor, Myrna has disadvantage on Dexterity (Stealth) checks

Trauma

"Keep pressure on it, you're going to be fine. Winston!" she yelled to a young stripling, who looked to be on the verge of breaking. "You want to lead the next charge? No? Then get her back to camp, now!"

The wide-eyed youth rushed to support his comrade, her hand clamped fast over the wound on her thigh, and they limped back to the distant encampment. The battle was turning against them, she knew; it was only a matter of time before the bulk of their force followed them.

But Myrna was just where she wanted to be: in the thick of it. She pulled her shield from the ground and, with a click, its panels folded in to a more manageable shape. Holding it before her, she charged forward through the press.

What had been a front line was now a chaos of mud and blood. She didn't blame her allies for looking ready to run. Most she passed were beyond her help, but she did what she could. A man called out, clutching a stump where, presumably, a hand had been. He wore a badge Myrna didn't recognise, but the wound needed treating nonetheless; she reached out to him.

"Please, I yield, please!"

"I'm not..." At her refusal, the wounded man looked horrified, and she sighed. "Alright fine, I accept. Let me look at that."

It was bad, but she'd seen worse, and she soon had it staunched, bandaged, and as clean is she could make it.

"What's your name?"

"Ulric."

"Myrna. You're going to be alright, Ulric. We just need to get you clear and..."

She looked about her; ahead, the enemy, packed in tight from assaults on both flanks, desperate and wild eyed. Behind them, fresh reserves marched up, impatient, twitching with boredom, and with them... a sudden blast of flame followed by a yell of manic ecstasy.

Oh gods, not her. Not now.

There was a thud and a click as Myrna deployed her shield.

"You'll probably want to get behind here."

Myrna Octavian (Level 8)

Medium humanoid (hill dwarf), lawful good

Class Fighter 8
Background Guild Artisan
Occupation Field Medic
Armor Class 19 (splint, shield)
Hit Points 76 (8d10 + 24)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	11 (+0)	16 (+3)	10 (+0)

Saving Throws Strength +5, Constitution +5
Skills Insight +6, Medicine +6, Perception +6, Persuasion +3;
Tools healer's kit
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 16
Languages Common, Draconic, Dwarvish
Challenge 4 (1,100 XP)

Action Surge (Recharges after a Short or Long Rest). On her turn, Myrna can take an additional action on top of her normal action and possible bonus action.

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

Guild Membership. For a monthly payment of 5 gp, Myrna has the benefits of being part of a surgeons' guild, including lodging and food, funeral expenses, use of a guild hall, legal defense, and access to allied politicians.

Healer. When Myrna uses a healer's kit to stabilize a dying creature, the creature also regains 1 hit point.

Improved Critical. Myrna scores critical hits on rolls of 19 and 20.

Remarkable Athlete. Myrna can add half her proficiency bonus (+2) to any Strength, Dexterity, or Constitution check that doesn't already use her proficiency bonus. Additionally, the distance Myrna covers with a running long jump increases by 2 feet.

Second Wind (Recharges after a Short or Long Rest). On her turn, Myrna can use a bonus action to regain 1d10 + 8 hit points.

Shield Master. Myrna adds +2 to Dexterity saving throws she makes against spells and harmful effects which target only her as long as she is not incapacitated.

Actions

Multiattack. Myrna makes two weapon attacks. Additionally, as a bonus action, she can attempt to shove a creature within 5 feet of her with her shield.

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

Healer. Myrna uses one use of a healer's kit to restore 1d6 + 4 hit points, plus additional hit points equal to the creature's maximum Hit Dice. A creature cannot be healed this way again until it finishes a short or long rest.

Reactions

Protection. When a creature Myrna can see attacks a target other than her within 5 feet, she can impose disadvantage on the attack roll.

Shield Master. When Myrna succeeds on a Dexterity saving throw to only take half damage from a spell or other effect, she can instead take no damage.

Weapons, Armor & Items

War pick, splint armor*, Bulwark, healer's kit, 12 gp, 150 sp

*While wearing this armor, Myrna has disadvantage on Dexterity (Stealth) checks

Myrna in your Game

Any party member who takes a hit in battle (or arrives at camp injured) is likely to find Myrna at their side when they awake, either tending to them directly, or instructing their carer on how they could improve for next time. If their intentions are good, Myrna may be able to secure the party an audience with high command or a local ruler, but she will not extend this courtesy to those she even remotely suspects may tarnish her reputation.

Quest Hook: Armies are prone to illness, and in the close confines of the camp, sickness can spread like wildfire. A mysterious disease has struck the camp, and it is all Myrna can do to keep it in check. She needs the help of the party to investigate its source and find the items she needs for a cure.

Myrna Octavian (Level 12)

Medium humanoid (hill dwarf), lawful good

Class Fighter 12
Background Guild Artisan
Occupation Field Medic
Armor Class 20 (splint, shield)
Hit Points 124 (12d10 + 48)
Speed 25 ft.

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

Saving Throws Strength +6, Constitution +7
Skills Insight +7, Medicine +7, Perception +7, Persuasion +4;
Tools healer's kit
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 17
Languages Common, Draconic, Dwarvish
Challenge 5 (1,800 XP)

Action Surge (Recharges after a Short or Long Rest). On her turn, Myrna can take an additional action on top of her normal action and possible bonus action.

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

Fighting Style (Defense). Myrna adds +1 to her AC when wearing armor (included in her stat block).

Guild Membership. For a monthly payment of 5 gp, Myrna has the benefits of being part of a surgeons' guild, including lodging and food, funeral expenses, use of a guild hall, legal defense, and access to allied politicians.

Healer. When Myrna uses a healer's kit to stabilize a dying creature, the creature also regains 1 hit point.

Improved Critical. Myrna scores critical hits on rolls of 19 and 20.

Indomitable (1/day). Myrna can reroll a failed saving throw.

Remarkable Athlete. Myrna can add half her proficiency bonus (+2) to any Strength, Dexterity, or Constitution check that doesn't already use her proficiency bonus. Additionally, the distance Myrna covers with a running long jump increases by 2 feet.

Second Wind (Recharges after a Short or Long Rest). On her turn, Myrna can use a bonus action to regain 1d10 + 12 hit points.

Shield Master. Myrna adds +2 to Dexterity saving throws she makes against spells and harmful effects which target only her as long as she is not incapacitated.

Actions

Multiattack. Myrna makes three weapon attacks. Additionally, as a bonus action, she can attempt to shove a creature within 5 feet of her with her shield.

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

Healer. Myrna uses one use of a healer's kit to restore 1d6 + 4 hit points, plus additional hit points equal to the creature's maximum Hit Dice. A creature cannot be healed this way again until it finishes a short or long rest.

Reactions

Protection. When a creature Myrna can see attacks a target other than her within 5 feet, she can impose disadvantage on the attack roll.

Shield Master. When Myrna succeeds on a Dexterity saving throw to only take half damage from a spell or other effect, she can instead take no damage.

Weapons, Armor & Items

War pick, splint armor*, Bulwark, healer's kit, 18 gp, 200 sp

*While wearing this armor, Myrna has disadvantage on Dexterity (Stealth) checks

Myrna Octavian (Level 16)

Medium humanoid (hill dwarf), lawful good

Class Fighter 16
Background Guild Artisan
Occupation Field Medic
Armor Class 21 (plate, shield)
Hit Points 164 (16d10 + 64)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	11 (+0)	18 (+4)	10 (+0)

Saving Throws Strength +8, Constitution +8
Skills Insight +9, Medicine +9, Perception +9, Persuasion +5;
Tools healer's kit
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 19
Languages Common, Draconic, Dwarvish
Challenge 6 (2,300 XP)

Action Surge (Recharges after a Short or Long Rest). On her turn, Myrna can take an additional action on top of her normal action and possible bonus action.

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

Fighting Style (Defense). Myrna adds +1 to her AC when wearing armor (included in her stat block).

Guild Membership. For a monthly payment of 5 gp, Myrna has the benefits of being part of a surgeons' guild, including lodging and food, funeral expenses, use of a guild hall, legal defense, and access to allied politicians.

Healer. When Myrna uses a healer's kit to stabilize a dying creature, the creature also regains 1 hit point.

Indomitable (2/day). Myrna can reroll a failed saving throw.

Remarkable Athlete. Myrna can add half her proficiency bonus (+3) to any Strength, Dexterity, or Constitution check that doesn't already use her proficiency bonus. Additionally, the distance Myrna covers with a running long jump increases by 3 feet.

Second Wind (Recharges after a Short or Long Rest). On her turn, Myrna can use a bonus action to regain 1d10 + 16 hit points.

Shield Master. Myrna adds +2 to Dexterity saving throws she makes against spells and harmful effects which target only her as long as she is not incapacitated.

Superior Critical. Myrna scores critical hits on rolls of 18 – 20.

Actions

Multiattack. Myrna makes three weapon attacks. Additionally, as a bonus action, she can attempt to shove a creature within 5 feet of her with her shield.

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

Healer. Myrna uses one use of a healer's kit to restore 1d6 + 4 hit points, plus additional hit points equal to the creature's maximum Hit Dice. A creature cannot be healed this way again until it finishes a short or long rest.

Reactions

Protection. When a creature Myrna can see attacks a target other than her within 5 feet, she can impose disadvantage on the attack roll.

Shield Master. When Myrna succeeds on a Dexterity saving throw to only take half damage from a spell or other effect, she can instead take no damage.

Weapons, Armor & Items

War pick, plate armor*, Bulwark, healer's kit, 24 gp, 300 sp

*While wearing this armor, Myrna has disadvantage on Dexterity (Stealth) checks

Myrna Octavian (Level 20)

Medium humanoid (hill dwarf), lawful good

Class Fighter 20
Background Guild Artisan
Occupation Field Medic
Armor Class 21 (plate, shield)
Hit Points 224 (20d10 + 100)
Speed 25 ft.

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

Saving Throws Strength +9, Constitution +10
Skills Insight +10, Medicine +10, Perception +10, Persuasion +6;
Tools healer's kit
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 20
Languages Common, Draconic, Dwarvish
Challenge 8 (3,900 XP)

Action Surge (2/day; Recharges after a Short or Long Rest). On her turn, Myrna can take an additional action on top of her normal action and possible bonus action.

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

Fighting Style (Defense). Myrna adds +1 to her AC when wearing armor (included in her stat block).

Guild Membership. For a monthly payment of 5 gp, Myrna has the benefits of being part of a surgeons' guild, including lodging and food, funeral expenses, use of a guild hall, legal defense, and access to allied politicians.

Healer. When Myrna uses a healer's kit to stabilize a dying creature, the creature also regains 1 hit point.

Indomitable (3/day). Myrna can reroll a failed saving throw.

Remarkable Athlete. Myrna can add half her proficiency bonus (+3) to any Strength, Dexterity, or Constitution check that doesn't already use her proficiency bonus. Additionally, the distance Myrna covers with a running long jump increases by 3 feet.

Second Wind (Recharges after a Short or Long Rest). On her turn, Myrna can use a bonus action to regain 1d10 + 20 hit points.

Shield Master. Myrna adds +2 to Dexterity saving throws she makes against spells and harmful effects which target only her as long as she is not incapacitated.

Superior Critical. Myrna scores critical hits on rolls of 18 – 20.

Survivor. At the beginning of each of her turns, if Myrna has 112 or fewer hit points, she regains 9 hit points. She does not gain this benefit if she has 0 hit points.

Actions

Multiattack. Myrna makes four weapon attacks. Additionally, as a bonus action, she can attempt to shove a creature within 5 feet of her with her shield.

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

Healer. Myrna uses one use of a healer's kit to restore 1d6 + 4 hit points, plus additional hit points equal to the creature's maximum Hit Dice. A creature cannot be healed this way again until it finishes a short or long rest.

Reactions

Protection. When a creature Myrna can see attacks a target other than her within 5 feet, she can impose disadvantage on the attack roll.

Shield Master. When Myrna succeeds on a Dexterity saving throw to only take half damage from a spell or other effect, she can instead take no damage.

Weapons, Armor & Items

War pick, plate armor*, Bulwark, healer's kit, 30 gp, 350 sp

*While wearing this armor, Myrna has disadvantage on Dexterity (Stealth) checks

Private Bowlde

Medium humanoid (human), lawful good

Class Fighter 1
Background Folk Hero
Occupation Chef
Armor Class 13 (leather)
Hit Points 12 (1d10 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	11 (+0)	12 (+1)	9 (–1)

Saving Throws Strength +2, Constitution +4
Skills Nature +2, Perception +3, Persuasion +1, Survival +3;
Tools cook's utensils
Senses passive Perception 13
Languages Common, Dwarvish
Challenge 1/2 (100 XP)

Fighting Style (Defense). Bowlde adds +1 to his AC when wearing armor (included in his stat block).

Rustic Hospitality. Commoners will happily accept Bowlde if he has need of shelter, food or rest. They won't risk their lives for him, but will shield him from any pursuers if they are able.

Second Wind (Recharges after a Short or Long Rest). On his turn Bowlde can use a bonus action to regain 1d10 + 1 hit points.

Actions

Pan. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

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

Overview

Private Anton Bowlde (mostly just "Bowlde!") had wanted to be a chef ever since he was a lad, but his ex-military parents would have no such thing. The scrawny teenager was sent to train as a footman but was unable to pass the entry tests. A few coins from a decorated, grumbling father miraculously changed that, however.

Bowlde found himself incapable of excelling in any standard category. His gangly arms could barely lift a shield and his poor coordination meant he couldn't operate a bow. He was quite fast so he had the charging part down, but what would he do when he reached the enemy? Trip over them?

There was one thing hat made him stand out from the other recruits: Private Bowlde seemed to have luck on his side.

Somehow, by the will of the gods (or god's know what else), Bowlde survived his first battle. A deadly volley of arrows raining down in his direction were suddenly caught by a freak gust of wind. That, and all manner of other fortunate occurrences, saw him to safety.

His father had never been so proud; he threw his arms around his boy, who he assumed had bravely taken the lives of numerous foes. Fact was, Bowlde had spent most of the battle dragging injured men into cover, but the praise was nice.

There were aspects of the military he did enjoy. Word had gotten round that Bowlde could cook, and suddenly he found himself preparing enormous meals for the mess hall and even, eventually, for the officers. He was taken off the front line after a few months and assigned as a full time chef. It was only after a letter of praise from a respected ex-comrade that his father admitted just how wrong he had been to stifle his son's dream.

Bowlde is an essential cog in the engine of battle; the one that feeds the other cogs that do the messy bits.



Personality Traits

"Take a seat, I'll bring something over now...WHERE'S THAT MINT SAUCE?!" Bowlde is normally shy, awkward and clumsy but behind a hot stove the skinny boy comes into his own; commanding, decisive and strict, his head in the game and his hands stirring two massive saucepans.

Ideals

"Tell me a warlord still wants to burn a village down after a steaming bowl of chowder." Bowlde believes that a positive attitude and some clever seasoning can make all the difference. While not naive enough to imagine he is changing the world, he likes to think he is helping.

Bonds

"If they're going to be fighting 'til dinner, they need a good breakfast." Bowlde tries to see the good in anyone and as such is quick to trust. He has become a firm part of the military unit he belongs to and, whilst he does not necessarily support the wars they wage, he is incredibly thankful he can do his part to lift their spirits after battle, or give them courage before it.

Flaws

"Oh gods, not in the kitchen. Not in MY kitchen!" Bowlde is not the bravest when faced with violence and tends to avoid combat when he can... Unless the battle begins while he is preparing dinner. That might be a different story.

Roleplaying Bowlde

Bowlde has managed to find himself a place in the world where he is both happy and no discredit to his family. His beaming smile is a true rarity in the mess hall, and he is glad to offer it.

Bowlde is significantly more comfortable in the heat of the cooking fires than in the heat of battle. He doesn't so much run from a fight as he does stay near the back and shout encouragement. It is his greatest fear that he will one day be sent back to the frontlines, so does his best not to appear remotely competent in front of any potential recruiters.

"An army marches on its stomach. Give me some stock and a few bits of veg and I'll get them marching right."

Weapons, Armor & Items

Pan, 4 cleavers, leather armor, apron, Bowlde's lucky cookpot, 14 sp

Private Bowlde (Level 4)

Medium humanoid (human), lawful good

Class Fighter 4
Background Folk Hero
Occupation Chef
Armor Class 13 (leather)
Hit Points 36 (1d10 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	11 (+0)	12 (+1)	9 (−1)

Saving Throws Strength +2, Constitution +4
Skills Nature +2, Perception +3, Persuasion +1, Survival +3;
Tools cook's utensils
Senses passive Perception 13
Languages Common, Dwarvish
Challenge 2 (450 XP)

Action Surge (Recharges after a Short or Long Rest). On his turn, Bowlde can take an additional action on top of his normal action and possible bonus action.

Fighting Style (Defense). Bowlde adds +1 to his AC when wearing armor (included in his stat block).

Improved Critical. Bowlde scores critical hits on rolls of 19 and 20.

Lucky. Bowlde has three luck points, which are expended when used and are regained after a long rest. Whenever he makes an attack roll, ability check, or saving throw, he may spend a luck point to roll one additional d20 and choose which roll to take. Alternatively, when an attack roll is made against Bowlde, he may spend a luck point to roll a d20, and choose which roll the attacker takes.

Rustic Hospitality. Commoners will happily accept Bowlde if he has need of shelter, food or rest. They won't risk their lives for him, but will shield him from any pursuers if they are able.

Second Wind (Recharges after a Short or Long Rest). On his turn, Bowlde can use a bonus action to regain 1d10 + 4 hit points.

Actions

Pan. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

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

Weapons, Armor & Items

Pan, 4 cleavers, leather armor, apron, Bowlde's lucky cookpot, 30 sp

Love and War

Tonight was the night.

He would be leaving the mess tent at the same time she was due to be getting off sentry duty. He would offer to walk with her, give her some wildflowers he'd found, and tell her he thought she was the most beautiful girl he'd ever seen.

As it happened, he'd managed to empty a tureen of soup down himself when Zev clapped him on the shoulder after being told his plan, and he'd been unable to find anything resembling wildflowers in the trampled campsite.

Dill? Herbs were almost flowers...

Worst of all, he'd messed up the times; rather than strolling out confidently as she rounded the corner of the thoroughfare, he rushed out, rapidly-cooling carrot and coriander dripping from his apron, and almost crashed into... her.

"Oh," Gael said, with a surprised smile. It was a lovely smile.

"Uh," said Bowlde. He was suddenly aware of how big his tongue felt.

"Excellent stew the other day. Really tasty."

"Uh," said Bowlde. This was not going according to plan.

"Well, I've got to be off..." Gael's smile was slightly fixed now, as she sidled away.

Bowlde opened his mouth, but no sound emerged. As he stood there dejected, wilting herbs clutched in his limp fist, he heard a woman's throaty chuckle, barely audible. Over Gael's shoulder, he spotted Rosalind peeking out of a nearby tent, a spectator to his great embarrassment. Realizing she'd been rumbled, she stepped out brazenly to get a better view of the show. She mouthed something to him and gestured around her head.

Bowlde looked puzzled. Rosalind mouthed again, wider this time, her hands making wild twirling movements, punctuated by exaggerated pointing at Gael and then himself before she twined her fingers into the shape of a heart. Bowlde squinted. Hair? Love hair? You… love… Gael… hair…

"Hair!" he blurted, suddenly, turning his attention back to Gael and trying not to notice Rosalind double up, stuffing her maid's cap forcibly into her mouth to silence her giggling and staggering backwards into the tent once more. Gael, who had started to inch around him and be on her way, halted. She looked behind her, confused, but, seeing nothing, turned back to face Bowlde. He coughed and took a deep breath.

"Your hair," he muttered. "It's p-pretty. I like… it."

Gael's expression softened and she smiled. "Thank you – Anton, isn't it? You're too lovely." She gave the sweetest little wave of her perfect fingers and walked off in the direction of her camp. Bowlde simply stared after her.

"Oh, kid," said a breathless voice that accompanied the hands on his shoulders. He knew if he turned round he would see dark hair framing a red face streaked with tears of laughter. "You've got some work to do..."

Private Bowlde (Level 8)

Medium humanoid (human), lawful good

Class Fighter 8
Background Folk Hero
Occupation Chef
Armor Class 14 (leather)
Hit Points 76 (8d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	11 (+0)	12 (+1)	9 (–1)

Saving Throws Strength +3, Constitution +6
Skills Nature +3, Perception +4, Persuasion +2, Survival +4;
Tools cook's utensils
Senses passive Perception 14
Languages Common, Dwarvish
Challenge 4 (1,100 XP)

Action Surge (Recharges after a Short or Long Rest). On his turn, Bowlde can take an additional action on top of his normal action and possible bonus action.

Fighting Style (Defense). Bowlde adds +1 to his AC when wearing armor (included in his stat block).

Improved Critical. Bowlde scores critical hits on rolls of 19 and 20.

Lucky. Bowlde has three luck points, which are expended when used and are regained after a long rest. Whenever he makes an attack roll, ability check, or saving throw, he may spend a luck point to roll one additional d20 and choose which roll to take. Alternatively, when an attack roll is made against Bowlde, he may spend a luck point to roll a d20, and choose which roll the attacker takes.

Remarkable Athlete. Bowlde can add half his proficiency bonus (+2) to any Strength, Dexterity, or Constitution check that doesn't already use his proficiency bonus.

Rustic Hospitality. Commoners will happily accept Bowlde if he has need of shelter, food or rest. They won't risk their lives for him, but will shield him from any pursuers if they are able.

Second Wind (Recharges after a Short or Long Rest). On his turn, Bowlde can use a bonus action to regain 1d10 + 8 hit points.

Actions

Multiattack. Bowlde makes two weapon attacks.

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

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

Weapons, Armor & Items

Pan, 4 cleavers, leather armor, apron, Bowlde's lucky cookpot, 6 gp, 50 sp

Bowlde in your Game

Bowlde is most likely to be found holding court in the mess tent, the only place he feels truly at home. Here, he is authoritative and confident and will likely make use of any extra hands to chop vegetables, scrub pots, or ferry cauldrons. Outside his kitchen, he is most likely to be found causing some sort of scene or making a mess of things.

The capable combat abilities presented in Bowlde's statblock should be seen as a representation of his sheer dumb luck; his panicked flailing happens to find a gap in the enemy's armor, or lurches him forward for another attack, or he stumbles at just the right moment for an attack to miss him.

Quest Hook: Bowlde has overheard scouting reports that a warehouse in a nearby town occupied by enemy forces contains the stores of a near-mythical chef. He tells the party that a meal prepared with these ingredients would be just the thing high command needs to pull out of their recent slump. In actuality, he plans to create a stunning meal to woo Gael *(p.20)*, to whom he has taken quite a fancy.

Private Bowlde (Level 12)

Medium humanoid (human), lawful good

Class Fighter 12
Background Folk Hero
Occupation Chef
Armor Class 16 (chain shirt)
Hit Points 112 (12d10 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	11 (+0)	12 (+1)	9 (–1)

Saving Throws Strength +5, Constitution +7
Skills Nature +4, Perception +5, Persuasion +3, Survival +5;
Tools cook's utensils
Senses passive Perception 15
Languages Common, Dwarvish
Challenge 5 (1,800 XP)

Action Surge (Recharges after a Short or Long Rest). On his turn, Bowlde can take an additional action on top of his normal action and possible bonus action.

Fighting Style (Defense). Bowlde adds +1 to his AC when wearing armor (included in his stat block).

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Bowlde deals +2 damage with that weapon (included in the attack).

Improved Critical. Bowlde scores critical hits on rolls of 19 and 20.

Indomitable (1/day). Bowlde can reroll a failed saving throw.

Lucky. Bowlde has three luck points, which are expended when used and are regained after a long rest. Whenever he makes an attack roll, ability check, or saving throw, he may spend a luck point to roll one additional d20 and choose which roll to take. Alternatively, when an attack roll is made against Bowlde, he may spend a luck point to roll a d20, and choose which roll the attacker takes.

Remarkable Athlete. Bowlde can add half his proficiency bonus (+2) to any Strength, Dexterity, or Constitution check that doesn't already use his proficiency bonus. Additionally, the distance Bowlde covers with a running long jump increases by 1 foot.

Rustic Hospitality. Commoners will happily accept Bowlde if he has need of shelter, food or rest. They won't risk their lives for him, but will shield him from any pursuers if they are able.

Second Wind (Recharges after a Short or Long Rest). On his turn, Bowlde can use a bonus action to regain 1d10 + 12 hit points.

Actions

Multiattack. Bowlde makes three weapon attacks.

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

Cleaver. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

Weapons, Armor & Items

Pan, 4 cleavers, chain shirt, apron, Bowlde's lucky cookpot, 20 gp, 60 sp

Sausages in pottage

Sausages some, might have to pad out. Squirrel?
Bones are a pain...
Apple, peeled, cored, and sliced
Onion, sliced
Butter
Red Wine probably all been drunk, even the bad stuff
Water should be alright?
Sugar
Salt
Cinnamon
Nutmeg fat chance

sausage surprise it is then

Private Bowlde (Level 16)

Medium humanoid (human), lawful good

Class Fighter 16
Background Folk Hero
Occupation Chef
Armor Class 16 (chain shirt)
Hit Points 160 (16d10 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	18 (+4)	11 (+0)	12 (+1)	9 (–1)

Saving Throws Strength +6, Constitution +9
Skills Nature +5, Perception +6, Persuasion +4, Survival +6;
Tools cook's utensils
Senses passive Perception 16
Languages Common, Dwarvish
Challenge 6 (2,300 XP)

Action Surge (Recharges after a Short or Long Rest). On his turn, Bowlde can take an additional action on top of his normal action and possible bonus action.

Fighting Style (Defense). Bowlde adds +1 to his AC when wearing armor (included in his stat block).

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Bowlde deals +2 damage with that weapon (included in the attack).

Indomitable (2/day). Bowlde can reroll a failed saving throw.

Lucky. Bowlde has three luck points, which are expended when used and are regained after a long rest. Whenever he makes an attack roll, ability check, or saving throw, he may spend a luck point to roll one additional d20 and choose which roll to take. Alternatively, when an attack roll is made against Bowlde, he may spend a luck point to roll a d20, and choose which roll the attacker takes.

Remarkable Athlete. Bowlde can add half his proficiency bonus (+3) to any Strength, Dexterity, or Constitution check that doesn't already use his proficiency bonus. Additionally, the distance Bowlde covers with a running long jump increases by 1 foot.

Rustic Hospitality. Commoners will happily accept Bowlde if he has need of shelter, food or rest. They won't risk their lives for him, but will shield him from any pursuers if they are able.

Second Wind (Recharges after a Short or Long Rest). On his turn, Bowlde can use a bonus action to regain 1d10 + 16 hit points.

Superior Critical. Bowlde scores critical hits on rolls of 18 – 20.

Actions

Multiattack. Bowlde makes three weapon attacks.

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

Cleaver. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) slashing damage.

Weapons, Armor & Items

Pan, 4 cleavers, chain shirt, apron, Bowlde's lucky cookpot, 45 gp, 100 sp

Private Bowlde (Level 20)

Medium humanoid (human), lawful good

Class Fighter 20
Background Folk Hero
Occupation Chef
Armor Class 16 (chain shirt)
Hit Points 224 (20d10 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	20 (+5)	11 (+0)	12 (+1)	9 (–1)

Saving Throws Strength +7, Constitution +11
Skills Nature +6, Perception +7, Persuasion +6, Survival +7;
Tools cook's utensils
Senses passive Perception 17
Languages Common, Dwarvish
Challenge 8 (3,900 XP)

Action Surge (2/day; Recharges after a Short or Long Rest). On his turn, Bowlde can take an additional action on top of his normal action and possible bonus action.

Fighting Style (Defense). Bowlde adds +1 to his AC when wearing armor (included in his stat block).

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Bowlde deals +2 damage with that weapon (included in the attack).

Indomitable (3/day). Bowlde can reroll a failed saving throw.

Lucky. Bowlde has three luck points, which are expended when used and are regained after a long rest. Whenever he makes an attack roll, ability check, or saving throw, he may spend a luck point to roll one additional d20 and choose which roll to take. Alternatively, when an attack roll is made against Bowlde, he may spend a luck point to roll a d20, and choose which roll the attacker takes.

Remarkable Athlete. Bowlde can add half his proficiency bonus (+3) to any Strength, Dexterity, or Constitution check that doesn't already use his proficiency bonus. Additionally, the distance Bowlde covers with a running long jump increases by 1 foot.

Rustic Hospitality. Commoners will happily accept Bowlde if he has need of shelter, food or rest. They won't risk their lives for him, but will shield him from any pursuers if they are able.

Second Wind (Recharges after a Short or Long Rest). On his turn, Bowlde can use a bonus action to regain 1d10 + 20 hit points.

Superior Critical. Bowlde scores critical hits on rolls of 18 – 20.

Survivor. At the beginning of each of his turns, if Bowlde has 112 or fewer hit points, he regains 10 hit points. He does not gain this benefit if he has 0 hit points.

Actions

Multiattack. Bowlde makes four weapon attacks.

Pan. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Cleaver. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) slashing damage.

Weapons, Armor & Items

Pan, 4 cleavers, chain shirt, apron, Bowlde's lucky cookpot, 80 gp, 170 sp

Wyatt Hemlocke

Medium humanoid (wood elf), chaotic good

Class Ranger 1
Background Folk Hero
Occupation Scout
Armor Class 14 (leather)
Hit Points 11 (1d10 + 1)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	13 (+1)	10 (+0)	14 (+2)	9 (−1)

Saving Throws Strength +4, Dexterity +5
Skills Animal Handling +4, Insight +4, Nature +2, Perception +4, Stealth +5, Survival +4; **Tools** lyre, land vehicles
Senses darkvision 60 ft., passive Perception 14
Languages Common, Elvish
Challenge 1/2 (100XP)

Favored Enemy (Undead). Wyatt has advantage on Survival checks made when tracking his favored enemies, as well as advantage on Intelligence checks to recall information about them.

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

Mask of the Wild. Wyatt may attempt to hide when only lightly obscured by natural phenomenon such as rain.

Natural Explorer (Forests). Wyatt doubles his proficiency bonus (+4) when making Intelligence or Wisdom checks about his favored terrain, as well as other benefits listed on the following pages.

Rustic Hospitality. Commoners will happily accept Wyatt if he has need of shelter, food or rest. They won't risk their lives for him, but will shield him from any pursuers if they are able.

Trance. Wyatt does not sleep. Instead, he meditates for four hours each night. This grants him the benefit of a long rest.



Actions

Two-Weapon Fighting. When Wyatt makes a Scimitar attack, as a bonus action he can make a second Scimitar attack. On a hit, this attack deals 3 (1d6) piercing damage.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5ft, one creature. *Hit:* 6 (1d6 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

Overview

Wyatt spent his early years in growing frustration in his isolated elven community. Undead plagued their forest home, relentless, and seemingly innumerable, while his own people dwindled with each defence. Finally, at barely half-a-century old, he broke with his people and joined a mercenary company, 'The Roaring Scum', who were planning an assault on the necromancer responsible. The attack was a success, but for 'abandoning' his people to take up with soliders-for-hire, Wyatt was branded a traitor and cast out. Wyatt cared not—he was ready to leave regardless.

The Roaring Scum joined the army proper, soon gaining a name as the unit that could get in anywhere, cause all manner of mayhem, and return to tell the tale. They took risky missions behind enemy lines, be it sabotage or assassination; anything to stop a fight before it started. However, their access to classified information was curtailed after Wyatt was able to rig a local mayoral election to give The Scum an inordinate amount of sway over the army's governance. For a time, they enjoyed the spoils of their caper, but such a lapse would not happen again and, shortly thereafter, The Scum disbanded, and Wyatt was summarily demoted.

Personality Traits

"What was Step Two? Oh yes, be alive to see Step Three." Wyatt never likes to wait and react; he'd rather make the first move. He has the easy manner of one with a plan but, more-often-than-not, makes it up as he goes along.

Ideals

"Do you want to survive this or not? Shut it, then." Wyatt puts no stock in honor; if dishonorable tactics would save lives, why avoid them?

Bonds

"Oh, most of us are still kicking about, not that you heard it from me…" While barred from working together by high command, The Roaring Scum still keep contact and, occasionally, risk a meet-up.

Flaws

"I'm not questioning your authority, I'm questioning your terrible plan." Wyatt's cocksure attitude tends to get him into trouble with authorities.

Roleplaying Wyatt

Wyatt is a good-natured rogue who takes obstacles in his stride. He presents himself as a dashing, romantic hero and likes a chase and a challenge in both love and war. His history as a maverick puts off many higher-ups, but his, admittedly unorthodox, results secure steady employment.

In combat, Wyatt likes to soften up his opponents from range before getting stuck into melee. He sees little point in fighting fair, and will make use of any advantage he can get, as well as making sure he has an escape plan should things turn against him.

"Course I can get us in there. What you* should *worry about is how we're getting out."

Weapons, Armor & Items

Leather armor, 2 scimitars, longbow, 20 arrows, lyre

Wyatt Hemlocke (Level 4)

Medium humanoid (wood elf), chaotic good

Class Ranger 3/Rogue 1 **Armor Class** 14 (leather)
Background Folk Hero **Hit Points** 29 (3d10 + 1d8 + 4)
Occupation Scout **Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	13 (+1)	10 (+0)	14 (+2)	9 (−1)

Saving Throws Strength +4, Dexterity +5
Skills Animal Handling +4, Insight +4, Nature +2, Perception +6, Sleight of Hand +5, Stealth +7, Survival +4; **Tools** lyre, land vehicles, thieves' tools
Senses darkvision 60 ft., passive Perception 16
Languages Common, Elvish, thieves' cant
Challenge 1 (200XP)

Horde Breaker (1/turn). When Wyatt makes a weapon attack against a creature, he may make another attack against another creature within 5 feet of the target and within range of his weapon.

Sneak Attack (1/turn). Wyatt can deal an extra 1d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Expertise (Perception, Stealth). Wyatt doubles his proficiency bonus (+4) to checks with his Expertise skills.

Favored Enemy (Undead). Wyatt has advantage on Survival checks made when tracking his favored enemies, as well as advantage on Intelligence checks to recall information about them.

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

Mask of the Wild. Wyatt may attempt to hide when only lightly obscured by natural phenomenon such as rain.

Natural Explorer (Forests). Wyatt is adept at traversing his favored terrain and doubles his proficiency bonus (+4) when making Intelligence or Wisdom checks about such areas. In favored terrain, difficult terrain doesn't slow his group's travel, his group can't get lost except by magical means, he can engage in another activity such as foraging or tracking and remain alert to danger, he can move stealthily at a normal pace if traveling alone, finds twice as much food as normal while foraging and, when tracking other creatures, he learns their exact number, sizes, and how long ago they passed through the area.

Rustic Hospitality. Commoners will happily accept Wyatt if he has need of shelter, food or rest. They won't risk their lives for him, but will shield him from any pursuers if they are able.

Spellcasting. Wyatt is a 1st-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He knows the following ranger spells:

1st level (3 slots): *detect magic, hunter's stride, longstrider*

Trance. Wyatt does not sleep. Instead, he meditates for four hours each night. This grants him the benefit of a long rest.

Actions

Two-Weapon Fighting. When Wyatt makes a Scimitar attack, as a bonus action he can make a second Scimitar attack.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5ft, one creature. *Hit:* 6 (1d6 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

Primeval Awareness. Wyatt expends 1 ranger spell slot to focus on the region around him. For 1 minute per level of the spell slot expended, he can sense whether there are any aberrations, celestials, dragons, elementals, fey, fiends or undead within a mile of his current location, or within 6 miles if Wyatt is in a forest.

Weapons, Armor & Items

Leather armor, 2 scimitars, longbow, 20 arrows, lyre

Job Done

"Right, so the cells are along here and down the South Tower steps. Wyatt, if you take point and… Wyatt? Wyatt?! Oh for f-"

Wyatt gulped down a guffaw that threatened to break free from his lips as he balanced precariously on a window ledge, mere metres and only one thickness of stone wall away from where his 'team' were staring round in bewilderment. Wyatt worked better on his own. High command had sent them for 'support', but he knew what they were: babysitters.

Orders were to free a couple of lieutenants taken captive during a recent skirmish and then make some noise and mess to mask their escape but Wyatt disagreed; noise and mess done right would cause confusion and make a break-out that much easier. Done right meant done right now.

He looked back around and surveyed his immediate surroundings. The outer wall ran alongside his ledge only about six feet below, running alongside the scum-coated moat encircling the keep twenty feet below that. Wyatt knew he could drop six feet and avoid an untimely bath. The tiled roof of an outbuilding slightly off to his right was another option; he could shimmy down the chimney and panic the scullions. Wyatt knew he could reach the roof with a bit of a run up. With a grin, he swung back into the stone corridor he had originally sprang from, just in time to see his bemused babysitters disappear round the corner.

"Hey!"

Wyatt turned on his heel to see several armed guards form up at the other end of the corridor, ready to deal swiftly with an intruder. Thinking they were the subject of the shout, Wyatt's team rounded the corner opposite once more, swords drawn, clocking both their estranged teammate and the unhappy guards simultaneously, a look of irritation at both circumstances crossing their faces. Somewhere in the keep, a bell of warning tolled. One of the guards must have peeled off to sound the alarm. More faces appeared on the ramparts and in the windows of the kitchen.

Six-and-twenty feet. He could do that. At least it was a hot night; should dry off fast enough. Well, they did *want a distraction.*

Throwing a sarcastic salute to the onlooking pot-scrubs, he closed his eyes, and held his nose.

Wyatt Hemlocke (Level 8)

Medium humanoid (wood elf), chaotic good

Class Ranger 6/Rogue 2 **Armor Class** 15 (leather)
Background Folk Hero **Hit Points** 54 (6d10 + 2d8 + 8)
Occupation Scout **Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	13 (+1)	10 (+0)	15 (+2)	9 (−1)

Saving Throws Strength +5, Dexterity +7
Skills Animal Handling +5, Insight +5, Nature +3, Perception +8, Sleight of Hand +7, Stealth +10, Survival +5;
Tools lyre, land vehicles, thieves' tools
Senses darkvision 60 ft., passive Perception 18
Languages Common, Elvish, Thieves' Cant
Challenge 3 (700XP)

Horde Breaker (1/turn). When Wyatt makes a weapon attack against a creature, he may make another attack against another creature within 5 feet of the target and within range of his weapon.

Sneak Attack (1/turn). Wyatt can deal an extra 1d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. On his turn, as a bonus action, Wyatt can take a Dash, Dodge, Disengage, or Hide action.

Expertise (Perception, Stealth). Wyatt doubles his proficiency bonus (+6) to checks with his Expertise skills.

Favored Enemy (Dragons, Undead). Wyatt has advantage on Survival checks made when tracking his favored enemies, as well as advantage on Intelligence checks to recall information about them.

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

Mask of the Wild. Wyatt may attempt to hide when only lightly obscured by natural phenomenon such as rain.

Natural Explorer (Forests, Mountains). Wyatt is adept at traversing his favored terrain and doubles his proficiency bonus (+6) when making Intelligence or Wisdom checks about such areas. In favored terrain, difficult terrain doesn't slow his group's travel, his group can't get lost except by magical means, he can engage in another activity such as foraging or tracking and remain alert to danger, he can move stealthily at a normal pace if traveling alone, finds twice as much food as normal while foraging and, when tracking other creatures, he learns their exact number, sizes, and how long ago they passed through the area.

Rustic Hospitality. Commoners will happily accept Wyatt if he has need of shelter, food or rest. They won't risk their lives for him, but will shield him from any pursuers if they are able.

Spellcasting. Wyatt is a 3rd-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He knows the following ranger spells:

1st level (4 slots): *detect magic, hunter's stride, longstrider*

2nd level (2 slots): *find traps*

Trance. Wyatt does not sleep. Instead, he meditates for four hours each night. This grants him the benefit of a long rest.

Actions

Multiattack. Wyatt makes two weapon attacks.

Two-Weapon Fighting. When Wyatt makes a Scimitar attack, as a bonus action he can make a second Scimitar attack.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5ft, one creature. *Hit:* 7 (1d6 + 4) slashing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage.

Primeval Awareness. Wyatt expends 1 ranger spell slot to focus on the region around him. For 1 minute per level of the spell slot expended, he can sense whether there are any aberrations, celestials, dragons, elementals, fey, fiends or undead within a mile of his current location, or within 6 miles if Wyatt is in a forest or mountainous terrain.

Weapons, Armor & Items

Leather armor, 2 scimitars, longbow, 20 arrows, lyre

Wyatt in your Game

Wyatt may be encountered as a guide when the party must traverse an area stealthily, or infiltrate a location undetected. He is also an excellent man to have around if you are in need of a distraction; he takes an inordinate amount of glee from creating chaos, especially if he can justify it as being orders or part of the plan.

Quest Hook. Through his own secret channels, Wyatt has learnt of a plot by an old enemy to take out The Roaring Scum one by one. Are the party able to keep his network a secret while also working to prevent any deaths?

Wyatt Hemlocke (Level 12)

Medium humanoid (wood elf), chaotic good

Class Ranger 10/Rogue 2 **Armor Class** 16 (std. leather)
Background Folk Hero **Hit Points** 80 (10d10 + 2d8 + 12)
Occupation Scout **Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	13 (+1)	10 (+0)	16 (+3)	9 (−1)

Saving Throws Strength +6, Dexterity +8
Skills Animal Handling +7, Insight +7, Nature +4, Perception +11, Sleight of Hand +8, Stealth +12, Survival +7;
Tools lyre, land vehicles, thieves' tools
Senses darkvision 60 ft., passive Perception 21
Languages Common, Elvish, Thieves' Cant
Challenge 5 (1,800XP)

Horde Breaker (1/turn). When Wyatt makes a weapon attack against a creature, he may make another attack against another creature within 5 feet of the target and within range of his weapon.

Sneak Attack (1/turn). Wyatt can deal an extra 1d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. On his turn, as a bonus action, Wyatt can take a Dash, Dodge, Disengage, or Hide action.

Escape the Horde. Opportunity attacks against Wyatt are made with disadvantage.

Expertise (Perception, Stealth). Wyatt doubles his proficiency bonus (+8) to checks with his Expertise skills.

Favored Enemy (Dragons, Undead). Wyatt has advantage on Survival checks made when tracking his favored enemies, as well as advantage on Intelligence checks to recall information about them.

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

Hide in Plain Sight. Wyatt may spend 1 minute creating camouflage for himself. He must have access to fresh mud, dirt, plants, soot, or other naturally occurring materials with which to create his camouflage. Once Wyatt is camouflaged in this way, he gains +10 to his Stealth checks as long as he remains stationary without taking actions. Once he moves or takes an action or reaction, he must camouflage himself again to gain this benefit.

Land's Stride. Wyatt may move through non-magical difficult terrain at no extra movement cost. He takes no damage from non-magical plants via thorns, spikes, and other similar hazards. In addition, he has advantage on saving throws against plants that are magically created or manipulated to impede movement.

Mask of the Wild. Wyatt may attempt to hide when only lightly obscured by natural phenomenon such as rain.

Natural Explorer (Forests, Mountains, Swamp). Wyatt is adept at traversing his favored terrain and doubles his proficiency bonus (+8) when making Intelligence or Wisdom checks about such areas. In favored terrain, difficult terrain doesn't slow his group's travel, his group can't get lost except by magical means, he can engage in another activity such as foraging or tracking and remain alert to danger, he can move stealthily at a normal pace if traveling alone, finds twice as much food as normal while foraging and, when tracking other creatures, he learns their exact number, sizes, and how long ago they passed through the area.

Rustic Hospitality. Commoners will happily accept Wyatt if he has need of shelter, food or rest. They won't risk their lives for him, but will shield him from any pursuers if they are able.

Spellcasting. Wyatt is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He knows the following ranger spells:

1st level (4 slots): *detect magic, hunter's stride, longstrider*

2nd level (3 slots): *find traps, silence*

3rd level (2 slots): *nondetection*

Trance. Wyatt does not sleep. Instead, he meditates for four hours each night. This grants him the benefit of a long rest.

Actions

Multiattack. Wyatt makes two weapon attacks.

Two-Weapon Fighting. When Wyatt makes a Scimitar attack, as a bonus action he can make a second Scimitar attack.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5ft, one creature. *Hit:* 7 (1d6 + 4) slashing damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage.

Primeval Awareness. Wyatt expends 1 ranger spell slot to focus on the region around him. For 1 minute per level of the spell slot expended, he can sense whether there are any aberrations, celestials, dragons, elementals, fey, fiends or undead within a mile of his current location, or within 6 miles if Wyatt is in a forest, mountainous terrain, or swamp.

Weapons, Armor & Items

Studded leather armor, 2 scimitars, longbow, 20 arrows, lyre

Wyatt Hemlocke (Level 16)

Medium humanoid (wood elf), chaotic good

Class Ranger 14/Rogue 2 **Armor Class** 17 (std. leather)
Background Folk Hero **Hit Points** 106 (14d10 + 2d8 + 16)
Occupation Scout **Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	13 (+1)	10 (+0)	17 (+3)	9 (−1)

Saving Throws Strength +7, Dexterity +10
Skills Animal Handling +8, Insight +8, Nature +5, Perception +13, Sleight of Hand +10, Stealth +15, Survival +8;
Tools lyre, land vehicles, thieves' tools
Senses darkvision 60 ft., passive Perception 23
Languages Common, Elvish, Thieves' Cant
Challenge 6 (2,300XP)

Horde Breaker (1/turn). When Wyatt makes a weapon attack against a creature, he may make another attack against another creature within 5 feet of the target and within range of his weapon.

Sneak Attack (1/turn). Wyatt can deal an extra 1d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. On his turn, as a bonus action, Wyatt can take a Dash, Dodge, Disengage, or Hide action.

Escape the Horde. Opportunity attacks against Wyatt are made with disadvantage.

Expertise (Perception, Stealth). Wyatt doubles his proficiency bonus (+10) to checks with his Expertise skills.

Favored Enemy (Dragons, Monstrosities, Undead). Wyatt has advantage on Survival checks made when tracking his favored enemies, as well as advantage on Intelligence checks to recall information about them.

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

Hide in Plain Sight. Wyatt may spend 1 minute creating camouflage for himself. He must have access to fresh mud, dirt, plants, soot, or other naturally occurring materials with which to create his camouflage. Once Wyatt is camouflaged in this way, he gains +10 to his Stealth checks as long as he remains stationary without taking actions. Once he moves or takes an action or reaction, he must camouflage himself again to gain this benefit.

Land's Stride. Wyatt may move through non-magical difficult terrain at no extra movement cost. He takes no damage from non-magical plants via thorns, spikes, and other similar hazards. In addition, he has advantage on saving throws against plants that are magically created or manipulated to impede movement.

Mask of the Wild. Wyatt may attempt to hide when only lightly obscured by natural phenomenon such as rain.

Natural Explorer (Forests, Mountains, Swamp). Wyatt is adept at traversing his favored terrain and doubles his proficiency bonus (+10) when making Intelligence or Wisdom checks about such areas. In favored terrain, difficult terrain doesn't slow his group's travel, his group can't get lost except by magical means, he can engage in another activity such as foraging or tracking and remain alert to danger, he can move stealthily at a normal pace if traveling alone, finds twice as much food as normal while foraging and, when tracking other creatures, he learns their exact number, sizes, and how long ago they passed through the area.

Rustic Hospitality. Commoners will happily accept Wyatt if he has need of shelter, food or rest. They won't risk their lives for him, but will shield him from any pursuers if they are able.

Spellcasting. Wyatt is a 7th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). He knows the following ranger spells:

1st level (4 slots): *detect magic, hunter's stride, longstrider*

2nd level (3 slots): *find traps, silence*

3rd level (3 slots): *nondetection*

4th level (1 slot): *freedom of movement, locate creature*

Trance. Wyatt does not sleep. Instead, he meditates for four hours each night. This grants him the benefit of a long rest.

Vanish. Wyatt can't be tracked by non-magical means, unless he chooses to leave a trail.

Actions

Multiattack. Wyatt makes two weapon attacks.

Two-Weapon Fighting. When Wyatt makes a Scimitar attack, as a bonus action he can make a second Scimitar attack.

Scimitar. *Melee Weapon Attack:* +10 to hit, reach 5ft, one creature. *Hit:* 8 (1d6 + 5) slashing damage.

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

Primeval Awareness. Wyatt expends 1 ranger spell slot to focus on the region around him. For 1 minute per level of the spell slot expended, he can sense whether there are any aberrations, celestials, dragons, elementals, fey, fiends or undead within a mile of his current location, or within 6 miles if Wyatt is in a forest, mountainous terrain, or swamp.

Whirlwind Attack. Wyatt attacks any number of creatures within 5 feet of him, with a separate attack roll for each creature.

Weapons, Armor & Items

Studded leather armor, 2 scimitars, longbow, 20 arrows, lyre

Wyatt Hemlocke (Level 20)

Medium humanoid (wood elf), chaotic good

Class Ranger 18/Rogue 2 **Armor Class** 17 (std. leather)
Background Folk Hero **Hit Points** 152 (18d10 + 2d8 + 40)
Occupation Scout **Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	14 (+2)	10 (+0)	18 (+4)	9 (−1)

Saving Throws Strength +8, Dexterity +11
Skills Animal Handling +10, Insight +10, Nature +6, Perception +16, Sleight of Hand +11, Stealth +17, Survival +10;
Tools lyre, land vehicles, thieves' tools
Senses darkvision 60 ft., passive Perception 26
Languages Common, Elvish, Thieves' Cant
Challenge 7 (2,900XP)

Horde Breaker (1/turn). When Wyatt makes a weapon attack against a creature, he may make another attack against another creature within 5 feet of the target and within range of his weapon.

Sneak Attack (1/turn). Wyatt can deal an extra 1d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. On his turn, as a bonus action, Wyatt can take a Dash, Dodge, Disengage, or Hide action.

Escape the Horde. Opportunity attacks against Wyatt are made with disadvantage.

Expertise (Perception, Stealth). Wyatt doubles his proficiency bonus (+12) to checks with his Expertise skills.

Favored Enemy (Dragons, Monstrosities, Undead). Wyatt has advantage on Survival checks made when tracking his favored enemies, as well as advantage on Intelligence checks to recall information about them.

Feral Senses. When Wyatt attacks a creature he can't see, his inability to see it doesn't impose disadvantage on his attack roll against it. He is also aware of the location of any invisible creature within 30 feet of him, provided the creature is not hidden from him and he is not blinded of deafened.

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

Hide in Plain Sight. Wyatt may spend 1 minute creating camouflage for himself. He must have access to fresh mud, dirt, plants, soot, or other naturally occurring materials with which to create his camouflage. Once Wyatt is camouflaged in this way, he gains +10 to his Stealth checks as long as he remains stationary without taking actions. Once he moves or takes an action or reaction, he must camouflage himself again to gain this benefit.

Land's Stride. Wyatt may move through non-magical difficult terrain at no extra movement cost. He takes no damage from non-magical plants via thorns, spikes, and other similar hazards. In addition, he has advantage on saving throws against plants that are magically created or manipulated to impede movement.

Mask of the Wild. Wyatt may attempt to hide when only lightly obscured by natural phenomenon such as rain.

Natural Explorer (Forests, Mountains, Swamp). Wyatt is adept at traversing his favored terrain and doubles his proficiency bonus (+12) when making Intelligence or Wisdom checks about such areas. In favored terrain, difficult terrain doesn't slow his group's travel, his group can't get lost except by magical means, he can engage in another activity such as foraging or tracking and remain alert to danger, he can move stealthily at a normal pace if traveling alone, finds twice as much food as normal while foraging and, when tracking other creatures, he learns their exact number, sizes, and how long ago they passed through the area.

Rustic Hospitality. Commoners will happily accept Wyatt if he has need of shelter, food or rest. They won't risk their lives for him, but will shield him from any pursuers if they are able.

Spellcasting. Wyatt is a 9th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). He knows the following ranger spells:

1st level (4 slots): *detect magic, hunter's stride, longstrider*

2nd level (3 slots): *find traps, pass without trace, silence*

3rd level (3 slots): *nondetection*

4th level (3 slots): *freedom of movement, locate creature*

5th level (1 slot): *treestride*

Trance. Wyatt does not sleep. Instead, he meditates for four hours each night. This grants him the benefit of a long rest.

Vanish. Wyatt can't be tracked by non-magical means, unless he chooses to leave a trail.

Actions

Multiattack. Wyatt makes two weapon attacks.

Two-Weapon Fighting. When Wyatt makes a Scimitar attack, as a bonus action he can make a second Scimitar attack.

Scimitar. *Melee Weapon Attack:* +11 to hit, reach 5ft, one creature. *Hit:* 8 (1d6 + 5) slashing damage.

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

Primeval Awareness. Wyatt expends 1 ranger spell slot to focus on the region around him. For 1 minute per level of the spell slot expended, he can sense whether there are any aberrations, celestials, dragons, elementals, fey, fiends or undead within a mile of his current location, or within 6 miles if Wyatt is in a forest, mountainous terrain, or swamp.

Whirlwind Attack. Wyatt attacks any number of creatures within 5 feet of him, with a separate attack roll for each creature.

Reactions

Stand Against the Tide. When Wyatt is missed with an attack from an attacker he can see, he can force that creature to repeat the same attack against another creature (other than itself) of his choice.

Weapons, Armor & Items

Studded leather armor, 2 scimitars, longbow, 20 arrows, lyre

Neutral Aligned Guilds

Some groups see it as folly to choose a side and simply work for the highest bidder, while a few are so wide-ranging that even warring factions can make use of the common resource. Below are some example guilds working towards no particularly good or ill end, along with suggested membership and affiliates.

The Black Marks

The Black Marks' reputation is of a group of lunatics led by a madwoman. The Black Marks' reputation is not entirely unearned.

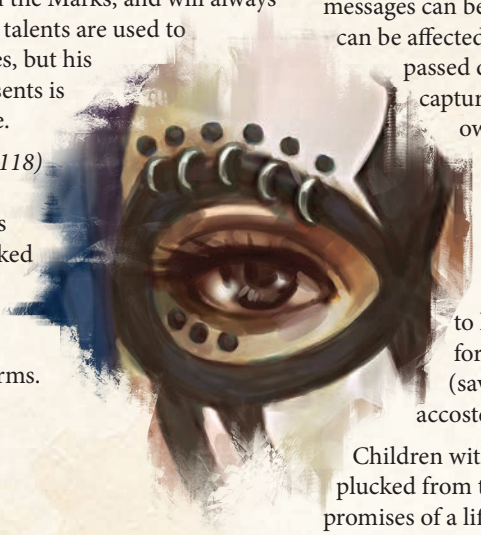
Gathering mercenaries and warriors from every corner of the map, most deemed too unpredictable, unreliable, or just plain suicidal by other companies, The Black Marks are, undoubtedly, a fearsome fighting force. They seem to be in the game more for sport and glory than coin, and will not hesitate to throw themselves against seemingly-impossible odds. Outside observers would be forgiven for thinking each is competing for the most glorious death and, in some cases, they would be right. To mark rank, Black Marks tattoo each other as recognition of great deeds in the manner of some orc tribes; commonly a simple black dot on the face for each victory won, although some choose more elaborate designs. Low ranked 'frecklers' have extra incentive to prove themselves, gain renown and escape the mildly demeaning nickname.

However, their true claim to fame is the wild parties thrown between jobs, where vast amounts of drink are quaffed and boastful crowing of each individual's actions can be heard around every fire, along with noisy remembrances of the fallen. Some gravitate towards The Black Marks through hearsay of wild carousing (which may or may not leave out the high-risk, do-or-die missions in favor of more drinking stories), and more than one member has simply been scooped up as part of festivities and never left. When The Black Marks approach a town, tavern keepers rub their hands at thoughts of profits, even as they rush to hide their more fragile glassware.

Iusaaset *(p.88)* leads The Black Marks from the front, and would ask nothing of her followers she would not do herself. She is respected as a warrior as well as beloved for her ability to drink any challenger under the table and tell tall-tales of their exploits.

'Bellows' Marrick *(p.106)* has friends in the Marks, and will always join festivities if he is able. His musical talents are used to great effect as accompaniment to stories, but his loyalty to his banner and what it represents is too great to go off gallivanting full time.

During his wandering, Vandronum *(p.118)* has accompanied The Black Marks on a few jobs. While his fighting ferocity is greatly appreciated, his refusal to be inked (claiming his face is 'pretty enough') is something of a sticking point when it comes to finding comradeship, and he usually does not leave on the best of terms.



The Forge Network



To the outside world, and even to most within, The Forge Network is an unrelated assortment of weapons manufacturers, smithies, foundries, and merchants. Member businesses would only know they all ultimately work for the same individual if their bosses spoke to each other and, given that most are bitter rivals, this is unlikely.

The businesses themselves range from high-quality artisans in excellent regard who create arms and armor fit for royalty, to foundries mass-producing kit to outfit armies for the price-conscious. A few of the enterprises are out-and-out illegal, utilizing children or slaves for manual labor. Should one be discovered and shut down, it is but a drop in the ocean.

At the center of the web sits Kley *(p.150)*, growing fat on profits skimmed from his many interests. While only interacting directly with the upper management of each enterprise (or even those in charge of them), he has a hand in everything at every level.

He uses his influence to have various intermediaries unwittingly bid for contracts and materials against each other, with multiple enterprises supplying every side of a conflict. Whoever ends up victorious, Kley is on the winning side, and happy to cut loose any on the other, if they are in danger of becoming a liability.

Carat *(p.82)* simply wants to smith and does as he is told. This, and his superlative craftsmanship, makes him a valuable asset and he, unwittingly, furnishes Kley's customers with quality arms.

Ezelga *(p.138)*, a prickly and prideful sort, refused employment from many different sources, only accepting an offer from Kley himself with the promise her work would be seen and feared by thousands.

The Murmuration

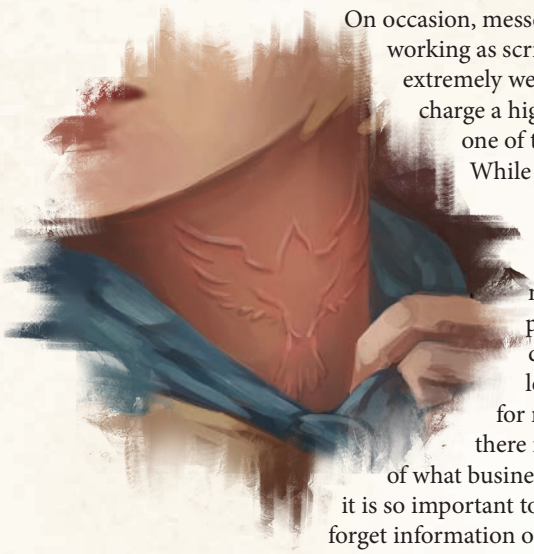
Messengers and runners are invaluable in war; lone messengers arriving minutes late can mean an entire war is lost. Written messages can be lost, however, and those committed to memory can be affected by any number of things; altering as they are passed down the line, or risk being mistranslated. If captured by the enemy, most messengers will value their own lives above the information they carry, and who could blame them?

The Murmuration provides messengers of another caliber entirely, to those who can afford their services; those whose life's purpose is the delivery of the message, with minds honed over a lifetime to layer and categorize information; no detail is forgotten, no need for written records to go astray (save for the false reports they carry should they be accosted).

Children with keen minds and a knack for languages are plucked from the streets, poorhouses and orphanages with promises of a life of excitement and adventure (and a pouch of silver for their guardian). The training is mentally taxing and

physically grueling, with a strict daily regimen of exercises to sharpen the mind and strengthen the body. Those that fall short of the exacting standards are abandoned without ceremony.

Messengers are stripped of names, if they had them in the first place, and conditioned to think of themselves only as tools; each a cog in the machinery of war. They are taught to compartmentalize their minds; to store and relay messages and codes, but never to think about them, and to forget them once the job is done.



On occasion, messengers may be found working as scribes and stewards for the extremely wealthy; The Murmuration charge a high price for the loan of one of their precious assets. While undoubtedly a status symbol, there can be something of a stigma attached to using a messenger for one's own personal affairs; not only do the guild's practices lean too close to slavery for most people's taste, but there is always the question of what business one conducts where it is so important to have a scribe who can forget information on command...

Linnet *(p.100)*, formerly a loyal and unthinking messenger for The Murmuration, has recently broken free of her training. Believed dead by the group, she is keen to keep it that way, and finds the excellent mental and linguistic skills drilled into her invaluable in her independent life.

Servants of The Old Kingdom

The name of the empire is lost to the annals of time, and the war which destroyed it consigned to footnotes in obscure volumes. What is remembered is that the ancient elves who ruled it were cruel, vain, and pernicious; villains whose defeat by their plucky, ragged underlings should be celebrated as a victory of hard, honest work over decadence and complacency.

Some dispute this telling of history, though do not do so openly.

Aelfthryth *(p.70)* grew up in the euphemistically-named 'Old Kingdom', where she served as high priestess of a prominent temple before its fall and, as far as she knows, is the only cognizant survivor. After centuries of forced anonymity, hopelessly watching her kith and kin die off without acknowledgement or ceremony, she is determined to redeem their names in the eyes of history, or at least to ensure they are heard.

Over years, she has gathered a web of scholars, researchers, chroniclers, mercenaries, and politicians who she subtly manipulates to gain power for herself. Only a select few know her true purpose, and those few refer to themselves as Servants of The Old Kingdom. Some are historians wanting to present a less skewed version of events, some are recently-discovered descendants of The Old Kingdom, seeking vengeance for their lost heritage. Many simply know good coin when they see it.

Unknowingly, Vandronum *(p.118)* is the only other survivor Aelfthryth is aware of; he served as her personal protector during the last days of The Old Kingdom and was propelled through time and space by a ritual gone wrong, losing his memory in the process. Although not exactly a beloved friend, Aelfthryth wants all the allies and all the remnants from The Old Kingdom she can get. She believes that restoring his blood-bound sword is key to restoring his memories, and will give him no hint of his or her own true natures until he can be reunited with the blade.



Neutral Aligned Characters

Some of these characters could provide interesting interactions for your players, some could be intriguing wrinkles in an otherwise smooth narrative, and some could be full-on adversaries. Use this table to select a neutral character at random.

d10	Name	Class	Alignment	Background	Occupation	Page
1	Aelfthryth	Cleric	Lawful Neutral	Sage	Relic Keeper	70
2	Aniyo Neune	Monk	Neutral	Noble	Errant	76
3	Carat	Fighter	Lawful Neutral	Folk Hero	Smith	82
4	Iusaaset	Fighter	Chaotic Neutral	Soldier	Mercenary	88
5	Jory Ceffyl	Ranger	Neutral	Sage	Animal Keeper	94
6	Linnet	Rogue/Monk	Neutral	Sage	Messenger	100
7	Owain 'Bellows' Marrick	Bard	Chaotic Neutral	Folk Hero	Standard-Bearer	106
8	Rosalind Barzetti	Rogue	Lawful Neutral	Actor	Bodyguard	112
9	Vandronum	Fighter/Rogue	Neutral	Criminal	Sellsword	118
10	Zev Klamka	Cleric	Lawful Neutral	Criminal	Spy	124

Aelfthryth

Medium humanoid (high elf), lawful neutral

Class Cleric 1
Background Sage
Occupation Relic Keeper
Armor Class 13 (chain shirt)
Hit Points 8 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	10 (+0)	10 (+0)	16 (+3)	17 (+3)	12 (+1)

Saving Throws Wisdom +5, Charisma +3
Skills Arcana +7, History +7, Nature +5, Perception +5, Religion +5
Senses darkvision 60 ft., passive Perception 15
Languages Common, Draconic, Dwarvish, Elvish, Giant, Sylvan, Undercommon
Challenge 1/4 (50 XP)

Fey Ancestry. Aelfthryth has advantage on saving throws against being charmed, and magic cannot put her to sleep.

Researcher. If Aelfthryth is unable to recall a piece of lore, she probably knows where the information can be found.

Spellcasting. Aelfthryth is a 1st-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips: *blade ward, light, mending, thaumaturgy*

1st level (2 slots): *bane, command, detect magic, healing word, identify, inflict wounds*

Trance. Aelfthryth does not sleep. Instead, she meditates for four hours each night. This grants her the benefit of a long rest.

Actions

Shortsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Shortbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 3 (1d6) piercing damage.



Overview

Wars are all the same to Aelfthryth; quarreling children coming to blows over triviality, forgotten after mere months and a few hundred pointless corpses. She has seen centuries of them, but none compare to her first; the war which so long ago broke her people, mortals have all but forgotten their name.

Her people slaughtered, relics scattered, Aelfthryth hid her heritage and previous high-standing for fear of reprisals. For centuries she lived in near-solitude, until rumors reached her of a mysterious relic, discovered by some human general. Recognizing its description, and knowing the destruction it could wreak in untrained hands, Aelfthryth sought him out. Her knowledge of the artifact proved invaluable, as did that of centuries-old history, geography and martial lore. Aelfthryth introduced herself as a well-read sage, reluctant to be revealed as belonging to a people rare history books remember as villains the world is well-rid of.

Now, Aelfthryth travels with the army as chronicler and keeper of relics; those religiously significant to curry favour with the gods, and those of great arcane power. While bearing no particular love for those she serves (indeed, she suspects several descend from those who destroyed her people), she offers council as best she can, and is a common sight at the commander's table.

Her position of influence allows her to curate a spider's web of trusted contacts. Only a select few are aware of her true origins, and dutifully bring her news of artifacts. Her hope, however distant, is that she will one day amass enough power to usurp the course of the army and direct it towards reforging her lost kingdom. Aelfthryth is patient and methodical, having had close to a millennium to plan. She sees no reason to rush things now.

Personality Traits

"Which is better; to die a hero's death, or to live to tell of it?" Aelfthryth is measured and wise, as befits her years, and is able to see both sides of an argument. She never puts herself in potentially dangerous situations without a contingency, leverage, or escape plan, should things turn against her.

Ideals

"The mistakes of the past should be remembered, but not repeated." The relics that Aelfthryth meticulously tends to are testament to her reverence of history, but she knows, all-too-well, the follies of countless reckless ancients.

Bonds

"My people will not be a page in someone else's history book." It pains Aelfthryth that her once proud and noble people are consigned to dusty tomes, but will not risk damaging their legacy further by playing her hand too soon.

Flaws

"All things in time." Aelfthryth's longevity has bred a healthy amount of patience but, used to an abundance of time to carry out plans, she can be over-cautious and fail to take even slight risks.

Roleplaying Aelfthryth

Aelfthryth is a font of knowledge on many subjects, making no attempt to disguise pride in her great age and experience while staying elusive about her exact origins (save with the few trusted or deemed potentially useful). She dismisses those who act impulsively or fail to see the big picture, including almost all the shorter-lived races (who she views, with few exceptions, as humans might view an unusually intelligent dog).

Aelfthryth never knowingly enters combat without a plan to gain an upper hand, and sees no point in fighting fair or proudly fighting a losing battle when pragmatism would be more sensible.

"There is power in these old things, more than you could comprehend in a lifetime."

Weapons, Armor & Items

Shortsword, shortbow, 20 arrows, chain shirt, reliquary chest, 8 gp, 15 sp

Aelfthryth (Level 4)

Medium humanoid (high elf), lawful neutral

Class Cleric 4
Background Sage
Occupation Relic Keeper
Armor Class 13 (chain shirt)
Hit Points 21 (4d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	10 (+0)	10 (+0)	17 (+3)	18 (+4)	12 (+1)

Saving Throws Wisdom +6, Charisma +3
Skills Arcana +7, History +7, Nature +5, Perception +6, Religion +5
Senses darkvision 60 ft., passive Perception 16
Languages Common, Draconic, Dwarvish, Elvish, Giant, Sylvan, Undercommon
Challenge 1 (200 XP)

Fey Ancestry. Aelfthryth has advantage on saving throws against being charmed, and magic cannot put her to sleep.

Researcher. If Aelfthryth is unable to recall a piece of lore, she probably knows where the information can be found.

Spellcasting. Aelfthryth is a 4th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips: *blade ward, light, mending, resistance, thaumaturgy*

1st level (4 slots): *bane, bless, command, detect magic, healing word, identify, inflict wounds, sanctuary*

2nd level (3 slots): *augury, locate object, spiritual weapon, suggestion*

Trance. Aelfthryth does not sleep. Instead, she meditates for four hours each night. This grants her the benefit of a long rest.

Actions

Shortsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Shortbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 3 (1d6) piercing damage.

Channel Divinity (Recharges after a Short or Long Rest). Aelfthryth chooses one of the following two options:

Knowledge of the Ages. Aelfthryth gains proficiency with a skill or tool of her choice for 10 minutes.

Turn Undead. Each undead within 30 feet of Aelfthryth who can see or hear her must make a DC 14 Wisdom saving throw. If a creature fails its save, it must spend its turns moving away from Aelfthryth, cannot willingly move within 30 feet of her, and must use its action to Dash or attempt to escape an effect preventing it from moving (it may Dodge if there is nowhere to move away). These effects last for one minute.

Weapons, Armor & Items

Shortsword, shortbow, 20 arrows, chain shirt, reliquary chest, *shard of the past*, 21 gp, 25 sp

Relic

“We found it in the ruins on the hill, ma’am. We thought it had the look of a reliquary about it, and you said-”

Aelfthryth sighed at the oafish interruption. She had given orders not to be disturbed, but her long-standing demand to see any new material at once had overridden her more recent edict. Tracing a spidery signature at the foot of the letter she had been writing, she closed her eyes for a moment to center herself.

"Yes," she raised her hand to silence the over-eager hunter. She stowed the letter in one of the many boxes on her desk, locked it, and returned the tiny key to a ring of almost identical companions at her belt. "You've done well. Hand it over then, let's see what we have."

The hunter placed the chest reverently in her hands, and she had to stifle a gasp.

Aelfthryth had suggested this route to the commander under the guise of screening their movements with the uneven terrain; he had agreed to the plan, but did not suspect her true intentions. As she had thought, what little of her city that had not crumbled to dust was so weather-worn as to be unrecognizable. She had not truly hoped to find anything of value in the ruins, let alone this...

The old elf ran fleshless fingers over the engraved figures, tracing lines of faded color in the coating of gray dust. Some enterprising treasure hunter had gouged out the inlaid topaz eyes, and the years had muted once-vivid paintwork, but otherwise it was just as she remembered it on the day her mother had given it to her.

The disguised catch was tricky, and she was not as dexterous as once she was; her finger joints were beginning to complain when, with a click, the lid snapped open and the music began. She had never thought to hear it again but, as the tiny silvery figures, sheltered from time’s ravages, began their dance, she found she remembered every word. Aelfthryth had not shed a tear in over a century, but something threatened to well up from deep within her at the sound.

“No, nothing of importance.” The music stopped mid-note with a click. “But I shall keep hold of it all the same.”

Aelfthryth (Level 8)

Medium humanoid (high elf), lawful neutral

Class Cleric 8
Background Sage
Occupation Relic Keeper
Armor Class 13 (chain shirt)
Hit Points 39 (8d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	10 (+0)	10 (+0)	17 (+3)	20 (+5)	12 (+1)

Saving Throws Wisdom +8, Charisma +4
Skills Arcana +9, History +9, Nature +6, Perception +8, Religion +6
Senses darkvision 60 ft., passive Perception 18
Languages Common, Draconic, Dwarvish, Elvish, Giant, Sylvan, Undercommon
Challenge 2 (450 XP)

Fey Ancestry. Aelfthryth has advantage on saving throws against being charmed, and magic cannot put her to sleep.

Researcher. If Aelfthryth is unable to recall a piece of lore, she probably knows where the information can be found.

Potent Spellcasting. Aelfthryth adds +5 to any damage she deals with cleric cantrips.

Spellcasting. Aelfthryth is an 8th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips: *blade ward, light, mending, resistance, thaumaturgy*

1st level (4 slots): *bane, command, detect magic, healing word, identify, inflict wounds*

2nd level (3 slots): *augury, find traps, locate object, spiritual weapon, suggestion*

3rd level (3 slots): *clairvoyance, glyph of warding, nondetection, speak with dead, tongues*

4th level (2 slots): *arcane eye, banishment, confusion, divination*

Trance. Aelfthryth does not sleep. Instead, she meditates for four hours each night. This grants her the benefit of a long rest.

Actions

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

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

Channel Divinity (2/day; Recharges after a Short or Long Rest). Aelfthryth chooses one of the following three options:

Knowledge of the Ages. Aelfthryth gains proficiency with a skill or tool of her choice for 10 minutes.

Read Thoughts. Aelfthryth chooses a creature within 60 feet of her, which must make a DC 16 Wisdom saving throw. If a creature succeeds on its saving throw, it cannot be targeted by this feature until Aelfthryth finishes a long rest. If it fails its save, Aelfthryth can read its surface thoughts as long as it is within 60 feet. This effect lasts for one minute. Aelfthryth can use an action to cast *suggestion* on the creature without expending a spell slot; the creature automatically fails its saving throw, and the effect ends.

Turn Undead. Each undead within 30 feet of Aelfthryth who can see or hear her must make a DC 16 Wisdom saving throw. If a creature fails its save and is CR 2 or higher, it must spend its turns moving away from Aelfthryth, cannot willingly move within 30 feet of her, and must use its action to Dash or attempt to escape an effect preventing it from moving (it may Dodge if there is nowhere to move away). These effects last for one minute. A creature of CR 1 or lower that fails its save is immediately destroyed.

Weapons, Armor & Items

Shortsword, shortbow, 20 arrows, chain shirt, reliquary chest, *shard of the past*, 35 gp

Aelfthryth in your Game

Aelfthryth is always looking for opportunities to increase her sphere of influence, so will certainly send out feelers to the party should they be of high social standing or contain those of noble blood or magical prowess. She often has need of capable groups to search out particular relics and, should the party prove themselves skilled and discreet, she may even trust them with her true identity and invite them to join her cause.

Quest Hook: A nearby fort serves as a staging point for enemy raids. While bothersome, the attacks are infrequent enough for high command to ignore in favor of more pressing concerns, and the sustained siege necessary to remove the threat is out of the question. However, Aelfthryth, ever keen to remove possible outliers, has other ideas. She suggests infiltrating the fort through a series of ancient underground ruins with which she seems very familiar.

Aelfthryth (Level 12)

Medium humanoid (high elf), lawful neutral

Class Cleric 12
Background Sage
Occupation Relic Keeper
Armor Class 14 (breastplate)
Hit Points 57 (12d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	10 (+0)	10 (+0)	19 (+4)	20 (+5)	12 (+1)

Saving Throws Wisdom +9, Charisma +5
Skills Arcana +12, History +12, Nature +8, Perception +9, Religion +8
Senses darkvision 60 ft., passive Perception 19
Languages Common, Draconic, Dwarvish, Elvish, Giant, Sylvan, Undercommon
Challenge 3 (700 XP)

Fey Ancestry. Aelfthryth has advantage on saving throws against being charmed, and magic cannot put her to sleep.

Researcher. If Aelfthryth is unable to recall a piece of lore, she probably knows where the information can be found.

Potent Spellcasting. Aelfthryth adds +5 to any damage she deals with cleric cantrips.

Spellcasting. Aelfthryth is a 12th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips: *blade ward, light, mending, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bane, command, detect magic, healing word, identify, inflict wounds*

2nd level (3 slots): *augury, find traps, locate object, spiritual weapon, suggestion*

3rd level (3 slots): *clairvoyance, glyph of warding, nondetection, speak with dead, tongues*

4th level (3 slots): *arcane eye, banishment, confusion, divination*

5th level (2 slots): *geas, hallow, legend lore, planar binding, scrying*

6th level (1 slot): *forbiddance, true seeing*

Trance. Aelfthryth does not sleep. Instead, she meditates for four hours each night. This grants her the benefit of a long rest.

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 3 (1d6) piercing damage.

Channel Divinity (2/day; Recharges after a Short or Long Rest). Aelfthryth chooses one of the following three options:

Knowledge of the Ages. Aelfthryth gains proficiency with a skill or tool of her choice for 10 minutes.

Read Thoughts. Aelfthryth chooses a creature within 60 feet of her, which must make a DC 17 Wisdom saving throw. If a creature succeeds on its saving throw, it cannot be targeted by this feature until Aelfthryth finishes a long rest. If it fails its save, Aelfthryth can read its surface thoughts as long as it is within 60 feet. This effect lasts for one minute. Aelfthryth can use an action to cast *suggestion* on the creature without expending a spell slot; the creature automatically fails its saving throw, and the effect ends.

Turn Undead. Each undead within 30 feet of Aelfthryth who can see or hear her must make a DC 17 Wisdom saving throw. If a creature fails its save and is CR 3 or higher, it must spend its turns moving away from Aelfthryth, cannot willingly move within 30 feet of her, and must use its action to Dash or attempt to escape an effect preventing it from moving (it may Dodge if there is nowhere to move away). These effects last for one minute. A creature of CR 2 or lower that fails its save is immediately destroyed.

Divine Intervention (1/day). Aelfthryth can describe the aid she needs from her deity and roll a percentile die. If the result is 12 or lower, the deity intervenes in a manner of the GM's choosing. If successful, Aelfthryth cannot use this feature again for seven days.

Weapons, Armor & Items

Shortsword, shortbow, 20 arrows, breastplate, reliquary chest, *shard of the past*, 50 gp, 50 sp

Aelfthryth (Level 16)

Medium humanoid (high elf), lawful neutral

Class Cleric 16
Background Sage
Occupation Relic Keeper
Armor Class 14 (breastplate)
Hit Points 75 (16d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	10 (+0)	10 (+0)	20 (+5)	20 (+5)	13 (+1)

Saving Throws Wisdom +10, Charisma +6
Skills Arcana +15, History +15, Nature +10, Perception +10, Religion +10
Senses darkvision 60 ft., passive Perception 20
Languages Common, Draconic, Dwarvish, Elvish, Giant, Sylvan, Undercommon
Challenge 4 (1,100 XP)

Fey Ancestry. Aelfthryth has advantage on saving throws against being charmed, and magic cannot put her to sleep.

Researcher. If Aelfthryth is unable to recall a piece of lore, she probably knows where the information can be found.

Potent Spellcasting. Aelfthryth adds +5 to any damage she deals with cleric cantrips.

Spellcasting. Aelfthryth is a 16th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips: *blade ward, light, mending, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bane, command, detect magic, healing word, identify, inflict wounds*

2nd level (3 slots): *augury, find traps, locate object, spiritual weapon, suggestion*

3rd level (3 slots): *clairvoyance, glyph of warding, nondetection, speak with dead, tongues*

4th level (3 slots): *arcane eye, banishment, confusion, divination*

5th level (2 slots): *geas, hallow, legend lore, planar binding, scrying*

6th level (1 slot): *forbiddance, true seeing*

7th level (1 slot): *etherealness, plane shift, symbol*

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

Trance. Aelfthryth does not sleep. Instead, she meditates for four hours each night. This grants her the benefit of a long rest.

Actions

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

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

Channel Divinity (2/day; Recharges after a Short or Long Rest). Aelfthryth chooses one of the following three options:

Knowledge of the Ages. Aelfthryth gains proficiency with a skill or tool of her choice for 10 minutes.

Read Thoughts. Aelfthryth chooses a creature within 60 feet of her, which must make a DC 18 Wisdom saving throw. If a creature succeeds on its saving throw, it cannot be targeted by this feature until Aelfthryth finishes a long rest. If it fails its save, Aelfthryth can read its surface thoughts as long as it is within 60 feet. This effect lasts for one minute. Aelfthryth can use an action to cast *suggestion* on the creature without expending a spell slot; the creature automatically fails its saving throw, and the effect ends.

Turn Undead. Each undead within 30 feet of Aelfthryth who can see or hear her must make a DC 18 Wisdom saving throw. If a creature fails its save and is CR 4 or higher, it must spend its turns moving away from Aelfthryth, cannot willingly move within 30 feet of her, and must use its action to Dash or attempt to escape an effect preventing it from moving (it may Dodge if there is nowhere to move away). These effects last for one minute. A creature of CR 3 or lower that fails its save is immediately destroyed.

Divine Intervention (1/day). Aelfthryth can describe the aid she needs from her deity and roll a percentile die. If the result is 16 or lower, the deity intervenes in a manner of the GM's choosing. If successful, Aelfthryth cannot use this feature again for seven days.

Weapons, Armor & Items

Shortsword, shortbow, 20 arrows, breastplate, reliquary chest, *shard of the past*, 160 gp, 50 sp

Aelfthryth (Level 20)

Medium humanoid (high elf), lawful neutral

Class Cleric 20
Background Sage
Occupation Relic Keeper
Armor Class 14 (breastplate)
Hit Points 93 (20d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	10 (+0)	10 (+0)	20 (+5)	20 (+5)	15 (+2)

Saving Throws Wisdom +11, Charisma +8
Skills Arcana +17, History +17, Nature +11, Perception +11, Religion +11
Senses darkvision 60 ft., passive Perception 21
Languages Common, Draconic, Dwarvish, Elvish, Giant, Sylvan, Undercommon
Challenge 6 (2,300 XP)

Fey Ancestry. Aelfthryth has advantage on saving throws against being charmed, and magic cannot put her to sleep.

Researcher. If Aelfthryth is unable to recall a piece of lore, she probably knows where the information can be found.

Potent Spellcasting. Aelfthryth adds +5 to any damage she deals with cleric cantrips.

Spellcasting. Aelfthryth is a 20th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips: *blade ward, light, mending, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bane, command, detect magic, healing word, identify, inflict wounds*

2nd level (3 slots): *augury, find traps, locate object, spiritual weapon, suggestion*

3rd level (3 slots): *clairvoyance, glyph of warding, nondetection, speak with dead, tongues*

4th level (3 slots): *arcane eye, banishment, confusion, divination*

5th level (3 slots): *geas, hallow, legend lore, planar binding, raise dead, scrying*

6th level (2 slots): *forbiddance, true seeing, word of recall*

7th level (2 slots): *etherealness, plane shift, symbol*

8th level (1 slot): *control weather, holy aura*

9th level (1 slot): *astral projection, true resurrection*

Trance. Aelfthryth does not sleep. Instead, she meditates for four hours each night. This grants her the benefit of a long rest.

Visions of the Past (Recharges after a Short or Long Rest). Aelfthryth can meditate for at least one minute, and no longer than five minutes, maintaining concentration as if casting a spell and receive one of the following two visions:

Object Reading. Aelfthryth learns about an object she is holding for the duration of her meditation, including how its most recent owner acquired and lost it, and the most recent significant event involving the owner and the object. Aelfthryth can spend an additional minute to learn the same information about each owner the object has had in the last five days, up to a total of five.

Area Reading. Aelfthryth learns about the immediate area she meditates in (up to a 50-foot cube), including the most recent significant event in the last five days. Aelfthryth can spend an additional minute to learn the next most recent significant event, up to a total of five.

Actions

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

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

Channel Divinity (3/day; Recharges after a Short or Long Rest). Aelfthryth chooses one of the following three options:

Knowledge of the Ages. Aelfthryth gains proficiency with a skill or tool of her choice for 10 minutes.

Read Thoughts. Aelfthryth chooses a creature within 60 feet of her, which must make a DC 19 Wisdom saving throw. If a creature succeeds on its saving throw, it cannot be targeted by this feature until Aelfthryth finishes a long rest. If it fails its save, Aelfthryth can read its surface thoughts as long as it is within 60 feet. This effect lasts for one minute. Aelfthryth can use an action to cast *suggestion* on the creature without expending a spell slot; the creature automatically fails its saving throw, and the effect ends.

Turn Undead. Each undead within 30 feet of Aelfthryth who can see or hear her must make a DC 19 Wisdom saving throw. If a creature fails its save and is CR 5 or higher, it must spend its turns moving away from Aelfthryth, cannot willingly move within 30 feet of her, and must use its action to Dash or attempt to escape an effect preventing it from moving (it may Dodge if there is nowhere to move away). These effects last for one minute. A creature of CR 4 or lower that fails its save is immediately destroyed.

Divine Intervention. Aelfthryth can describe the aid she needs from her deity and the deity intervenes in a manner of the GM's choosing. Aelfthryth cannot use this feature again for seven days.

Weapons, Armor & Items

Shortsword, shortbow, 20 arrows, breastplate, reliquary chest, *shard of the past*, 280 gp, 50 sp

Aniyo Neune

Medium humanoid (human), neutral

Class Monk 1
Background Noble
Occupation Errant

Armor Class 15 (unarmored)
Hit Points 8 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	17 (+3)	11 (+0)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Strength +1, Dexterity +5
Skills Acrobatics +5, History +3, Insight +4, Persuasion +4;
Tools dice, painter's supplies
Senses passive Perception 12
Languages Common, Draconic, Elvish
Challenge 1/2 (100 XP)

Position of Privilege. Neune can secure an audience with a local noble, is welcome in high society, and common people will try their best to accommodate her.

Actions

Martial Arts. When Neune makes an attack, as a bonus action she can make one unarmed strike.

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

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

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

Overview

There was a time in Neune's life when everything was handed to her on a platter. She had no name of note (the daughters of tavern-keepers seldom do), but her noble father did; one which she was all too happy to bandy around to gain favors among the common folk. When she returned home to the Aniyo manor, however, it was through the side entrance to her tucked-away chamber, far from where she might draw the attention of those who had the right to bear her father's name. Neune was unconcerned; as long as her allowance kept rolling in, she had wealth and power with no responsibilities or obligations.

When war began to ravage the country, and the great lords demanded armies, she, along with her legitimate siblings, were sent off to fight, and Neune saw her chance for adventure and glory, to become the equal of her kin. While her half-brothers and sisters and their serious faces attended councils and drills and inspections, she threw her weight around with the foot soldiers, playing cards for their drink rations. Even up until the morning of the assault on the enemy encampment, she still saw it as a marvelous game, brazenly wearing the Aniyo colors with a ('borrowed') shield from her father's personal armory strapped to her back.

The game ended when she took a blow to the head in the first battle.

Darkness. Cold. Aching limbs and a pounding head; the first moment Neune remembers of her new life was waking up in a cell, the sounds of battle ringing in her ears, but distant, unseen through walls and shadow. Those unearned colors she wore had made her a target; a noble hostage is a valuable thing in wartime. Valuable, that is, provided the noble's family is willing to pay for them; Neune's were more than happy to see the back of her.

Neune changed in that cell. If this was what her life of empty plenty had bought her, she would try a life of nothing. Her long, quiet days allowed her to focus herself, until she gained the strength to break free, both of her prison, and of her vices.

Now, with no name and no home to return to, Neune is left searching for her place in the war, and in the world.



Personality Traits

"I'm not who I once was. I need to be better." Neune is still getting used to her new life of temperance and restraint, but is determined to remain strong, instead devoting her energy towards helping those who cannot help themselves; those she would previously have passed by.

Ideals

"I am Neune. Just Neune." No more will Neune define herself by a family name; she seeks to forge her own identity.

Bonds

"You feel alone, lost, abandoned. So did I, once." Neune feels a kinship with forgotten people, and helps those in need she comes across on her wanderings.

Flaws

"No, thank you, I really shouldn't." Neune's hedonistic former self is always whispering at the back of her mind; she fears that any indulgences will send her tumbling back into her old, unsatisfying life.

Roleplaying Neune

Neune desperately wants to be someone, but is still not entirely sure who she wants that someone to be. Until she decides, she is content with a solitary life, happy to keep herself away from temptation in her directionless wanderings. She does not shun company if any presents itself, and still enjoys a joke as much as she did before, but when she speaks of her past, it is with a melancholy, as if she is speaking of someone else; a friend she drifted apart from.

"A person is more than a name."

Weapons, Armor & Items

Shortsword, 4 darts, Aniyo family shield

Aniyo Neune (Level 4)

Medium humanoid (human), neutral

Class Monk 4
Background Noble
Occupation Errant
Armor Class 16 (unarmored)
Hit Points 23 (4d8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	18 (+4)	11 (+0)	12 (+1)	15 (+2)	14 (+2)

Saving Throws Strength +1, Dexterity +6
Skills Acrobatics +6, History +3, Insight +4, Persuasion +4;
Tools dice, painter's supplies
Senses passive Perception 12
Languages Common, Draconic, Elvish
Challenge 1 (200 XP)

Ki. Neune has 4 ki points, which are expended when used and are regained after a short or long rest.

Flurry of Blows. Neune can expend 1 ki point after taking the attack action on her turn to make two unarmed strikes as a bonus action. If she hits a target, Neune can choose one of the following additional effects; it must succeed on a DC 12 Dexterity saving throw or be knocked prone, it must succeed on a DC 12 Strength saving throw or be pushed up to 15 feet away, or it cannot take reactions until the end of Neune's next turn.

Patient Defense. Neune can expend 1 ki point to take the Dodge action as a bonus action on her turn.

Step of the Wind. Neune can expend 1 ki point to take the Dash or Disengage action as a bonus action on her turn. Her jump distance is doubled for that turn.

Position of Privilege. Neune can secure an audience with a local noble, is welcome in high society, and common people will try their best to accommodate her.

Actions

Martial Arts. When Neune makes an attack, as a bonus action she can make one unarmed strike.

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

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Dart. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Reactions

Deflect Missiles. When she is hit by a ranged weapon attack, Neune can reduce the damage from the attack by 1d10 + 8. If this reduces the damage to 0, the attack uses ammunition which can fit in one hand, and Neune has one hand free, Neune can catch the missile and expend 1 ki point to make a ranged attack with it as part of this reaction.

Slow Fall. When Neune is falling, she can reduce the damage taken by 20.

Weapons, Armor & Items

Shortsword, 4 darts, Aniyo family shield

Reflecting

Neune sat on the edge of the bridge leading into town, feet dangling over the water yards below. A carp gulped at the surface, leaving perfect, concentric rings behind. Here, there was peace, away from the victory celebrations in the square.

"Lovely day, innit?"

She had heard him approach, with shuffling steps, and the *clack* of a cane.

"Yes, it is."

"Would yeh mind if I sat? My feet ache terribly."

She gestured with a hand to the empty stone wall next to her.

The old man set his cane down and sat next to her with a grunt, facing the other way. They sat in silence, the wind rustling the leaves in the surrounding forest and rippling the water below.

The old man, after some time, asked "Not at the celebration? What brings yeh here, lady?"

"I truly don't know," she said, staring at nothing in particular. "Maybe I was always coming here. What about you?"

"Not for me, that carousin' lark. I had me fill of war before the lot o' them were born, and I ain't hungerin' for seconds. It's back home for me, down that-a-way." He gestured with his stick.

"Have you lived here long?"

"All my days. Still livin' in the cottage built by my pap, way back." A smile creased his face. "You 'ent from around here, are yeh?"

"I am not. I have been traveling for some time."

"But yeh say yeh don't know what brought yeh here?"

"I travel, from here to there, seeing what I can wherever I am. I walk to lose myself, and lose myself to find myself."

"Young lady, pard'n an old man for sayin' so, but that sounds plain daft t' me."

"Does it?"

"Wanderin' aimless, losin' yerself t' find yerself... 's the point in that?"

Neune paused a moment.

"Learning to understand, I think."

The old man smiled. "Somethin' tells me, y' already do."

With a groan and a stretch, the old man got up from his seat, taking up his cane.

"That's my house down there," he said, pointing with his stick. "Third house on the right. If you find your tryin' to find all that understandin' makes y' hungry, you stop by, hear?"

Neune turned to look at the old man. He smiled to her, patted her shoulder gently with an age-spotted hand, and walked on down the road. She felt, for the first time since the cells, the hint of a smile.

Aniyo Neune (Level 8)

Medium humanoid (human), neutral

Class Monk 8
Background Noble
Occupation Errant
Armor Class 17 (unarmored)
Hit Points 43 (8d8)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	20 (+5)	11 (+0)	12 (+1)	15 (+2)	14 (+2)

Saving Throws Strength +2, Dexterity +8
Skills Acrobatics +8, History +4, Insight +5, Persuasion +5;
Tools dice, painter's supplies
Senses passive Perception 12
Languages Common, Draconic, Elvish
Challenge 3 (700 XP)

Ki. Neune has 8 ki points, which are expended when used and are regained after a short or long rest.

Flurry of Blows. Neune can expend 1 ki point after taking the attack action on her turn to make two unarmed strikes as a bonus action. If she hits a target, Neune can choose one of the following additional effects; it must succeed on a DC 13 Dexterity saving throw or be knocked prone, it must succeed on a DC 13 Strength saving throw or be pushed up to 15 feet away, or it cannot take reactions until the end of Neune's next turn.

Patient Defense. Neune can expend 1 ki point to take the Dodge action as a bonus action on her turn.

Step of the Wind. Neune can expend 1 ki point to take the Dash or Disengage action as a bonus action on her turn. Her jump distance is doubled for that turn.

Stunning Strike. Neune can expend 1 ki point when she hits a creature with a melee weapon attack to force the target to make a DC 13 Constitution saving throw or be stunned until the end of Neune's next turn.

Evasion. When Neune is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Ki-Empowered Strikes. Neune's unarmed strikes count as magical for the purposes of overcoming resistances.

Position of Privilege. Neune can secure an audience with a local noble, is welcome in high society, and common people will try their best to accommodate her.

Actions

Multiattack. Neune makes two weapon attacks. As a bonus action, she can make one unarmed strike.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

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

Dart. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Stillness of Mind. Neune ends one effect on herself causing her to be charmed or frightened.

Wholeness of Body (1/day). Neune regains 24 hit points.

Reactions

Deflect Missiles. When she is hit by a ranged weapon attack, Neune can reduce the damage from the attack by 1d10 + 13. If this reduces the damage to 0, the attack uses ammunition which can fit in one hand, and Neune has one hand free, Neune can catch the missile and expend 1 ki point to make a ranged attack with it as part of this reaction.

Slow Fall. When Neune is falling, she can reduce the damage taken by 40.

Weapons, Armor & Items

Shortsword, 4 darts, Aniyo family shield

Neune in your Game

Neune is relatively nomadic nowadays, so could be encountered almost anywhere by the party. Unsure of her path in life since her capture and subsequent escape, Neune attempts to understand the world through philosophical contemplation and listening to the stories of others. She will likely engage an intellectual in the party, or any who enjoy deep conversation! Her lack of direction is unlikely to spark any specific encounters but, always eager to find purpose, may join the party for a time on their current quest and assist in any way she can.

Quest Hook: The party hears of a bounty being offered for the recapture of an escaped captive; a minor noble embodying all that is wrong with the entitled elite. After tracking her down, however, they find the humble and introspective Neune. Does the party return her to her fetters, or do they agree that Aniyo Neune the captive is no more?

Aniyo Neune (Level 12)

Medium humanoid (human), neutral

Class Monk 12
Background Noble
Occupation Errant
Armor Class 18 (unarmored)
Hit Points 75 (12d8 + 12)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	20 (+5)	12 (+1)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Strength +3, Dexterity +9
Skills Acrobatics +9, History +5, Insight +7, Persuasion +6;
Tools dice, painter's supplies
Damage Immunities poison
Senses passive Perception 13
Languages Common, Draconic, Elvish
Challenge 5 (1,800 XP)

Ki. Neune has 12 ki points, which are expended when used and are regained after a short or long rest.

Flurry of Blows. Neune can expend 1 ki point after taking the attack action on her turn to make two unarmed strikes as a bonus action. If she hits a target, Neune can choose one of the following additional effects; it must succeed on a DC 15 Dexterity saving throw or be knocked prone, it must succeed on a DC 15 Strength saving throw or be pushed up to 15 feet away, or it cannot take reactions until the end of Neune's next turn.

Patient Defense. Neune can expend 1 ki point to take the Dodge action as a bonus action on her turn.

Step of the Wind. Neune can expend 1 ki point to take the Dash or Disengage action as a bonus action on her turn. Her jump distance is doubled for that turn.

Stunning Strike. Neune can expend 1 ki point when she hits a creature with a melee weapon attack to force the target to make a DC 15 Constitution saving throw or be stunned until the end of Neune's next turn.

Evasion. When Neune is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Ki-Empowered Strikes. Neune's unarmed strikes count as magical for the purposes of overcoming resistances.

Position of Privilege. Neune can secure an audience with a local noble, is welcome in high society, and common people will try their best to accommodate her.

Purity of Body. Neune is immune to disease.

Tranquility. At the end of a long rest, Neune gains the effects of the *sanctuary* spell (DC 15) until the start of her next long rest.

Unarmored Movement. Neune can move along vertical surfaces and across liquid on her turn without falling during the movement.

Actions

Multiattack. Neune makes two weapon attacks. As a bonus action, she can make one unarmed strike.

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Dart. *Ranged Weapon Attack:* +9 to hit, range 20/60 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Stillness of Mind. Neune ends one effect on herself causing her to be charmed or frightened.

Wholeness of Body (1/day). Neune regains 36 hit points.

Reactions

Deflect Missiles. When she is hit by a ranged weapon attack, Neune can reduce the damage from the attack by 1d10 + 17. If this reduces the damage to 0, the attack uses ammunition which can fit in one hand, and Neune has one hand free, Neune can catch the missile and expend 1 ki point to make a ranged attack with it as part of this reaction.

Slow Fall. When Neune is falling, she can reduce the damage taken by 60.

Weapons, Armor & Items

Shortsword, 4 darts, Aniyo family shield

Aniyo Neune (Level 16)

Medium humanoid (human), neutral

Class Monk 16
Background Noble
Occupation Errant
Armor Class 19 (unarmored)
Hit Points 99 (16d8 + 16)
Speed 55 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	20 (+5)	12 (+1)	12 (+1)	18 (+4)	14 (+2)

Saving Throws Strength +4, Dexterity +10, Constitution +6, Intelligence +6, Wisdom +9, Charisma +7
Skills Acrobatics +10, History +6, Insight +9, Persuasion +7;
Tools dice, painter's supplies
Damage Immunities poison
Senses passive Perception 14
Languages Common, Draconic, Elvish; understands all spoken languages and can be understood by any creature that can speak a language.
Challenge 7 (2,900 XP)

Ki. Neune has 16 ki points, which are expended when used and are regained after a short or long rest.

Diamond Soul. Neune can expend 1 ki point after failing a saving throw to reroll it and take the new result.

Flurry of Blows. Neune can expend 1 ki point after taking the attack action on her turn to make two unarmed strikes as a bonus action. If she hits a target, Neune can choose one of the following additional effects; it must succeed on a DC 17 Dexterity saving throw or be knocked prone, it must succeed on a DC 17 Strength saving throw or be pushed up to 15 feet away, or it cannot take reactions until the end of Neune's next turn.

Patient Defense. Neune can expend 1 ki point to take the Dodge action as a bonus action on her turn.

Step of the Wind. Neune can expend 1 ki point to take the Dash or Disengage action as a bonus action on her turn. Her jump distance is doubled for that turn.

Stunning Strike. Neune can expend 1 ki point when she hits a creature with a melee weapon attack to force the target to make a DC 17 Constitution saving throw or be stunned until the end of Neune's next turn.

Evasion. When Neune is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Ki-Empowered Strikes. Neune's unarmed strikes count as magical for the purposes of overcoming resistances.

Position of Privilege. Neune can secure an audience with a local noble, is welcome in high society, and common people will try their best to accommodate her.

Purity of Body. Neune is immune to disease.

Timeless Body. Neune cannot be aged magically and does not require food or water.

Tranquility. At the end of a long rest, Neune gains the effects of the *sanctuary* spell (DC 17) until the start of her next long rest.

Unarmored Movement. Neune can move along vertical surfaces and across liquid on her turn without falling during the movement.

Actions

Multiattack. Neune makes two weapon attacks. As a bonus action, she can make one unarmed strike.

Shortsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Unarmed Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Dart. *Ranged Weapon Attack:* +10 to hit, range 20/60 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Stillness of Mind. Neune ends one effect on herself causing her to be charmed or frightened.

Wholeness of Body (1/day). Neune regains 48 hit points.

Reactions

Deflect Missiles. When she is hit by a ranged weapon attack, Neune can reduce the damage from the attack by 1d10 + 21. If this reduces the damage to 0, the attack uses ammunition which can fit in one hand, and Neune has one hand free, Neune can catch the missile and expend 1 ki point to make a ranged attack with it as part of this reaction.

Slow Fall. When Neune is falling, she can reduce the damage taken by 80.

Weapons, Armor & Items

Shortsword, 4 darts, Aniyo family shield

Aniyo Neune (Level 20)

Medium humanoid (human), neutral

Class Monk 20
Background Noble
Occupation Errant
Armor Class 19 (unarmored)
Hit Points 123 (20d8 + 20)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	20 (+5)	12 (+1)	12 (+1)	20 (+5)	16 (+3)

Saving Throws Strength +5, Dexterity +11, Constitution +7, Intelligence +7, Wisdom +11, Charisma +9
Skills Acrobatics +11, History +7, Insight +11, Persuasion +9;
Tools dice, painter's supplies
Damage Immunities poison
Senses passive Perception 15
Languages Common, Draconic, Elvish; understands all spoken languages and can be understood by any creature that can speak a language.
Challenge 9 (5,000 XP)

Ki. Neune has 20 ki points, which are expended when used and are regained after a short or long rest. When Neune rolls initiative and has no ki points remaining she gains four ki points.

Diamond Soul. Neune can expend 1 ki point after failing a saving throw to reroll it and take the new result.

Empty Body. Neune can expend 8 ki points to cast the *astral projection* spell, but cannot take any other creatures with her.

Flurry of Blows. Neune can expend 1 ki point after taking the attack action on her turn to make two unarmed strikes as a bonus action. If she hits a target, Neune can choose one of the following additional effects; it must succeed on a DC 19 Dexterity saving throw or be knocked prone, it must succeed on a DC 19 Strength saving throw or be pushed up to 15 feet away, or it cannot take reactions until the end of Neune's next turn.

Patient Defense. Neune can expend 1 ki point to take the Dodge action as a bonus action on her turn.

Quivering Palm. Neune can expend 3 ki points when she hits a creature with an unarmed strike to set up lethal vibrations in the target. At any time in the next 20 days, Neune can use her action to end the vibrations, forcing the creature to make a DC 19 Constitution saving throw or take 10d10 necrotic damage. Only one creature can be affected at a time, and Neune can end the vibrations harmlessly for no action.

Step of the Wind. Neune can expend 1 ki point to take the Dash or Disengage action as a bonus action on her turn. Her jump distance is doubled for that turn.

Stunning Strike. Neune can expend 1 ki point when she hits a creature with a melee weapon attack to force the target to make a DC 19 Constitution saving throw or be stunned until the end of Neune's next turn.

Evasion. When Neune is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Ki-Empowered Strikes. Neune's unarmed strikes count as magical for the purposes of overcoming resistances.

Position of Privilege. Neune can secure an audience with a local noble, is welcome in high society, and common people will try their best to accommodate her.

Purity of Body. Neune is immune to disease.

Timeless Body. Neune cannot be aged magically and does not require food or water.

Tranquility. At the end of a long rest, Neune gains the effects of the *sanctuary* spell (DC 19) until the start of her next long rest.

Unarmored Movement. Neune can move along vertical surfaces and across liquid on her turn without falling during the movement.

Actions

Multiattack. Neune makes two weapon attacks. As a bonus action, she can make one unarmed strike.

Shortsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Unarmed Strike. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage.

Dart. *Ranged Weapon Attack:* +11 to hit, range 20/60 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Empty Body. Neune expends 4 ki points and becomes invisible for one minute, during which time she has resistance to all damage types except force.

Stillness of Mind. Neune ends one effect on herself causing her to be charmed or frightened.

Wholeness of Body (1/day). Neune regains 60 hit points.

Reactions

Deflect Missiles. When she is hit by a ranged weapon attack, Neune can reduce the damage from the attack by 1d10 + 25. If this reduces the damage to 0, the attack uses ammunition which can fit in one hand, and Neune has one hand free, Neune can catch the missile and expend 1 ki point to make a ranged attack with it as part of this reaction.

Slow Fall. When Neune is falling, she can reduce the damage taken by 100.

Weapons, Armor & Items

Shortsword, 4 darts, Aniyo family shield

Carat

Medium humanoid (hill dwarf), lawful neutral

Class Fighter 1
Background Folk Hero
Occupation Smith
Armor Class 17 (chainmail)
Hit Points 13 (1d10 + 3)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	12 (+1)	8 (-1)	9 (–1)

Saving Throws Strength +5, Constitution +4
Skills Animal Handling +1, Athletics +5, Investigation +3, Survival +1; **Tools** land vehicles, leatherworker's tools, smith's tools
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 9
Languages Common, Dwarvish
Challenge 1/2 (100 XP)

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

Fighting Style (Defense). Carat adds +1 to his AC when wearing armor (included in his stat block).

Rustic Hospitality. Commoners will happily accept Carat if he has need of shelter, food or rest. They won't risk their lives for him, but will shield him from any pursuers if they are able.

Second Wind (Recharges after a Short or Long Rest). On his turn Carat can use a bonus action to regain 1d10 + 1 hit points.

Actions

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) damage if used with two hands.

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



Overview

Carat never wanted to be anyone. Carat just wanted to smith.

He fell into the profession quite by accident. Originally a stablehand, Carat turned his hand to metalworking after the village blacksmith was called away to war. Carat had seen him bend a horseshoe before, it seemed simple enough, even trivial. It wasn't until someone wandered into the assumed-vacant forge and saw the veritable pile of horseshoes that Carat learnt some level of training was usually undertaken before putting hammer to metal.

He moved on from horseshoes to horses; twisting and hammering scrap metal into life-like galloping and rearing forms, which he gave to his few friends as good luck charms. To this day, he spends his spare time adding figures to his growing metal menagerie.

Almost on a whim, Carat thought he would try a dagger; he thought it a fair effort but in need of some refinement (in truth it was the finest workmanship that particular forge had ever produced). Beyond that, what is a sword but a larger dagger? What is armor but just another form waiting within the steel; waiting for Carat to find it?

Carat became a local curiosity, and word spread of the untrained boy who could work wonders with metal. Word spread to the army, who were quick to press him into service. Once at camp, word spread to a group of particularly pious dwarves, who proclaimed him a prophet of their smith god.

Carat didn't want to be a prophet. Carat never wanted to be anyone. Carat just wanted to smith.

Carat has a constant stream of contracts flowing from high command, who were quick to take advantage of his quick, high-quality workmanship, as well as repairs for lower ranked soldiers passing by (who know he won't say no to a job). He is glad for the work; the ringing of steel almost drowns out the drone of proselytizing dwarves outside his forge. Almost.

Personality Traits

When given a job, Carat will work tirelessly to achieve it, and then fills his spare time with his own projects. He is honest and blunt, lacking the guile even for everyday white lies, and is untrusting of those who engage in even innocent deception.

Ideals

Carat wants things to be beautiful, and finds beauty in precision, effectiveness, and utility, as well as in the more traditional sense of the word.

Bonds

Carat doesn't mind the army life, and enjoys having work to do, but he does miss the peace and quiet of his own forge and his own home.

Flaws

Often, Carat fails to see the world beyond his anvil and becomes so focussed on details or the job at hand that he doesn't see the bigger picture.

Roleplaying Carat

Carat is comfortable in silence, punctuated by the clang of his hammer. He rarely speaks even when spoken to. When he does, it is only in a few, disjointed words; the bare minimum needed to put across his point. This is not to say he is unfriendly; he has a smile for anyone who enters his forge, though he may not meet their eye. It is not uncommon for him to answer yes or no questions only with hammer on metal, with a pleasant ringing for 'yes', and a dampened clang for 'no'.

"I work."

Weapons, Armor & Items

Warhammer, 4 light hammers, chainmail*, metal horse figurine, precision hammer

*While wearing this armor, Carat has disadvantage on Dexterity (Stealth) checks

Carat (Level 4)

Medium humanoid (hill dwarf), lawful neutral

Class Fighter 4
Background Folk Hero
Occupation Smith

Armor Class 17 (chainmail)
Hit Points 40 (4d10 + 12)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	12 (+1)	8 (-1)	9 (–1)

Saving Throws Strength +6, Constitution +4
Skills Animal Handling +1, Athletics +6, Investigation +3, Survival +1;
Tools land vehicles, leatherworker's tools, smith's tools
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 9
Languages Common, Dwarvish
Challenge 1 (200 XP)

Action Surge (Recharges after a Short or Long Rest). On his turn, Carat can take an additional action on top of his normal action and possible bonus action.

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

Fighting Style (Defense). Carat adds +1 to his AC when wearing armor (included in his stat block).

Rustic Hospitality. Commoners will happily accept Carat if he has need of shelter, food or rest. They won't risk their lives for him, but will shield him from any pursuers if they are able.

Second Wind (Recharges after a Short or Long Rest). On his turn, Carat can use a bonus action to regain 1d10 + 4 hit points.

Spellcasting. Carat is a 1st-level spellcaster. His spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips: *mage hand, mending*

1st level (3 slots): *mage armor, protection from evil and good, shield, thunderwave*

Weapon Bond. Carat can perform a ritual to bond himself to a weapon over a short rest. Once bonded, he cannot be disarmed of the weapon unless he is incapacitated, and he can cause it to instantly teleport to his hand as a bonus action as long as it is on the same plane of existence as him. He can have up to two weapons bonded to him in this way.

Actions

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

Light Hammer. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Weapons, Armor & Items

Warhammer, 4 light hammers, chainmail*, metal horse figurine, precision hammer

*While wearing this armor, Carat has disadvantage on Dexterity (Stealth) checks

A Day in the Life

Carat wakes up one hour before sunrise every day. He knows it is one hour before sunrise because the sky is just beginning to be tinged with blue. He splashes his face with cold water, dresses, combs his hair, and returns everything to its proper place.

Carat crosses the camp after ten minutes have passed. He knows ten minutes have passed because his beard has dried. He walks past the mess tent, between the twin watchtowers of the main camp, waves good morning to Marny if he's on duty, and Ola if he's not, same as every morning.

Carat arrives at his forge and sets things up for the day. He stokes up yesterday's embers into a proper fire, aligns his hammers on the bench, puts on his apron, gets out his list. He checks the bellows. Not 'Bellows'; he is a dwarf and useless for blowing air to keep the forge hot. 'Bellows' is not even his real name, so Carat calls him 'Owain', which is.

Carat steps out of his forge in time to watch the sunrise. He likes the predictability of the sunrise. Everything happens in its proper order.

Today, Carat is working on spears. It isn't difficult to make a spearhead, but Carat makes them faster than anyone else, and the commanders need a lot of them. No sooner had he put hammer to glowing steel, they started up.

"Behold our prophet, come-"*clang*"-the word of-" *clang* "-with hammer in-" *clang* "-spread his blessing-" *clang clang clang*.

They had moved into position as he was setting up, as they did every morning. He wouldn't mind them if they weren't so loud.

"-come into this world to-" *clang*. They were too loud now.

When the world is too loud, Carat goes to his garden. The dwarves are usually so focussed on their worship that they do not notice the object of their idolatry leave. It's not his real garden. His real garden is back home behind his mother's house. His real garden has carrots, cabbages, turnips, radishes, and a line of beanpoles along the back. This garden is just some planters on wheels and herbs in pots out the back of the mess tent that are loaded up onto a wagon when they move on. Carat likes it nonetheless.

Anton is in the garden too. Most people call him 'Bowlde', which is his last name, but people are called by their first names. Carat likes Anton because he is friendly and talented but doesn't show off. Anton likes Carat because he doesn't talk a lot and people that talk a lot make him nervous.

Anton is talking. Anton talks a lot when he is nervous, and just now Anton is nervous about a girl called Gael. Gael sounds nice. Carat doesn't really know what to say, so he doesn't say anything.

Sometimes it's better just to listen.

Carat (Level 8)

Medium humanoid (hill dwarf), lawful neutral

Class Fighter 8
Background Folk Hero
Occupation Smith
Armor Class 17 (chainmail)
Hit Points 84 (8d10 + 32)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	14 (+2)	8 (-1)	9 (–1)

Saving Throws Strength +7, Constitution +6
Skills Animal Handling +2, Athletics +7, Investigation +5, Survival +2;
Tools land vehicles, leatherworker's tools, smith's tools
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 9
Languages Common, Dwarvish
Challenge 3 (700 XP)

Action Surge (Recharges after a Short or Long Rest). On his turn, Carat can take an additional action on top of his normal action and possible bonus action.

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

Fighting Style (Defense). Carat adds +1 to his AC when wearing armor (included in his stat block).

Rustic Hospitality. Commoners will happily accept Carat if he has need of shelter, food or rest. They won't risk their lives for him, but will shield him from any pursuers if they are able.

Second Wind (Recharges after a Short or Long Rest). On his turn, Carat can use a bonus action to regain 1d10 + 8 hit points.

Spellcasting. Carat is a 2nd-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips: *mage hand, mending*

1st level (4 slots): *mage armor, protection from evil and good, shield, thunderwave*

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

Weapon Bond. Carat can perform a ritual to bond himself to a weapon over a short rest. Once bonded, he cannot be disarmed of the weapon unless he is incapacitated, and he can cause it to instantly teleport to his hand as a bonus action as long as it is on the same plane of existence as him. He can have up to two weapons bonded to him in this way.

Actions

Multiattack. Carat makes two weapon attacks.

War Magic. Carat casts a cantrip and can make one weapon attack as a bonus action.

Warhammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, or 9 (1d10 + 4) damage if used with two hands.

Light Hammer. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Weapons, Armor & Items

Warhammer, 4 light hammers, chainmail*, metal horse figurine, precision hammer

*While wearing this armor, Carat has disadvantage on Dexterity (Stealth) checks

Carat in your Game

Carat is a friendly soul, even if not the most verbose. He can get overwhelmed around more boisterous characters, and might remove himself without explanation to somewhere quieter, but is happy in the presence of those who remain calm and soft-spoken.

He is a skilled enough smith to craft almost any high-quality gear and can even create and repair simple magical items (though he will require specific materials or components and a fair amount of time).

Quest Hook: The party are approached by a group of dwarves, those who were formally singing Carat's praises. They beseech the party's help; their precious prophet has been kidnapped, doubtless by a rival cult who mean him harm. Following the trail, the party track down Carat to a group of outlaws, happily hammering away at his craft, having been put to work by the raiders. Will the party 'rescue' him from his quiet, if potentially unstable life, or return him to the safer, if bothersome, company of the dwarves? Carat just wants to smith.

Carat (Level 12)

Medium humanoid (hill dwarf), lawful neutral

Class Fighter 12
Background Folk Hero
Occupation Smith
Armor Class 18 (splint)
Hit Points 124 (12d10 + 48)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	17 (+3)	14 (+2)	8 (-1)	9 (−1)

Saving Throws Strength +9, Constitution +7
Skills Animal Handling +3, Athletics +9, Investigation +6, Survival +3;
Tools land vehicles, leatherworker's tools, smith's tools
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 9
Languages Common, Dwarvish
Challenge 5 (1,800 XP)

Action Surge (Recharges after a Short or Long Rest). On his turn, Carat can take an additional action on top of his normal action and possible bonus action.

Eldritch Strike. When Carat hits a creature with a weapon attack, it has disadvantage on its next saving throw against a spell cast by Carat before the end of his next turn.

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

Fighting Style (Defense). Carat adds +1 to his AC when wearing armor (included in his stat block).

Indomitable (1/day). Carat can reroll a failed saving throw.

Rustic Hospitality. Commoners will happily accept Carat if he has need of shelter, food or rest. They won't risk their lives for him, but will shield him from any pursuers if they are able.

Second Wind (Recharges after a Short or Long Rest). On his turn, Carat can use a bonus action to regain 1d10 + 12 hit points.

Spellcasting. Carat is a 4th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips: *blade ward, mage hand, mending*

1st level (4 slots): *fire bolt, mage armor, protection from evil and good, shield, thunderwave*

2nd level (3 slots): *continual flame, magic weapon, shatter*

Weapon Bond. Carat can perform a ritual to bond himself to a weapon over a short rest. Once bonded, he cannot be disarmed of the weapon unless he is incapacitated, and he can cause it to instantly teleport to his hand as a bonus action as long as it is on the same plane of existence as him. He can have up to two weapons bonded to him in this way.

Actions

Multiattack. Carat makes three weapon attacks.

War Magic. Carat casts a cantrip and can make one weapon attack as a bonus action.

Warhammer. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage, or 10 (1d10 + 5) damage if used with two hands.

Light Hammer. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage.

Weapons, Armor & Items

Warhammer, 4 light hammers, splint armor*, metal horse figurine, precision hammer

*While wearing this armor, Carat has disadvantage on Dexterity (Stealth) checks

Pilgrims, hear and rejoice! You hear our beloved prophet working miracles with steel and fire. For we are all but raw, shapeless iron, moulded and given function by the hammer of The Great Smith. What more proof need you than our prophet? Though untrained, he works with skill far beyond the most experienced of smiths.

PLEASE STOP. NOT GOD. JUST SMITH.

Carat (Level 16)

Medium humanoid (hill dwarf), lawful neutral

Class Fighter 16
Background Folk Hero
Occupation Smith
Armor Class 18 (splint)
Hit Points 180 (16d10 + 80)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	19 (+4)	16 (+3)	8 (-1)	9 (–1)

Saving Throws Strength +10, Constitution +9
Skills Animal Handling +4, Athletics +10, Investigation +8, Survival +4;
Tools land vehicles, leatherworker's tools, smith's tools
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 9
Languages Common, Dwarvish
Challenge 7 (2,900 XP)

Action Surge (Recharges after a Short or Long Rest). On his turn, Carat can take an additional action on top of his normal action and possible bonus action. Before or after this action, he may teleport up to 30 feet to an unoccupied space he can see.

Eldritch Strike. When Carat hits a creature with a weapon attack, it has disadvantage on its next saving throw against a spell cast by Carat before the end of his next turn.

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

Fighting Style (Defense). Carat adds +1 to his AC when wearing armor (included in his stat block).

Indomitable (2/day). Carat can reroll a failed saving throw.

Rustic Hospitality. Commoners will happily accept Carat if he has need of shelter, food or rest. They won't risk their lives for him, but will shield him from any pursuers if they are able.

Second Wind (Recharges after a Short or Long Rest). On his turn Carat can use a bonus action to regain 1d10 + 16 hit points.

Spellcasting. Carat is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips: *blade ward, mage hand, mending*

1st level (4 slots): *fire bolt, mage armor, protection from evil and good, shield, thunderwave*

2nd level (3 slots): *continual flame, magic weapon, shatter*

3rd level (3 slots): *counterspell, fireball, glyph of warding*

Weapon Bond. Carat can perform a ritual to bond himself to a weapon over a short rest. Once bonded, he cannot be disarmed of the weapon unless he is incapacitated, and he can cause it to instantly teleport to his hand as a bonus action as long as it is on the same plane of existence as him. He can have up to two weapons bonded to him in this way.

Actions

Multiattack. Carat makes three weapon attacks.

War Magic. Carat casts a cantrip and can make one weapon attack as a bonus action.

Warhammer. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage, or 10 (1d10 + 5) damage if used with two hands.

Light Hammer. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage.

Weapons, Armor & Items

Warhammer, 4 light hammers, splint armor*, metal horse figurine, precision hammer

*While wearing this armor, Carat has disadvantage on Dexterity (Stealth) checks

Carat (Level 20)

Medium humanoid (hill dwarf), lawful neutral

Class Fighter 20
Background Folk Hero
Occupation Smith

Armor Class 19 (plate)
Hit Points 244 (20d10 + 120)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	17 (+3)	8 (-1)	9 (–1)

Saving Throws Strength +11, Constitution +11
Skills Animal Handling +5, Athletics +11, Investigation +9, Survival +5;
Tools land vehicles, leatherworker's tools, smith's tools
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 9
Languages Common, Dwarvish
Challenge 9 (5,000 XP)

Action Surge (2/day; Recharges after a Short or Long Rest). On his turn, Carat can take an additional action on top of his normal action and possible bonus action. Before or after this action, he may teleport up to 30 feet to an unoccupied space he can see.

Eldritch Strike. When Carat hits a creature with a weapon attack, it has disadvantage on its next saving throw against a spell cast by Carat before the end of his next turn.

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

Fighting Style (Defense). Carat adds +1 to his AC when wearing armor (included in his stat block).

Indomitable (3/day). Carat can reroll a failed saving throw.

Rustic Hospitality. Commoners will happily accept Carat if he has need of shelter, food or rest. They won't risk their lives for him, but will shield him from any pursuers if they are able.

Second Wind (Recharges after a Short or Long Rest). On his turn, Carat can use a bonus action to regain 1d10 + 20 hit points.

Spellcasting. Carat is a 6th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips: *blade ward, mage hand, mending*

1st level (4 slots): *fire bolt, mage armor, protection from evil and good, shield, thunderwave*

2nd level (3 slots): *continual flame, magic weapon, shatter*

3rd level (3 slots): *counterspell, fireball, glyph of warding*

4th level (1 slot): *fire shield, stoneskin*

Weapon Bond. Carat can perform a ritual to bond himself to a weapon over a short rest. Once bonded, he cannot be disarmed of the weapon unless he is incapacitated, and he can cause it to instantly teleport to his hand as a bonus action as long as it is on the same plane of existence as him. He can have up to two weapons bonded to him in this way.

Actions

Multiattack. Carat makes four weapon attacks.

Improved War Magic. Carat casts a cantrip or spell and can make one weapon attack as a bonus action.

Warhammer. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage, or 10 (1d10 + 5) damage if used with two hands.

Light Hammer. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage.

Weapons, Armor & Items

Warhammer, 4 light hammers, plate armor*, metal horse figurine, precision hammer

*While wearing this armor, Carat has disadvantage on Dexterity (Stealth) checks

Iusaaset

Medium humanoid (human), chaotic neutral

Class Fighter 1
Background Solider
Occupation Mercenary
Armor Class 16 (chainmail)
Hit Points 12 (1d10 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	11 (+0)	10 (+0)	17 (+3)

Saving Throws Strength +6, Constitution +4
Skills Acrobatics +5, Athletics +6, Intimidation +5, Persuasion +5;
Tools land vehicles, playing cards
Senses passive Perception 10
Languages Common, Dwarvish
Challenge 1/2 (100 XP)

Military Rank. Iusaaset has the rank of captain. Soldiers loyal to her organization recognize this rank.

Fighting Style (Great Weapon). When Iusaaset rolls a 1 or 2 on a damage die for an attack she makes with a melee weapon that she is wielding with two hands, she can reroll the die and must use the new roll, even if it is a 1 or a 2.

Second Wind (Recharges after a Short or Long Rest). On her turn, Iusaaset can use a bonus action to regain 1d10 + 1 hit points.

Actions

Halberd. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

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

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.



Overview

A daughter of minor nobility, Iusaaset knew from an early age that her calling was more battlefield than ballroom. Stepping aside and allowing her younger brother to inherit the family name seemed like a selfless act, but in truth was simply the easiest way to take command of the house guard and, eventually, the city watch.

When her city was besieged, Iusaaset led a valiant defence, and was on the verge of negotiating peace with the enemy's ambassador, Alakaf, with whom she had formed a close friendship and, ever impulsive, a romantic dalliance. On the night their truce was to be announced, Alakaf revealed his true colors, opening the city gates before butchering Iusaaset's parents where they slept. Iusaaset' leadership drove back the assault, just barely. Killing the treacherous ambassador once the battle was done was the only time Iusaaset had ever attacked an unarmed man, and it was her last act before she was banished from her home, spared execution only by her slim victory and the influence of her now-powerful brother.

That her parents died quietly for nothing, devoid of glory or honor was not lost on Iusaaset; hers would not be the same fate, and by gaining renown, perhaps the scales could be balanced. Iusaaset has found work among many mercenary companies over the years, always volunteering herself for the most risky tasks and gaining a reputation of fearlessness to the point of being slightly unhinged. She now leads a company of her own, some glory-chasers like herself, and some simply drawn to the near-legendary carousing Iusaaset arranges between jobs; it is her belief that a glorious death should be proceeded by a glorious life.

Personality Traits

"If I don't end the day exhausted, bloody, or drunk, what was the point of it?" When not looking to cement her place in the afterlife with a glorious death in battle, Iusaaset seeks more immediate rewards, taking whatever pleasures she fancies with little thought to the future.

Ideals

"Think that's good? Watch this." Iusaaset lives to do great deeds she can crow about later, and to bring glory to her name.

Bonds

"He's all I've got, and he'll burn the place down without me." Though banished from home, Iusaaset still visits her brother in secret when she can, the one member of her family she has left.

Flaws

"What's wrong? You want to live forever?!" Iusaaset can be reckless in her pursuit of glory, and sometimes forgets that not all those following her share her same willingness to fall to impossible odds.

Roleplaying Iusaaset

Iusaaset is a woman of many passions; she finds joy wherever she can and sees no problem indulging herself whatever the situation. To some, she may appear boastful, but the truth is she enjoys hearing about the exploits of anyone and everyone; she just happens to think her exploits rate among the best. She enjoys people, and is quick to share a joke or throw a punch as the need arises. However, she keeps to herself when it comes to discussing her past beyond her battles, and is slow to truly trust.

In battle, Iusaaset has no fear of death or pain. While she has no particular wish to die, she would happily face off against suicidal odds provided her death would be a spectacular one, spoken of in awe for generations to come. She is well-versed in small group tactics from experience and study, and will point out opportunities and openings to her allies.

"Everybody dies; I plan to live first."

Weapons, Armor & Items

Halberd, scimitar, light crossbow, 20 bolts, chainmail*, clay pipe, 15 sp

*While wearing this armor, Iusaaset has disadvantage on Dexterity (Stealth) checks

Iusaaset (Level 4)

Medium humanoid (human), chaotic neutral

Class Fighter 4
Background Solider
Occupation Mercenary
Armor Class 16 (chainmail)
Hit Points 40 (4d10 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	11 (+0)	10 (+0)	17 (+3)

Saving Throws Strength +6, Constitution +5
Skills Acrobatics +5, Athletics +6, Intimidation +5, Persuasion +5;
Tools brewer's supplies, land vehicles, playing cards
Senses passive Perception 10
Languages Common, Dwarvish
Challenge 2 (450 XP)

Action Surge (Recharges after a Short or Long Rest). On her turn, Iusaaset can take an additional action on top of her normal action and possible bonus action.

Combat Superiority. Iusaaset has 4 superiority dice. These dice are expended when used and are regained after a short or long rest.

Commander's Strike. Iusaaset can expend 1 superiority die when taking the attack action. She forgoes one of her attacks and uses a bonus action to allow a friendly creature who can see or hear her to use its reaction to make one weapon attack, adding 1d8 to the attack roll.

Goading Attack. Iusaaset can expend 1 superiority die when she hits a creature with a weapon attack to attempt to goad the target. She adds 1d8 to the attack's damage roll. The target must make a DC 14 Wisdom saving throw or have disadvantage on attack rolls against all targets other than her until the end of her next turn.

Sweeping Attack. Iusaaset can expend 1 superiority die when she hits a creature with a melee weapon attack to attempt to damage another creature within 5 feet of the original target and within her reach. If the original attack roll would hit the second creature, it takes 1d8 damage of the same type dealt by the original attack.

Fighting Style (Great Weapon). When Iusaaset rolls a 1 or 2 on a damage die for an attack she makes with a melee weapon that she is wielding with two hands, she can reroll the die and must use the new roll, even if it is a 1 or a 2.

Military Rank. Iusaaset has the rank of captain. Soldiers loyal to her organization recognize this rank.

Second Wind (Recharges after a Short or Long Rest). On her turn, Iusaaset can use a bonus action to regain 1d10 + 4 hit points.

Actions

Halberd. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

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

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Weapons, Armor & Items

Halberd, scimitar, light crossbow, 20 bolts, chainmail*, clay pipe, 12 gp, 15 sp

*While wearing this armor, Iusaaset has disadvantage on Dexterity (Stealth) checks

The Drunk and the Dead

The talk around camp was that the enemy was on the march. Tomorrow, there would be battle and, from the little she had heard, Iusaaset knew it was going to be a bad one, especially if the rumors of Ander's little surprise were to be believed…

Given the circumstances, it was only natural that Iusaaset was getting spectacularly drunk.

She was far from alone; it was tradition for The Black Marks to lead by example, and if they were to die tomorrow, they would live tonight. For the others – the soldiery, mercenaries from other companies, and the militia – there was a quiet desperation underneath the laughter and song, but the raucous thunder of Iusaaset's band was pure revelry.

Somewhere, Bellows was producing a screel on his pipes like the souls of the damned, and a few were dancing in a manner which suggested they had quite forgotten exactly how to use their legs. Iusaaset was holding court at a stiller, but no quieter, corner of the camp. Surrounded by bloodshot eyes, slurred words, and, on every face, the black dots of their company. Her people, and she would die for any one of them.

"It was the last battle," one of them was saying, so intent on getting each word out, he didn't notice the ale sloshing from his tankard with each gesture. "This big bear of a fellow comes charging at me with a maul. Now, I gone and got me sword stuck in someone's head, so I reach down, pull out me knife and chuck it. Bang. Right though his visor." With the last, flailing movement, he loosed his now-empty tankard, which struck Bansten right between the eyes to hoots of approval.

"That's nothing! Why, one time…" another began. And another. And another.

"And you, boss? Come on, most memorable kill."

They are almost peaceful, lying together in their spattered sheet. She grabs him, drags him from his cell. He needs to see, needs to see that she knows what he did. His neck is as smooth under her fingers as it had been under her lips, before. His eyes are wild, flicking from the bed to her, growing wider when they find no mercy there…

"Mine? Well, have any of you fought a troll mercenary? No, of course you haven't, or you'd be dead. Well, this one must've been twelve feet tall…"

By the time she'd pushed the enemy captain into the still-gnashing maw of the decapitated troll, her company were on their feet and cheering. It was getting late, and Iusaaset's cup was empty. For a moment, she felt tired.

"That's why you're such a great captain, captain," a freckled youth slurred. "You always *keep your head*!"

She blinked, and she was back. These were her people, and she would die for any one of them.

"Who wants another drink?" she yelled, springing to her feet.

But tonight, they would live.

Iusaaset (Level 8)

Medium humanoid (human), chaotic neutral

Class Fighter 8
Background Solider
Occupation Mercenary
Armor Class 16 (chainmail)
Hit Points 84 (8d10 + 32)
Speed 30 ft.

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

Saving Throws Strength +8, Constitution +7
Skills Acrobatics +6, Athletics +8, Intimidation +7, Persuasion +7;
Tools brewer's supplies, land vehicles, playing cards
Senses passive Perception 10
Languages Common, Dwarvish
Challenge 3 (700 XP)

Action Surge (Recharges after a Short or Long Rest). On her turn, Iusaaset can take an additional action on top of her normal action and possible bonus action.

Combat Superiority. Iusaaset has 5 superiority dice. These dice are expended when used and are regained after a short or long rest.

Commander's Strike. Iusaaset can expend 1 superiority die when taking the attack action. She forgoes one of her attacks and uses a bonus action to allow a friendly creature who can see or hear her to use its reaction to make one weapon attack, adding 1d8 to the attack roll.

Goading Attack. Iusaaset can expend 1 superiority die when she hits a creature with a weapon attack to attempt to goad the target. She adds 1d8 to the attack's damage roll. The target must make a DC 16 Wisdom saving throw or have disadvantage on attack rolls against all targets other than her until the end of her next turn.

Maneuvering Attack. Iusaaset can expend 1 superiority die when she hits a creature with a weapon attack to move an ally. She adds 1d8 to the attack's damage roll. An ally who can see or hear her can use its reaction to move up to half its speed, provoking no opportunity attacks from the target of the attack.

Rally. Iusaaset can use a bonus action on her turn and expend 1 superiority die to rally an ally. A friendly creature who can see or hear her gains 1d8 + 4 temporary hit points.

Sweeping Attack. Iusaaset can expend 1 superiority die when she hits a creature with a melee weapon attack to attempt to damage another creature within 5 feet of the original target and within her reach. If the original attack roll would hit the second creature, it takes 1d8 damage of the same type dealt by the original attack.

Fighting Style (Great Weapon). When Iusaaset rolls a 1 or 2 on a damage die for an attack she makes with a melee weapon that she is wielding with two hands, she can reroll the die and must use the new roll, even if it is a 1 or a 2.

Know Your Enemy. Iusaaset can learn certain information about a creature's capabilities, compared to her own, if she spends at least one minute observing or interacting with it outside of combat. She can discern if the creature is her equal, superior, or inferior in up to two categories: Strength score, Dexterity score, Constitution score, Armor Class, current hit points, total class levels, or Fighter class levels.

Military Rank. Iusaaset has the rank of captain. Soldiers loyal to her organization recognize this rank.

Second Wind (Recharges after a Short or Long Rest). On her turn, Iusaaset can use a bonus action to regain 1d10 + 8 hit points.

Actions

Multiattack. Iusaaset makes two weapon attacks.

Halberd. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Weapons, Armor & Items

Halberd, scimitar, light crossbow, 20 bolts, chainmail*, clay pipe, *soul inker*, 12 gp, 46 sp

*While wearing this armor, Iusaaset has disadvantage on Dexterity (Stealth) checks

Iusaaset in your Game

In any location where those of martial bent gather, one is likely to hear Iusaaset's Black Marks carousing, and Iusaaset will be the loudest of them all. She sees telling tales as a competition, and will certainly want to hear the party's story, even as she tries to top each episode with her own. It is entirely possible she may need a few extra hands for a job, and could offer the party one-time employment, or even full-time membership in the Black Marks (the tattoos are technically optional, but heartily encouraged).

Quest Hook: The enemy fortification has a weak point to exploit, and a stealthy, subtle approach could work wonders. However, Iusaaset, who has command of the assault, would prefer a more direct (and spectacularly violent) approach. Can the party talk her down, will they use the carnage as a distraction for their mission, or will they join the slaughter? If they go against her, will she be willing to share the spoils with those who do not follow her orders?

Iusaaset (Level 12)

Medium humanoid (human), chaotic neutral

Class Fighter 12
Background Solider
Occupation Mercenary
Armor Class 17 (splint)
Hit Points 124 (12d10 + 48)
Speed 30 ft.

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

Saving Throws Strength +9, Constitution +8
Skills Acrobatics +7, Athletics +9, Intimidation +9, Persuasion +9;
Tools brewer's supplies, land vehicles, playing cards
Senses passive Perception 10
Languages Common, Dwarvish
Challenge 6 (2,300 XP)

Action Surge (Recharges after a Short or Long Rest). On her turn, Iusaaset can take an additional action on top of her normal action and possible bonus action.

Combat Superiority. Iusaaset has 5 superiority dice. These dice are expended when used and are regained after a short or long rest.

Commander's Strike. Iusaaset can expend 1 superiority die when taking the attack action. She forgoes one of her attacks and uses a bonus action to allow a friendly creature who can see or hear her to use its reaction to make one weapon attack, adding 1d10 to the attack roll.

Distracting Strike. Iusaaset can expend 1 superiority die when she hits a creature with a weapon attack to distract the target. She adds 1d10 to the attack's damage roll. The next attack made against the target by a creature other than her before the start of her next turn has advantage.

Goading Attack. Iusaaset can expend 1 superiority die when she hits a creature with a weapon attack to attempt to goad the target. She adds 1d10 to the attack's damage roll. The target must make a DC 17 Wisdom saving throw or have disadvantage on attack rolls against all targets other than her until the end of her next turn.

Maneuvering Attack. Iusaaset can expend 1 superiority die when she hits a creature with a weapon attack to move an ally. She adds 1d10 to the attack's damage roll. An ally who can see or hear her can use its reaction to move up to half its speed, provoking no opportunity attacks from the target of the attack.

Menacing Attack. Iusaaset can expend 1 superiority die when she hits a creature with a weapon attack. She adds 1d10 to the attack's damage roll. The target must make a DC 17 Wisdom saving throw or become frightened of Iusaaset until the end of her next turn.

Rally. Iusaaset can use a bonus action on her turn and expend 1 superiority die to rally an ally. A friendly creature who can see or hear her gains 1d10 + 5 temporary hit points.

Sweeping Attack. Iusaaset can expend 1 superiority die when she hits a creature with a melee weapon attack to attempt to damage another creature within 5 feet of the original target and within her reach. If the original attack roll would hit the second creature, it takes 1d10 damage of the same type dealt by the original attack.

Fighting Style (Great Weapon). When Iusaaset rolls a 1 or 2 on a damage die for an attack she makes with a melee weapon that she is wielding with two hands, she can reroll the die and must use the new roll, even if it is a 1 or a 2.

Indomitable (1/day). Iusaaset can reroll a failed saving throw.

Know Your Enemy. Iusaaset can learn certain information about a creature's capabilities, compared to her own, if she spends at least one minute observing or interacting with it outside of combat. She can discern if the creature is her equal, superior, or inferior in up to two categories: Strength score, Dexterity score, Constitution score, Armor Class, current hit points, total class levels, or Fighter class levels.

Military Rank. Iusaaset has the rank of captain. Soldiers loyal to her organization recognize this rank.

Second Wind (Recharges after a Short or Long Rest). On her turn, Iusaaset can use a bonus action to regain 1d10 + 12 hit points.

Actions

Multiattack. Iusaaset makes three weapon attacks.

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

Scimitar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Weapons, Armor & Items

Halberd, scimitar, light crossbow, 20 bolts, splint armor*, clay pipe, *soul inker*,112 gp, 46 sp

*While wearing this armor, Iusaaset has disadvantage on Dexterity (Stealth) checks

Iusaaset (Level 16)

Medium humanoid (human), chaotic neutral

Class Fighter 16
Background Solider
Occupation Mercenary
Armor Class 17 (splint)
Hit Points 180 (16d10 + 80)
Speed 30 ft.

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

Saving Throws Strength +10, Constitution +10
Skills Acrobatics +9, Athletics +10, Intimidation +10, Persuasion +10;
Tools brewer's supplies, land vehicles, playing cards
Senses passive Perception 10
Languages Common, Dwarvish
Challenge 8 (3,900 XP)

Action Surge (Recharges after a Short or Long Rest). On her turn, Iusaaset can take an additional action on top of her normal action and possible bonus action.

Combat Superiority. Iusaaset has 6 superiority dice. These dice are expended when used and are regained after a short or long rest. When Iusaaset rolls initiative and has no superiority dice remaining, she gains one superiority die.

Commander's Strike. Iusaaset can expend 1 superiority die when taking the attack action. She forgoes one of her attacks and uses a bonus action to allow a friendly creature who can see or hear her to use its reaction to make one weapon attack, adding 1d10 to the attack roll.

Distracting Strike. Iusaaset can expend 1 superiority die when she hits a creature with a weapon attack to distract the target. She adds 1d10 to the attack's damage roll. The next attack made against the target by a creature other than her before the start of her next turn has advantage.

Goading Attack. Iusaaset can expend 1 superiority die when she hits a creature with a weapon attack to attempt to goad the target. She adds 1d10 to the attack's damage roll. The target must make a DC 18 Wisdom saving throw or have disadvantage on attack rolls against all targets other than her until the end of her next turn.

Lunging Attack. Iusaaset can expend 1 superiority die to increase her reach for one melee weapon attack by 5 feet and adds 1d10 to attack's damage roll on a hit.

Maneuvering Attack. Iusaaset can expend 1 superiority die when she hits a creature with a weapon attack to move an ally. She adds 1d10 to the attack's damage roll. An ally who can see or hear her can use its reaction to move up to half its speed, provoking no opportunity attacks from the target of the attack.

Menacing Attack. Iusaaset can expend 1 superiority die when she hits a creature with a weapon attack. She adds 1d10 to the attack's damage roll. The target must make a DC 18 Wisdom saving throw or become frightened of Iusaaset until the end of her next turn.

Rally. Iusaaset can use a bonus action on her turn and expend 1 superiority die to rally an ally. A friendly creature who can see or hear her gains 1d10 + 5 temporary hit points.

Sweeping Attack. Iusaaset can expend 1 superiority die when she hits a creature with a melee weapon attack to attempt to damage another creature within 5 feet of the original target and within her reach. If the original attack roll would hit the second creature, it takes 1d10 damage of the same type dealt by the original attack.

Trip Attack. Iusaaset may expend 1 superiority die when she hits a creature with a weapon attack to attempt to knock the target down. She adds 1d10 to the attack's damage roll. If it is Large or smaller, the target must make a DC 18 Strength saving throw or fall prone.

Fighting Style (Great Weapon). When Iusaaset rolls a 1 or 2 on a damage die for an attack she makes with a melee weapon that she is wielding with two hands, she can reroll the die and must use the new roll, even if it is a 1 or a 2.

Indomitable (2/day). Iusaaset can reroll a failed saving throw.

Know Your Enemy. Iusaaset can learn certain information about a creature's capabilities, compared to her own, if she spends at least one minute observing or interacting with it outside of combat. She can discern if the creature is her equal, superior, or inferior in up to two categories: Strength score, Dexterity score, Constitution score, Armor Class, current hit points, total class levels, or Fighter class levels.

Military Rank. Iusaaset has the rank of captain. Soldiers loyal to her organization recognize this rank.

Second Wind (Recharges after a Short or Long Rest). On her turn, Iusaaset can use a bonus action to regain 1d10 + 16 hit points.

Actions

Multiattack. Iusaaset makes three weapon attacks.

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

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

Light Crossbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Weapons, Armor & Items

Halberd, scimitar, light crossbow, 20 bolts, splint armor*, clay pipe, *soul inker*, 192 gp, 92 sp

*While wearing this armor, Iusaaset has disadvantage on Dexterity (Stealth) checks

Iusaaset (Level 20)

Medium humanoid (human), chaotic neutral

Class Fighter 20
Background Solider
Occupation Mercenary
Armor Class 17 (splint)
Hit Points 224 (20d10 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	11 (+0)	10 (+0)	20 (+5)

Saving Throws Strength +11, Constitution +11
Skills Acrobatics +11, Athletics +11, Intimidation +11, Persuasion +11;
Tools brewer's supplies, land vehicles, playing cards
Senses passive Perception 10
Languages Common, Dwarvish
Challenge 10 (5,900 XP)

Action Surge (2/day; Recharges after a Short or Long Rest). On her turn, Iusaaset can take an additional action on top of her normal action and possible bonus action.

Combat Superiority. Iusaaset has 6 superiority dice. These dice are expended when used and are regained after a short or long rest. When Iusaaset rolls initiative and has no superiority dice remaining, she gains one superiority die.

Commander's Strike. Iusaaset can expend 1 superiority die when taking the attack action. She forgoes one of her attacks and uses a bonus action to allow a friendly creature who can see or hear her to use its reaction to make one weapon attack, adding 1d12 to the attack roll.

Distracting Strike. Iusaaset can expend 1 superiority die when she hits a creature with a weapon attack to distract the target. She adds 1d12 to the attack's damage roll. The next attack made against the target by a creature other than her before the start of her next turn has advantage.

Goading Attack. Iusaaset can expend 1 superiority die when she hits a creature with a weapon attack to attempt to goad the target. She adds 1d12 to the attack's damage roll. The target must make a DC 19 Wisdom saving throw or have disadvantage on attack rolls against all targets other than her until the end of her next turn.

Lunging Attack. Iusaaset can expend 1 superiority die to increase her reach for one melee weapon attack by 5 feet and adds 1d12 to attack's damage roll on a hit.

Maneuvering Attack. Iusaaset can expend 1 superiority die when she hits a creature with a weapon attack to move an ally. She adds 1d12 to the attack's damage roll. An ally who can see or hear her can use its reaction to move up to half its speed, provoking no opportunity attacks from the target of the attack.

Menacing Attack. Iusaaset can expend 1 superiority die when she hits a creature with a weapon attack. She adds 1d12 to the attack's damage roll. The target must make a DC 19 Wisdom saving throw or become frightened of Iusaaset until the end of her next turn.

Rally. Iusaaset can use a bonus action on her turn and expend 1 superiority die to rally an ally. A friendly creature who can see or hear her gains 1d12 + 5 temporary hit points.

Sweeping Attack. Iusaaset can expend 1 superiority die when she hits a creature with a melee weapon attack to attempt to damage another creature within 5 feet of the original target and within her reach. If the original attack roll would hit the second creature, it takes 1d12 damage of the same type dealt by the original attack.

Trip Attack. Iusaaset may expend 1 superiority die when she hits a creature with a weapon attack to attempt to knock the target down. She adds 1d12 to the attack's damage roll. If it is Large or smaller, the target must make a DC 19 Strength saving throw or fall prone.

Fighting Style (Great Weapon). When Iusaaset rolls a 1 or 2 on a damage die for an attack she makes with a melee weapon that she is wielding with two hands, she can reroll the die and must use the new roll, even if it is a 1 or a 2.

Indomitable (3/day). Iusaaset can reroll a failed saving throw.

Know Your Enemy. Iusaaset can learn certain information about a creature's capabilities, compared to her own, if she spends at least one minute observing or interacting with it outside of combat. She can discern if the creature is her equal, superior, or inferior in up to two categories: Strength score, Dexterity score, Constitution score, Armor Class, current hit points, total class levels, or Fighter class levels.

Military Rank. Iusaaset has the rank of captain. Soldiers loyal to her organization recognize this rank.

Second Wind (Recharges after a Short or Long Rest). On her turn, Iusaaset can use a bonus action to regain 1d10 + 20 hit points.

Actions

Multiattack. Iusaaset makes four weapon attacks.

Halberd. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage.

Scimitar. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +11 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Weapons, Armor & Items

Halberd, scimitar, light crossbow, 20 bolts, splint armor*, clay pipe, *soul inker*, 220 gp, 292 sp

*While wearing this armor, Iusaaset has disadvantage on Dexterity (Stealth) checks

Jory Ceffyl

Small humanoid (stout halfling), neutral

Class Ranger 1
Background Sage
Occupation Animal Keeper
Armor Class 16 (std. leather, shield)
Hit Points 11 (1d10 + 1)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	12 (+1)	15 (+2)	17 (+3)	8 (–1)

Saving Throws Strength +1, Dexterity +4
Skills Animal Handling +5, Medicine +5, Nature +4, Perception +5, Survival +5
Damage Resistances poison
Senses passive Perception 15
Languages Common, Halfling
Challenge 1/4 (50 XP)

Favored Enemy (Beasts). Jory has advantage on Survival checks made when tracking his favored enemies, as well as advantage on Intelligence checks to recall information about them.

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

Halfling Nimbleness. Jory can move through a space occupied by a creature that is larger than him.

Lucky. If Jory rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die and must take the new result.

Natural Explorer (Grasslands). Jory doubles his proficiency bonus (+4) when making Intelligence or Wisdom checks about his favored terrain, as well as other benefits listed on the following pages.

Researcher. If Jory is unable to recall a piece of lore, he probably knows where the information can be found.

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

Actions

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

Whip. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Overview

Jory was raised by books as much as his parents; while other children were playing at knights and castles, he could list every symptom of scale-rot and every bone in a wyvern's wing. Growing up in a trade caravan following armies from camp to camp, he had ready access to a large library, interesting folk from across the world, and more charts and anatomical diagrams than he could ever work through. What he never consistently had, however, was children his own age as playmates; the family never stayed in place long enough. Instead, Jory found companionship in the various creatures associated with a wandering army—hunting dogs, rat-catching cats, and any bird or beast drawn to carrion and corpses. Jory never learnt to fear them, and never felt he was missing out on more civilised companionship. One quiet moment, Jory found an upturned nest with all but one egg smashed. He raised the fragile, pink hatchling in his jacket pocket until it fledged.

When Jory was old enough he, naturally, joined the army; it was, after all, the only life he had ever known. Not long after he signed on as a foot soldier, one of the commander's griffons was taken ill. Passing the tent where the beasts were housed, Jory immediately recognized the symptoms of bumblefoot from his reading, and rushed in to suggest treatment for the suffering creature.

His potential thus demonstrated, Jory was quickly moved from the front line to directing the care of the beasts he showed such an affinity for. Many laugh to see the little halfling corralling and commanding the fearsome creatures, happily chatting to the raven, Faenagg, all the while, but he hardly notices.



Personality Traits

"I'll...I think I'll just go for a bit..." In moments of peace, Jory prefers to wander and explore than stay put and suffer the awkward silence that pervades with his peers.

Ideals

"They don't have voices; I have to speak for them." Animals in Jory's care are as much people as anyone else, some of them more so.

Bonds

"He's better conversation than anyone else I know." Jory tried to set Feanagg free, but the raven refused to leave, and has been his constant companion ever since.

Flaws

"Oh…yes…sorry, it's simpler in hippogriff." Having never developed important social skills, Jory can seem gawky and aloof around humanoids.

Roleplaying Jory

Jory is intensely awkward around people. He is able to speak on the subject of animal husbandry with eloquence and authority but, should the topic of conversation shift, he will flounder and fall silent (and possibly wait for a lull in conversation to sidle away).

Having had experience training dangerous creatures as well as seeing to their care, Jory is a capable combatant, able to use many of the same techniques (though aiming to dispatch an enemy rather than simply discourage a behavior).

"Look at you, aren't you handsome?
Oh, sorry, I was talking to your horse..."

Weapons, Armor & Items

Goad, whip, shortbox, 20 arrows, studded leather armor, textbooks (*Beasts of This World, Scale and Claw: an Introduction to Reptiles, A Primer to the Healing Arts)*, 14 cp

Jory Ceffyl (Level 4)

Small humanoid (stout halfling), neutral

Class Ranger 4
Background Sage
Occupation Animal Keeper
Armor Class 16 (std. leather, shield)
Hit Points 32 (4d10 + 4)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	15 (+2)	12 (+1)	15 (+2)	18 (+4)	8 (–1)

Saving Throws Strength +1, Dexterity +4
Skills Animal Handling +6, Medicine +6, Nature +4, Perception +6, Survival +6
Damage Resistances poison
Senses passive Perception 16
Languages Common, Halfling
Challenge 2 (450 XP)

Ranger's Companion (Raven). Jory has a beast companion which acts on his turn in initiative order, but takes no action unless commanded. As no action, Jory may verbally command the beast to move. Jory can use an action to command the beast to Attack, Dash, Disengage, Dodge, or Help, and it will follow commands to the best of its ability. When traveling through his favored terrain with only his companion, Jory can move stealthily at a normal pace. The Beast gains a +2 to its AC, attack and damage rolls, and saving throws and skills it is proficient in. Its maximum hit points are 16.

Favored Enemy (Beasts). Jory has advantage on Survival checks made when tracking his favored enemies, as well as advantage on Intelligence checks to recall information about them.

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

Fighting Style (Archery). Jory gains a +2 to attack rolls with ranged weapons (included in the attack).

Halfling Nimbleness. Jory can move through a space occupied by a creature that is larger than him.

Lucky. If Jory rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die and must take the new result.

Natural Explorer (Grasslands). Jory is adept at traversing his favored terrain and doubles his proficiency bonus (+4) when making Intelligence or Wisdom checks about such areas. In favored terrain, difficult terrain doesn't slow his group's travel, his group can't get lost except by magical means, he can engage in another activity such as foraging or tracking and remain alert to danger, he can move stealthily at a normal pace if traveling alone, finds twice as much food as normal while foraging and, when tracking other creatures, he learns their exact number, sizes, and how long ago they passed through the area.

Researcher. If Jory is unable to recall a piece of lore, he probably knows where the information can be found.

Spellcasting. Jory is a 2nd-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He knows the following ranger spells:

1st level (3 slots): *animal friendship, hunter's mark, speak with animals*

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

Actions

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

Whip. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Primeval Awareness. Jory expends 1 ranger spell slot to focus on the region around him. For 1 minute per level of the spell slot expended, he can sense whether there are any aberrations, celestials, dragons, elementals, fey, fiends or undead within a mile of his current location, or within 6 miles if Jory is in grassland terrain.

Weapons, Armor & Items

Goad, whip, shortbox, 20 arrows, studded leather armor, textbooks (*Beasts of This World, Scale and Claw: an Introduction to Reptiles, A Primer to the Healing Arts)*, 33 cp

The King's Elephant

"The beast is off its food. It took a wound in the last battle..."

"Yes," muttered Jory, "you've made quite the target of him."

He could scarcely take his eyes off the creature; illustrations could teach him much of gross anatomy, but nothing of its presence.

"It is the largest in the menagerie," the man intoned disapprovingly. "Should it expire, His Grace would be most distressed, though I should be glad to no longer have to shovel its... leavings."

The man, the elephant's handler, was dressed richly, as befitted his status, and held out an ornate, and wickedly sharp, hooked goad. Jory ignored both him and it as he approached to place a hand on the creature's elbow, criss-crossed with pale puncture scars.

"Down here, if you'd be so kind. We can't all be as big as you."

Males, distinguished by their tusks, are preferred for warfare, not for their greater size or fiercer temperament, but for the fact that females will flee before them.

The elephant knelt with a rumble, and the man returned the ankus to his belt, frowning, contenting himself to run a thumb over the embedded jewels and the handle of the heavy chisel dangling beside it. Jory knew what the chisel was for.

Faenagg cawed from his perch on the creature's broad back; he had been investigating the wounds and found nothing of note. The raven was almost as adept at spotting early signs of infection as Jory, and the halfling trusted his judgement.

Wounds heal quickly without stitches, and are less likely to turn septic. Many common complaints are intestinal, with most bearing-

"Worms," he said simply.

"The king's elephant-" the man flustered.

"Needs two pounds of clay daily in his feed until they're expelled."

"And how will I kn- "

"Well, you'll just have to check, won't you?"

Jory Ceffyl (Level 8)

Small humanoid (stout halfling), neutral

Class Ranger 8
Background Sage
Occupation Animal Keeper
Armor Class 17 (std. leather, shield)
Hit Points 60 (8d10 + 8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	17 (+3)	12 (+1)	15 (+2)	18 (+4)	8 (–1)

Saving Throws Strength +2, Dexterity +6
Skills Animal Handling +7, Medicine +7, Nature +5, Perception +7, Survival +7
Damage Resistances poison
Senses passive Perception 17
Languages Common, Halfling
Challenge 3 (700 XP)

Ranger's Companion (Raven). Jory has a beast companion which acts on his turn in initiative order, but takes no action unless commanded. As no action, Jory may verbally command the beast to move. Jory can use an action to command the beast to Attack, Dash, Disengage, Dodge, or Help, and it will follow commands to the best of its ability. When traveling through his favored terrain with only his companion, Jory can move stealthily at a normal pace. The Beast gains a +3 to its AC, attack and damage rolls, and saving throws and skills it is proficient in. Its maximum hit points are 32.

Exceptional Training. Jory can use a bonus action to command his beast companion to Dash, Disengage, Dodge, or Help on any turn when it does not attack.

Favored Enemy (Beasts, Plants). Jory has advantage on Survival checks made when tracking his favored enemies, as well as advantage on Intelligence checks to recall information about them.

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

Fighting Style (Archery). Jory gains a +2 to attack rolls with ranged weapons (included in the attack).

Halfling Nimbleness. Jory can move through a space occupied by a creature that is larger than him.

Land's Stride. Jory may move through non-magical difficult terrain at no extra movement cost. He takes no damage from non-magical plants via thorns, spikes, and other similar hazards. In addition, he has advantage on saving throws against plants that are magically created or manipulated to impede movement.

Lucky. If Jory rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die and must take the new result.

Natural Explorer (Forests, Grasslands). Jory is adept at traversing his favored terrain and doubles his proficiency bonus (+6) when making Intelligence or Wisdom checks about such areas. In favored terrain, difficult terrain doesn't slow his group's travel, his group can't get lost except by magical means, he can engage in another activity such as foraging or tracking and remain alert to danger, he can move stealthily at a normal pace if traveling alone, finds twice as much food as normal while foraging and, when tracking other creatures, he learns their exact number, sizes, and how long ago they passed through the area.

Researcher. If Jory is unable to recall a piece of lore, he probably knows where the information can be found.

Spellcasting. Jory is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He knows the following ranger spells:

1st level (4 slots): *animal friendship, hunter's mark, speak with animals*

2nd level (3 slots): *lesser restoration, locate animals or plants*

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

Actions

Multiattack. Jory makes two weapon attacks.

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

Whip. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 3) slashing damage.

Shortbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Primeval Awareness. Jory expends 1 ranger spell slot to focus on the region around him. For 1 minute per level of the spell slot expended, he can sense whether there are any aberrations, celestials, dragons, elementals, fey, fiends or undead within a mile of his current location, or within 6 miles if Jory is in forest or grassland terrain.

Weapons, Armor & Items

Goad, whip, shortbow, 20 arrows, studded leather armor, textbooks (*Beasts of This World, Scale and Claw: an Introduction to Reptiles, A Primer to the Healing Arts)*, 9 gp, 14 cp

Jory in your Game

Mounts, pets, familiars, and companions will all fascinate Jory, and he is more likely to talk to them than the party. Should any of the party's animal companions require aid, Jory's skills are widely known and well-regarded. Jory is not the most talkative, but any character with knowledge of, or interest in, the natural world may struggle to get him to stop if they get him onto the subject of animal care and husbandry.

Quest Hook: The party has been tasked with slaying a dangerous beast which has been menacing supply lines and the surrounding countryside. Jory insists it is suffering from a rage-inducing condition and implores them to instead restrain it so he can administer treatment. When the attacks start again some time later, do the party believe his claim that these are disguised bandit attacks, not the beast returning to old habits?

Jory Ceffyl (Level 12)

Small humanoid (stout halfling), neutral

Class Ranger 12
Background Sage
Occupation Animal Keeper
Armor Class 19 (std. leather, shield)
Hit Points 88 (12d10 + 12)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	20 (+5)	12 (+1)	15 (+2)	19 (+4)	8 (–1)

Saving Throws Strength +3, Dexterity +9
Skills Animal Handling +8, Medicine +8, Nature +6, Perception +8, Survival +8
Damage Resistances poison
Senses passive Perception 18
Languages Common, Halfling
Challenge 5 (1,800 XP)

Ranger's Companion (Raven). Jory has a beast companion which acts on his turn in initiative order, but takes no action unless commanded. As no action, Jory may verbally command the beast to move. Jory can use an action to command the beast to Attack, Dash, Disengage, Dodge, or Help, and it will follow commands to the best of its ability. Additionally, when Jory commands his beast to attack, it makes two weapon attacks. When traveling through his favored terrain with only his companion, Jory can move stealthily at a normal pace. The Beast gains a +4 to its AC, attack and damage rolls, and saving throws and skills it is proficient in. Its maximum hit points are 48.

Exceptional Training. Jory can use a bonus action to command his beast companion to Dash, Disengage, Dodge, or Help on any turn when it does not attack.

Favored Enemy (Beasts, Plants). Jory has advantage on Survival checks made when tracking his favored enemies, as well as advantage on Intelligence checks to recall information about them.

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

Fighting Style (Archery). Jory gains a +2 to attack rolls with ranged weapons (included in the attack).

Halfling Nimbleness. Jory can move through a space occupied by a creature that is larger than him.

Hide in Plain Sight. Jory may spend 1 minute creating camouflage for himself. He must have access to fresh mud, dirt, plants, soot, or other naturally occurring materials with which to create his camouflage. Once Jory is camouflaged in this way, he gains +10 to his Stealth checks as long as he remains stationary without taking actions. Once he moves or takes an action or reaction he must camouflage himself again to gain this benefit.

Land's Stride. Jory may move through non-magical difficult terrain at no extra movement cost. He takes no damage from non-magical plants via thorns, spikes, and other similar hazards. In addition, he has advantage on saving throws against plants that are magically created or manipulated to impede movement.

Lucky. If Jory rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die and must take the new result.

Natural Explorer (Forests, Grasslands, Swamp). Jory is adept at traversing his favored terrain and doubles his proficiency bonus (+8) when making Intelligence or Wisdom checks about such areas. In favored terrain, difficult terrain doesn't slow his group's travel, his group can't get lost except by magical means, he can engage in another activity such as foraging or tracking and remain alert to danger, he can move stealthily at a normal pace if traveling alone, finds twice as much food as normal while foraging and, when tracking other creatures, he learns their exact number, sizes, and how long ago they passed through the area.

Researcher. If Jory is unable to recall a piece of lore, he probably knows where the information can be found.

Spellcasting. Jory is a 6th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). He knows the following ranger spells:

1st level (4 slots): *animal friendship, hunter's mark, speak with animals*

2nd level (3 slots): *lesser restoration, locate animals or plants*

3rd level (3 slots): *conjure animals, speak with plants*

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

Actions

Multiattack. Jory makes two weapon attacks.

Goad. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Whip. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 5) slashing damage.

Shortbow. *Ranged Weapon Attack:* +11 to hit, range 80/320 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Primeval Awareness. Jory expends 1 ranger spell slot to focus on the region around him. For 1 minute per level of the spell slot expended, he can sense whether there are any aberrations, celestials, dragons, elementals, fey, fiends or undead within a mile of his current location, or within 6 miles if Jory is in forest, grassland, or swamp terrain.

Weapons, Armor & Items

Goad, whip, shortbox, 20 arrows, studded leather armor, textbooks (*Beasts of This World, Scale and Claw: an Introduction to Reptiles, A Primer to the Healing Arts)*, 9 gp, 32 cp

Jory Ceffyl (Level 16)

Small humanoid (stout halfling), neutral

Class Ranger 16
Background Sage
Occupation Animal Keeper
Armor Class 19 (std. leather, shield)
Hit Points 116 (16d10 + 16)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	20 (+5)	13 (+1)	15 (+2)	20 (+5)	8 (–1)

Saving Throws Strength +4, Dexterity +10
Skills Animal Handling +10, Medicine +10, Nature +7, Perception +10, Survival +10
Damage Resistances poison
Senses passive Perception 20
Languages Common, Halfling
Challenge 6 (2,300 XP)

Ranger's Companion (Raven). Jory has a beast companion which acts on his turn in initiative order, but takes no action unless commanded. As no action, Jory may verbally command the beast to move. Jory can use an action to command the beast to Attack, Dash, Disengage, Dodge, or Help, and it will follow commands to the best of its ability. Additionally, when Jory commands his beast to attack, it makes two weapon attacks. When traveling through his favored terrain with only his companion, Jory can move stealthily at a normal pace. The Beast gains a +5 to its AC, attack and damage rolls, and saving throws and skills it is proficient in. Its maximum hit points are 64.

Exceptional Training. Jory can use a bonus action to command his beast companion to Dash, Disengage, Dodge, or Help on any turn when it does not attack.

Favored Enemy (Beasts, Dragons, Plants). Jory has advantage on Survival checks made when tracking his favored enemies, as well as advantage on Intelligence checks to recall information about them.

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

Fighting Style (Archery). Jory gains a +2 to attack rolls with ranged weapons (included in the attack).

Halfling Nimbleness. Jory can move through a space occupied by a creature that is larger than him.

Hide in Plain Sight. Jory may spend 1 minute creating camouflage for himself. He must have access to fresh mud, dirt, plants, soot, or other naturally occurring materials with which to create his camouflage. Once Jory is camouflaged in this way, he gains +10 to his Stealth checks as long as he remains stationary without taking actions. Once he moves or takes an action or reaction he must camouflage himself again to gain this benefit.

Land's Stride. Jory may move through non-magical difficult terrain at no extra movement cost. He takes no damage from non-magical plants via thorns, spikes, and other similar hazards. In addition, he has advantage on saving throws against plants that are magically created or manipulated to impede movement.

Lucky. If Jory rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die and must take the new result.

Natural Explorer (Forests, Grasslands, Swamp). Jory is adept at traversing his favored terrain and doubles his proficiency bonus (+10) when making Intelligence or Wisdom checks about such areas. In favored terrain, difficult terrain doesn't slow his group's travel, his group can't get lost except by magical means, he can engage in another activity such as foraging or tracking and remain alert to danger, he can move stealthily at a normal pace if traveling alone, finds twice as much food as normal while foraging and, when tracking other creatures, he learns their exact number, sizes, and how long ago they passed through the area.

Researcher. If Jory is unable to recall a piece of lore, he probably knows where the information can be found.

Share Spells. If his beast companion is within 30 feet of him, any spell Jory casts targeting himself can also target the beast.

Spellcasting. Jory is an 8th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). He knows the following ranger spells:

1st level (4 slots): *animal friendship, cure wounds, hunter's mark, speak with animals*

2nd level (3 slots): *lesser restoration, locate animals or plants*

3rd level (3 slots): *conjure animals, speak with plants*

4th level (2 slots): *locate creature*

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

Vanish. Jory may use the Hide action as a bonus action on his turn. Also, he can't be tracked by non-magical means unless he chooses to leave a trail.

Actions

Multiattack. Jory makes two weapon attacks.

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

Whip. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 5) slashing damage.

Shortbow. *Ranged Weapon Attack:* +12 to hit, range 80/320 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Primeval Awareness. Jory expends 1 ranger spell slot to focus on the region around him. For 1 minute per level of the spell slot expended, he can sense whether there are any aberrations, celestials, dragons, elementals, fey, fiends or undead within a mile of his current location, or within 6 miles if Jory is in forest, grassland, or swamp terrain.

Weapons, Armor & Items

Goad, whip, shortbox, 20 arrows, studded leather armor, textbooks (*Beasts of This World, Scale and Claw: an Introduction to Reptiles, A Primer to the Healing Arts)*, 49 gp, 32 cp

Jory Ceffyl (Level 20)

Small humanoid (stout halfling), neutral

Class Ranger 20
Background Sage
Occupation Animal Keeper
Armor Class 19 (std. leather, shield)
Hit Points 164 (20d10 + 40)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	20 (+5)	14 (+2)	16 (+3)	20 (+5)	8 (–1)

Saving Throws Strength +5, Dexterity +11
Skills Animal Handling +11, Medicine +11, Nature +9, Perception +11, Survival +11
Damage Resistances poison
Senses passive Perception 21
Languages Common, Halfling
Challenge 7 (2,900 XP)

Ranger's Companion (Raven). Jory has a beast companion which acts on his turn in initiative order, but takes no action unless commanded. As no action, Jory may verbally command the beast to move. Jory can use an action to command the beast to Attack, Dash, Disengage, Dodge, or Help, and it will follow commands to the best of its ability. Additionally, when Jory commands his beast to attack, it makes two weapon attacks. When traveling through his favored terrain with only his companion, Jory can move stealthily at a normal pace. The Beast gains a +6 to its AC, attack and damage rolls, and saving throws and skills it is proficient in. Its maximum hit points are 80.

Exceptional Training. Jory can use a bonus action to command his beast companion to Dash, Disengage, Dodge, or Help on any turn when it does not attack.

Favored Enemy (Beasts, Dragons, Plants). Jory has advantage on Survival checks made when tracking his favored enemies, as well as advantage on Intelligence checks to recall information about them.

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

Feral Senses. When Jory attacks a creature he can't see, his inability to see it doesn't impose disadvantage on his attack roll against it. He is also aware of the location of any invisible creature within 30 ft. of him, provided the creature is not hidden from him and he is not blinded of deafened

Fighting Style (Archery). Jory gains a +2 to attack rolls with ranged weapons (included in the attack).

Foe Slayer (1/turn). Jory can add +5 to the attack roll or the damage roll of an attack he makes against one of his favored enemies. He can choose to use this feature before or after the roll but before any effects of the roll are applied.

Halfling Nimbleness. Jory can move through a space occupied by a creature that is larger than him.

Hide in Plain Sight. Jory may spend 1 minute creating camouflage for himself. He must have access to fresh mud, dirt, plants, soot, or other naturally occurring materials with which to create his camouflage. Once Jory is camouflaged in this way, he gains +10 to his Stealth checks as long as he remains stationary without taking actions. Once he moves or takes an action or reaction he must camouflage himself again to gain this benefit.

Land's Stride. Jory may move through non-magical difficult terrain at no extra movement cost. He takes no damage from non-magical plants via thorns, spikes, and other similar hazards. In addition, he has advantage on saving throws against plants that are magically created or manipulated to impede movement.

Lucky. If Jory rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die and must take the new result.

Natural Explorer (Forests, Grasslands, Swamp). Jory is adept at traversing his favored terrain and doubles his proficiency bonus (+12) when making Intelligence or Wisdom checks about such areas. In favored terrain, difficult terrain doesn't slow his group's travel, his group can't get lost except by magical means, he can engage in another activity such as foraging or tracking and remain alert to danger, he can move stealthily at a normal pace if traveling alone, finds twice as much food as normal while foraging and, when tracking other creatures, he learns their exact number, sizes, and how long ago they passed through the area.

Researcher. If Jory is unable to recall a piece of lore, he probably knows where the information can be found.

Share Spells. If his beast companion is within 30 feet of him, any spell Jory casts targeting himself can also target the beast.

Spellcasting. Jory is a 10th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). He knows the following ranger spells:

1st level (4 slots): *animal friendship, cure wounds, hunter's mark, speak with animals*

2nd level (3 slots): *lesser restoration, locate animals or plants*

3rd level (3 slots): *conjure animals, speak with plants*

4th level (3 slots): *freedom of movement, locate creature*

5th level (2 slots): *commune with nature*

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

Vanish. Jory may use the Hide action as a bonus action on his turn. Also, he can't be tracked by non-magical means unless he chooses to leave a trail.

Actions

Multiattack. Jory makes two weapon attacks.

Goad. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Whip. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 5) slashing damage.

Shortbow. *Ranged Weapon Attack:* +13 to hit, range 80/320 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Primeval Awareness. Jory expends 1 ranger spell slot to focus on the region around him. For 1 minute per level of the spell slot expended, he can sense whether there are any aberrations, celestials, dragons, elementals, fey, fiends or undead within a mile of his current location, or within 6 miles if Jory is in forest, grassland, or swamp terrain.

Weapons, Armor & Items

Goad, whip, shortbox, 20 arrows, studded leather armor, textbooks (*Beasts of This World, Scale and Claw: an Introduction to Reptiles, A Primer to the Healing Arts)*, 149 gp, 40 sp, 32 cp

Linnet

Medium humanoid (half elf), neutral

Class Rogue 1
Background Sage
Occupation Messenger
Armor Class 12
Hit Points 8 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	17 (+3)	14 (+2)	13 (+1)

Saving Throws Dexterity +4, Intelligence +5
Skills Arcana +5, Deception +3, History +5, Insight +6, Investigation +5, Perception +4, Sleight of Hand +6, Survival +4;
Tools thieves' tools
Senses darkvision 60 ft., passive Perception 14
Languages Common, Draconic, Dwarvish, Elvish, Goblin, Thieves' Cant
Challenge 1/4 (50 XP)

Sneak Attack (1/turn). Linnet can deal an extra 1d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Expertise (Insight, Sleight of Hand). Linnet doubles her proficiency bonus (+4) to checks with her Expertise skills.

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

Researcher. If Linnet is unable to recall a piece of lore, she probably knows where the information can be found.

Actions

Bo staff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) damage if used with two hands.

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



Overview

Linnet was a baby once, presumably. After that, she was a child, then an awkward adolescent. For as long as she could remember, though, she had been a part of The Murmuration *(p.68)*, living her life for the cause. Her mind, trained from infancy, can hold and compartmentalize information, languages, and secrets to an extent inconceivable to most. Her life was the receiving, storing, and delivering of messages as a near-automaton until she did the unthinkable to one in her order; she thought about her message, thought through its implications, and decided not to deliver it.

Refusal to deliver a message, even one which would start a needless war, is a death sentence to those in The Murmuration, so Linnet simply slipped away. She allowed the order to believe she met her fate somewhere en route, and put as much ground between them and her as she could before they realized their mistake.

Having little else in the way of skills or training, Linnet works as a runner, still carrying messages, but now only working for causes she trusts and believes in (as well as now being personally paid for her services). While happy in her new life, she is constantly looking over her shoulder, sure that The Murmuration will cross paths with her again, if not seek her out directly.

Personality Traits

"This one will... no, actually I don't want to." Linnet is still coming to terms with the idea of being an individual person, and not part of a greater whole. She takes an unusual amount of delight in personal freedom and any situation she is able to say 'no' to.

Ideals

"I'm a soldier, not a machine." Her escape from The Murmuration has given Linnet a strong belief in personal freedom and self-determination. She still follows orders, but now from commanders she has chosen, which makes all the difference in her mind.

Bonds

"I won't go back." Linnet is assumed dead by The Murmuration, and is keen to keep it that way, a task made more difficult the longer the war drags on.

Flaws

"Your plan is terrible; here is my suggestion..." Linnet can be cold, almost mechanical in her interactions with others, and has not fully grasped the nuances of which thoughts to keep to herself and which to voice.

Roleplaying Linnet

Linnet is still fairly new to her life as an individual, and occasionally slips into the parlance of The Murmuration, habitually referring to herself as 'it' or 'this one' before catching herself. She enjoys testing herself mentally, part of her conditioned training, and can carry on riddles and memory games far beyond the point that others give up, or suffer along in intense boredom.

While she was drilled in combat from a young age, the focus of the training was that the delivery of the message is always more important than defeating an enemy and that discretion is the better part of valor, so if the option to flee arises, Linnet will take it.

"Let me relay that back to you;
I got it right, but you might want to make changes..."

Weapons, Armor & Items

Bo staff, 4 daggers, hand crossbow, 20 bolts, *cipher quill*, scroll tube, 12 sp

Linnet (Level 4)

Medium humanoid (half elf), neutral

Class Rogue 3/Monk 1
Background Sage
Occupation Messenger
Armor Class 14 (unarmored)
Hit Points 23 (4d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	17 (+3)	14 (+2)	13 (+1)

Saving Throws Dexterity +4, Intelligence +5
Skills Arcana +5, Deception +3, History +5, Insight +6, Investigation +5, Perception +4, Sleight of Hand +6, Survival +4;
Tools thieves' tools
Senses darkvision 60 ft., passive Perception 14
Languages Common, Draconic, Dwarvish, Elvish, Goblin, Thieves' Cant
Challenge 1 (200 XP)

Sneak Attack (1/turn). Linnet can deal an extra 2d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Linnet can take a Dash, Dodge, Disengage, or Hide action. Alternatively, she can control her *mage hand*.

Expertise (Insight, Sleight of Hand). Linnet doubles her proficiency bonus (+4) to checks with her Expertise skills.

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

***Mage Hand* Legerdemain.** Linnet can use her *mage hand* spell to stow or retrieve an object in a container worn or carried by another creature, or use thieves' tools to pick locks and disarm traps at range. If she succeeds on a Sleight of Hand check contested by the creature's Perception, she can perform one of these tasks without being noticed.

Researcher. If Linnet is unable to recall a piece of lore, she probably knows where the information can be found.

Spellcasting. Linnet is a 1st-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips: *blade ward, mage hand, message*

1st level (2 slots): *comprehend languages, disguise self, illusory script*

Actions

Martial Arts. When Linnet makes a melee attack, as a bonus action she can make one unarmed strike.

Bo staff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) damage if used with two hands.

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

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Weapons, Armor & Items

Bo staff, 4 daggers, hand crossbow, 20 bolts, *cipher quill*, scroll tube, 12 sp, 21 cp

Deliverance

The Message will be delivered as instructed, when instructed, without delay, without omission, without excuse. Without exception.

The Message was afraid. The Message had thought about the words it carried. The Message was to go to this lord and that lady, this general, and that captain, and the words were war, and flame, and death. The Message did not like the words.

The Message had fled, undelivered. Siskin had been beaten bloody in training for missing a single word of its message. This would be much worse. Messages did not fear, but it was fearful all the same.

It had never had to make a decision before. It was deemed adequate after training. It hadn't the track speed of Serin, and it spoke one less language than Pipit, but it was faster and more lingual than any outsider, and far beyond its present company. It was odd to think of itself as one of them. It was odd to think of itself at all.

The horn announcing the group's arrival at the training camp snapped it out of its thoughts (*her* thoughts). There would be war, message or no; it seemed as good a place to start as any. The dozen or so recruits who had filtered from trails, paths, and rutted tracks to trudge the road together formed a line ahead of her, filing past a tired-looking officer with a ledger.

She tightened the scarf at her throat to hide the brand, but still worried at the thought of questions. Silence was the same in all six languages, but it could only get her so far. She didn't even have a name, not really. Their designations in the training groups were for the convenience of the trainer. She, at least, had one which could pass for a name, she supposed.

The officer eyed her expectantly, quill poised above parchment.

"Linnet. My name is Linnet."

Linnet (Level 8)

Medium humanoid (half elf), neutral

Class Rogue 6/Monk 2
Background Sage
Occupation Messenger
Armor Class 14 (unarmored)
Hit Points 43 (8d8)
Speed 40 ft.

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

Saving Throws Dexterity +5, Intelligence +7
Skills Arcana +10, Deception +4, History +10, Insight +8, Investigation +7, Perception +5, Sleight of Hand +7, Survival +5;
Tools thieves' tools
Senses darkvision 60 ft., passive Perception 15
Languages Common, Draconic, Dwarvish, Elvish, Goblin, Thieves' Cant
Challenge 3 (700 XP)

Ki. Linnet has 2 ki points, which are expended when used and are regained after a short or long rest.

Flurry of Blows. Linnet can expend 1 ki point after taking the attack action on her turn to make two unarmed strikes as a bonus action.

Step of the Wind. Linnet can expend 1 ki point to take the Dash or Disengage action as a bonus action on her turn. Her jump distance is doubled for that turn.

Sneak Attack (1/turn). Linnet can deal an extra 3d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Linnet can take a Dash, Dodge, Disengage, or Hide action. Alternatively, she can control her *mage hand*.

Expertise (Arcana, History, Insight, Sleight of Hand). Linnet doubles her proficiency bonus (+6) to checks with her Expertise skills.

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

***Mage Hand* Legerdemain.** Linnet can use her *mage hand* spell to stow or retrieve an object in a container worn or carried by another creature, or use thieves' tools to pick locks and disarm traps at range. If she succeeds on a Sleight of Hand check contested by the creature's Perception, she can perform one of these tasks without being noticed.

Researcher. If Linnet is unable to recall a piece of lore, she probably knows where the information can be found.

Spellcasting. Linnet is a 2nd-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips: *blade ward, mage hand, message*

1st level (3 slots): *comprehend languages, disguise self, expeditious retreat, illusory script*

Actions

Martial Arts. When Linnet makes a melee attack, as a bonus action she can make one unarmed strike.

Bo staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) damage if used with two hands.

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

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

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Reactions

Uncanny Dodge. When Linnet is hit with an attack from an attacker that she can see, she can halve the attack's damage.

Weapons, Armor & Items

Bo staff, 4 daggers, hand crossbow, 20 bolts, *cipher quill*, scroll tube, 12 sp, 32 cp

Linnet in your Game

Linnet may, of course, be encountered in her role as a messenger, relaying between the party and any higher-ups. Depending on where the party meet her in her personal journey, she may be entirely unused to social nuance; she might get herself into a social situation she does not fully understand or require the party's help with learning to blend into normal society. Linnet may be a useful point of contact, as her wide-ranging travels and eidetic memory means she is privy to a lot of information from a wide range of sources (though she will only divulge it to those she completely trusts).

Quest Hook: A representative for The Murmuration has been sniffing around the local area. A rumor has reached them of a young woman with a suspiciously similar skill set, and they are keen to recover their asset, or at least remove her as competition. A weighty purse of coin awaits any who can give information as to her whereabouts. Will the party defend Linnet's freedom or will the allure of so much gold prove too great a temptation?

Linnet (Level 12)

Medium humanoid (half elf), neutral

Class Rogue 10/Monk 2
Background Sage
Occupation Messenger
Armor Class 15 (unarmored)
Hit Points 63 (12d8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	10 (+0)	20 (+5)	14 (+2)	13 (+1)

Saving Throws Dexterity +7, Intelligence +9
Skills Arcana +13, Deception +5, History +13, Insight +10, Investigation +9, Perception +6, Sleight of Hand +11, Survival +6;
Tools thieves' tools
Senses darkvision 60 ft., passive Perception 16
Languages Common, Draconic, Dwarvish, Elvish, Goblin, Thieves' Cant
Challenge 5 (1,800 XP)

Ki. Linnet has 2 ki points, which are expended when used and are regained after a short or long rest.

Flurry of Blows. Linnet can expend 1 ki point after taking the attack action on her turn to make two unarmed strikes as a bonus action.

Step of the Wind. Linnet can expend 1 ki point to take the Dash or Disengage action as a bonus action on her turn. Her jump distance is doubled for that turn.

Sneak Attack (1/turn). Linnet can deal an extra 5d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Linnet can take a Dash, Dodge, Disengage, or Hide action. Alternatively, she can control her *mage hand*.

Evasion. When Linnet is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Expertise (Arcana, History, Insight, Sleight of Hand). Linnet doubles her proficiency bonus (+8) to checks with her Expertise skills.

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

***Mage Hand* Legerdemain.** Linnet can use her *mage hand* spell to stow or retrieve an object in a container worn or carried by another creature, or use thieves' tools to pick locks and disarm traps at range. If she succeeds on a Sleight of Hand check contested by the creature's Perception, she can perform one of these tasks without being noticed.

Magical Ambush. If Linnet casts a spell on a creature she is hidden from, that creature makes any saving throws against the spell this turn with disadvantage.

Researcher. If Linnet is unable to recall a piece of lore, she probably knows where the information can be found.

Spellcasting. Linnet is a 4th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips: *blade ward, mage hand, message, prestidigitation*

1st level (4 slots): *comprehend languages, disguise self, expeditious retreat, illusory script*

2nd level (3 slots): *alter self, detect thoughts, invisibility*

Actions

Martial Arts. When Linnet makes a melee attack, as a bonus action she can make one unarmed strike.

Bo staff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, or 7 (1d8 + 3) damage if used with two hands.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Reactions

Uncanny Dodge. When Linnet is hit with an attack from an attacker that she can see, she can halve the attack's damage.

Weapons, Armor & Items

Bo staff, 4 daggers, hand crossbow, 20 bolts, *cipher quill*, scroll tube, 12 gp, 12 sp, 32 cp

Linnet (Level 16)

Medium humanoid (half elf), neutral

Class Rogue 14/Monk 2
Background Sage
Occupation Messenger
Armor Class 16 (unarmored)
Hit Points 83 (16d8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	20 (+5)	15 (+2)	13 (+1)

Saving Throws Dexterity +8, Intelligence +10
Skills Arcana +15, Deception +6, History +15, Insight +12, Investigation +10, Perception +7, Sleight of Hand +14, Survival +7;
Tools thieves' tools
Senses darkvision 60 ft., passive Perception 17
Languages Common, Draconic, Dwarvish, Elvish, Goblin, Thieves' Cant
Challenge 6 (2,300 XP)

Ki. Linnet has 2 ki points, which are expended when used and are regained after a short or long rest.

Flurry of Blows. Linnet can expend 1 ki point after taking the attack action on her turn to make two unarmed strikes as a bonus action.

Step of the Wind. Linnet can expend 1 ki point to take the Dash or Disengage action as a bonus action on her turn. Her jump distance is doubled for that turn.

Sneak Attack (1/turn). Linnet can deal an extra 7d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Blindsense. If Linnet is able to hear, she is aware of the location of any hidden or invisible creature within 10 ft. of her.

Cunning Action. On her turn, as a bonus action, Linnet can take a Dash, Dodge, Disengage, or Hide action. Alternatively, she can control her *mage hand*.

Evasion. When Linnet is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Expertise (Arcana, History, Insight, Sleight of Hand). Linnet doubles her proficiency bonus (+10) to checks with her Expertise skills.

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

***Mage Hand* Legerdemain.** Linnet can use her *mage hand* spell to stow or retrieve an object in a container worn or carried by another creature, or use thieves' tools to pick locks and disarm traps at range. If she succeeds on a Sleight of Hand check contested by the creature's Perception, she can perform one of these tasks without being noticed.

Magical Ambush. If Linnet casts a spell on a creature she is hidden from, that creature makes any saving throws against the spell this turn with disadvantage.

Reliable Talent. Whenever Linnet makes an ability check that lets her add her proficiency bonus, she can treat a d20 roll of 9 or lower as a 10.

Researcher. If Linnet is unable to recall a piece of lore, she probably knows where the information can be found.

Spellcasting. Linnet is a 5th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips: *blade ward, mage hand, message, prestidigitation*

1st level (4 slots): *comprehend languages, disguise self, expeditious retreat, illusory script*

2nd level (3 slots): *alter self, detect thoughts, invisibility, locate object*

3rd level (2 slots): *nondetection, sending*

Versatile Trickster. As a bonus action on her turn, Linnet may designate a creature within 5 feet of her *mage hand* spell. She has advantage on attack rolls against that creature until the end of the turn.

Actions

Martial Arts. When Linnet makes a melee attack, as a bonus action she can make one unarmed strike.

Bo staff. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage, or 8 (1d8 + 4) damage if used with two hands.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Dagger. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Reactions

Uncanny Dodge. When Linnet is hit with an attack from an attacker that she can see, she can halve the attack's damage.

Weapons, Armor & Items

Bo staff, 4 daggers, hand crossbow, 20 bolts, *cipher quill*, scroll tube, 28 gp, 12 sp, 32 cp

Linnet (Level 20)

Medium humanoid (half elf), neutral

Class Rogue 18/Monk 2
Background Sage
Occupation Messenger
Armor Class 17 (unarmored)
Hit Points 103 (20d8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	10 (+0)	20 (+5)	15 (+2)	13 (+1)

Saving Throws Dexterity +11, Intelligence +11, Wisdom +7
Skills Arcana +17, Deception +7, History +17, Insight +14, Investigation +11, Perception +8, Sleight of Hand +17, Survival +8;
Tools thieves' tools
Senses darkvision 60 ft., passive Perception 18
Languages Common, Draconic, Dwarvish, Elvish, Goblin, Thieves' Cant
Challenge 7 (2,900 XP)

Ki. Linnet has 2 ki points, which are expended when used and are regained after a short or long rest.

Flurry of Blows. Linnet can expend 1 ki point after taking the attack action on her turn to make two unarmed strikes as a bonus action.

Step of the Wind. Linnet can expend 1 ki point to take the Dash or Disengage action as a bonus action on her turn. Her jump distance is doubled for that turn.

Sneak Attack (1/turn). Linnet can deal an extra 9d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Blindsense. If Linnet is able to hear, she is aware of the location of any hidden or invisible creature within 10 ft. of her.

Cunning Action. On her turn, as a bonus action, Linnet can take a Dash, Dodge, Disengage, or Hide action. Alternatively, she can control her *mage hand*.

Elusive. No attack rolls against Linnet can have advantage, as long as she's not incapacitated.

Evasion. When Linnet is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Expertise (Arcana, History, Insight, Sleight of Hand). Linnet doubles her proficiency bonus (+12) to checks with her Expertise skills.

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

***Mage Hand* Legerdemain.** Linnet can use her *mage hand* spell to stow or retrieve an object in a container worn or carried by another creature, or use thieves' tools to pick locks and disarm traps at range. If she succeeds on a Sleight of Hand check contested by the creature's Perception, she can perform one of these tasks without being noticed.

Magical Ambush. If Linnet casts a spell on a creature she is hidden from, that creature makes any saving throws against the spell this turn with disadvantage.

Reliable Talent. Whenever Linnet makes an ability check that lets her add her proficiency bonus, she can treat a d20 roll of 9 or lower as a 10.

Spell Thief (1/day). When Linnet is targeted by a spell, or is included in its area of effect, she can attempt to steal it from the caster. The spellcaster must make a DC 19 saving throw using its spellcasting modifier. On a failed save, Linnet is unaffected by the spell and, if it is at least 1st-level and of a level she can cast, she can cast the spell using her spell slots for the next 8 hours. The spellcaster cannot use the spell for those 8 hours.

Researcher. If Linnet is unable to recall a piece of lore, she probably knows where the information can be found.

Spellcasting. Linnet is a 6th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips: *blade ward, mage hand, message, prestidigitation*

1st level (4 slots): *comprehend languages, disguise self, expeditious retreat, illusory script*

2nd level (3 slots): *alter self, detect thoughts, invisibility, locate object*

3rd level (3 slots): *nondetection, phantom steed, sending*

Versatile Trickster. As a bonus action on her turn, Linnet may designate a creature within 5 feet of her *mage hand* spell. She has advantage on attack rolls against that creature until the end of the turn.

Actions

Martial Arts. When Linnet makes a melee attack, as a bonus action she can make one unarmed strike.

Bo staff. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage, or 9 (1d8 + 5) damage if used with two hands.

Unarmed Strike. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage.

Dagger. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +11 to hit, range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Reactions

Uncanny Dodge. When Linnet is hit with an attack from an attacker that she can see, she can halve the attack's damage.

Weapons, Armor & Items

Bo staff, 4 daggers, hand crossbow, 20 bolts, *cipher quill*, scroll tube, 42 gp, 36 sp, 32 cp

Owain 'Bellows' Marrick

Medium humanoid (mountain dwarf), chaotic neutral

Class Bard 1
Background Folk Hero
Occupation Standard-bearer
Armor Class 14 (chain shirt)
Hit Points 10 (1d8 + 2)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	9 (−1)	16 (+3)

Saving Throws Dexterity +3, Charisma +5
Skills Animal Handling +1, Deception +5, Performance +5, Persuasion +5, Survival +1; **Tools** bagpipes, brewer's supplies, drums, horns, land vehicles, weaver's tools
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 9
Languages Common, Dwarvish
Challenge 1/2 (100 XP)

Bardic Inspiration (3/day). Bellows can use his bonus action to give a creature within 60 feet his Bardic Inspiration die. Once, within the next 10 minutes, the creature can roll 1d6 and add the number rolled to one ability check, attack roll, or saving throw it makes.

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

Rustic Hospitality. Commoners will happily accept Bellows if he has need of shelter, food or rest. They won't risk their lives for him, but will shield him from any pursuers if they are able.

Spellcasting. Bellows is a 1st-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He knows the following bard spells:

Cantrips: *message, vicious mockery*

1st level (2 slots): *cure wounds, healing word, heroism, longstrider*

Actions

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Overview

Bellows Marrick is a hero. Part of a group contracted to slay Lern-O'-Nine-Heads, a hydra which had established a lair too close to town for comfort and devoured all who had attempted the deed before. He was the only one to emerge from its fetid cave alive and, for this great achievement, he was given the great honor of bearing his unit's banner when he was called to war.

Bellows Marrick's life is a lie. Fighting the hydra was a hopeless and foolish endeavor, and he assumed his companions felt the same. He spent the night drinking, slept far too late and woke up alone. His friends' trail led to a cave of corpses; they were slain to a man, but took the beast with them. As he exited the cave, exhausted by both grief and his raging hangover, a villager spotted him. They began making assumptions, which Owain didn't feel the need to correct, and there he was, a hero.

To begin with, Owain was happy with his fame; his companions weren't able to take credit for their job, so why shouldn't he? He even opined on a few of the ballads, being quite tuneful himself. After a time though, the constant gnaw of guilt began to take its toll. Owain came to realise that he couldn't stop their songs but he could, perhaps, make himself worthy of them.

Personality Traits

"Oh, that old story? Nah, let me get you a drink and let's talk about you." Bellows is a people person; he thrives in the company of strangers and loves to entertain. He covers his guilt with a smile, and usually tries to shift the focus of conversation to others (or to deeds he can actually be proud of) when the subject of the hydra comes up.

Ideals

"They believe the story; they're counting on me to live up to it." Bellows is determined to live up to the fictional version of himself.

Bonds

"To me! Look to the banner!" While it began as just another decoration to boast of, Bellows now takes the honor of standard-bearer very seriously and will fall himself before the banner does.

Flaws

"Sit closer, darling, have I got a story for you…" A few years of fame are enough to go to a man's head, and Bellows does occasionally slip back into a cocksure attitude and a hedonistic reliance on his celebrity.

Roleplaying Bellows

Bellows tries to be everybody's best friend, and has a kind word or a joke for everyone. It is his duty as standard-bearer to keep his unit cohesive, and he takes this job seriously both in and out of combat.

In battle, Bellows looks to the needs of others first, hanging back, ready to leap to the defense of those in need. He will shout support or instruction, or simply keep everyone in time with a sonorous marching chant.

"Oh! The! March is long, and the foe is harsh, but we'll send him home with a spear up his... breeches!"

Weapons, Armor & Items

Handaxe, chain shirt, bagpipes, bellowing banner, bugle, 15 cp

Owain 'Bellows' Marrick (Level 4)

Medium humanoid (mountain dwarf), chaotic neutral

Class Bard 4
Background Folk Hero
Occupation Standard-bearer
Armor Class 14 (chain shirt)
Hit Points 31 (4d8 + 8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	9 (−1)	18 (+4)

Saving Throws Dexterity +3, Charisma +6
Skills Animal Handling +1, Deception +6, Performance +8, Persuasion +8, Survival +1; **Tools** bagpipes, brewer's supplies, drums, horns, land vehicles, weaver's tools
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 10
Languages Common, Dwarvish
Challenge 1 (200 XP)

Bardic Inspiration (4/day). Bellows can use his bonus action to give a creature within 60 feet his Bardic Inspiration die. Once, within the next 10 minutes, the creature can roll 1d6 and add the number rolled to one ability check, attack roll, weapon damage roll, or saving throw it makes. Alternatively, if the creature is targeted by an attack, it can use its reaction to add 1d6 to its AC against that attack.

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

Expertise (Performance, Persuasion). Bellows doubles his proficiency bonus (+4) to checks with his Expertise skills.

Jack of all Trades. Bellows can add half his proficiency bonus (+1) to any ability check he makes that doesn't already include his proficiency bonus.

Rustic Hospitality. Commoners will happily accept Bellows if he has need of shelter, food or rest. They won't risk their lives for him, but will shield him from any pursuers if they are able.

Song of Rest. During a short rest, when Bellows or any friendly creature who can hear him regains hit points by spending Hit Dice, each creature regains an additional 1d6 hit points.

Spellcasting. Bellows is a 4th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He knows the following bard spells:

Cantrips: *message, true strike, vicious mockery*

1st level (4 slots): *cure wounds, faerie fire, healing word, heroism, longstrider*

2nd level (3 slots): *enhance ability, lesser restoration*

Actions

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Weapons, Armor & Items

Handaxe, chain shirt, bagpipes, bellowing banner, bugle, 13 gp, 15 cp

Hair of the Dog

Owain's head pounded. The Black Marks knew how to drink, he had to concede, no wonder they were fearless in battle; he'd rather impale himself on a foeman's sword than bear this splitting hangover.

Not that he turned down an ale with breakfast. Hair of the dog.

He sat himself, a dozen blackened sausages, and a horn of ale down by the nearest fire and tried very hard not to be sick.

Around the next fire, a group of new recruits sat, silent and hollow-eyed in the way of those facing their first battle. One of them glanced his way, looking up from the porridge he had been listlessly pushing around his bowl. Owain gave what he hoped was a friendly smile (though it may have been more of a grimace) and returned to his breakfast.

Before long, he turned to find the expectant recruit sat next to him.

"You're Bellows Marrick, aren't you?"

By my grandfather's stones...

"Aye lad, might be I am! And who, may I ask, are you?"

"Name's Winston, sir. New recruit with the sixth company, sir. Heard a lot about you around the camp! They say there's not a man here can boast to the kind of bravery you can, nor tell a tale as well! I came looking to see for myself. It's a pleasure to meet you, sir."

Owain tried to keep him in focus. The boy talked very quickly, and didn't seem to breathe. He found his hand intercepted on its way to his ale, instead grasped between two sweaty, overeager hands, shaking his vigorously.

"Well, I'm pleased to hear my reputation has preceded me," he said, hoping that would put an end to it.

"Thing is..." *Oh gods, please don't let there be a thing.* "My friends and me," he gestured back to his silent group. "We're not brave like you, we've never been in a battle. I've never been in a fight, even, not really. Were you this scared before you fought Lern-O'-Nine-Heads?"

"Can I let you in on a secret?" Owain leaned in close. "I was... I was terrified. But you can't be brave otherwise. Besides, I had good people beside me, like you do," he winked. "Watch out for your friends, and they'll watch out for you."

Winston grinned sheepishly and, with murmured thanks, rejoined his group. He could just make out awed whispering.

You're a bag of wind, Marrick, he thought to himself. *A fraud.*

"Maybe," he conceded. He glanced at the recruits, now laughing nervously. "But that's real."

Owain 'Bellows' Marrick (Level 8)

Medium humanoid (mountain dwarf), chaotic neutral

Class Bard 8
Background Folk Hero
Occupation Standard-bearer
Armor Class 15 (chain shirt)
Hit Points 59 (8d8 + 16)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	9 (−1)	18 (+4)

Saving Throws Dexterity +5, Charisma +7
Skills Animal Handling +2, Deception +7, Performance +10, Persuasion +10, Survival +2; **Tools** bagpipes, brewer's supplies, drums, horns, land vehicles, weaver's tools
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 10
Languages Common, Dwarvish
Challenge 2 (450 XP)

Bardic Inspiration (4/day; Recharges after a Short or Long Rest). Bellows can use his bonus action to give a creature within 60 feet his Bardic Inspiration die. Once, within the next 10 minutes, the creature can roll 1d8 and add the number rolled to one ability check, attack roll, weapon damage roll, or saving throw it makes. Alternatively, if the creature is targeted by an attack, it can use its reaction to add 1d8 to its AC against that attack.

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

Expertise (Performance, Persuasion). Bellows doubles his proficiency bonus (+6) to checks with his Expertise skills.

Jack of all Trades. Bellows can add half his proficiency bonus (+1) to any ability check he makes that doesn't already include his proficiency bonus.

Rustic Hospitality. Commoners will happily accept Bellows if he has need of shelter, food or rest. They won't risk their lives for him, but will shield him from any pursuers if they are able.

Song of Rest. During a short rest, when Bellows or any friendly creature who can hear him regains hit points by spending Hit Dice, each creature regains an additional 1d6 hit points.

Spellcasting. Bellows is an 8th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He knows the following bard spells:

Cantrips: *message, true strike, vicious mockery*

1st level (4 slots): *cure wounds, faerie fire, healing word, heroism, longstrider*

2nd level (3 slots): *enhance ability, lesser restoration*

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

4th level (2 slots): *confusion, dimension door*

Actions

Multiattack. Bellows makes two weapon attacks.

Handaxe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Countercharm. Bellows starts a performance that lasts until his next turn. During that time, he and any friendly creature within 30 feet of him have advantage on saving throws against being frightened or charmed.

Weapons, Armor & Items

Handaxe, chain shirt, bagpipes, bellowing banner, bugle, 24 gp, 14 sp, 15 cp

Bellows in your Game

Bellows is almost always surrounded by a group of rowdy individuals he is entertaining with a story or song. He is something of a celebrity, and his deeds may be compared to those of the party, or even overshadow them in the eyes of some of his admirers (though he tries to quell such assertions, shamed as he is by his lies).

His interactions with the party may well differ depending on his current company; in a crowd he will mirror the loud, raucous behavior of other celebrants, and encourage his new friends to join in with their carousing. If alone with the party, he may be more reserved and laid-back, perhaps even using a rare moment of quiet and relative solitude to subtly question the motive and methods for their heroism, and probing into the secrets of their good natures...

Quest Hook: The famed slayer of Lern-O'-Nine-Heads has been commissioned to slay a fearsome monster in its lair, a task for which Bellows is woefully unprepared. Unwilling to come clean, he implores the party for their help, even letting them in on his secret if it comes to it. Do they aid him, or leave him to face the possibly deadly consequences of his lies?

Owain 'Bellows' Marrick (Level 12)

Medium humanoid (mountain dwarf), chaotic neutral

Class Bard 12
Background Folk Hero
Occupation Standard-bearer
Armor Class 16 (scale)
Hit Points 87 (12d8 + 24)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	9 (−1)	20 (+5)

Saving Throws Dexterity +6, Charisma +9
Skills Animal Handling +3, Deception +13, Performance +13, Persuasion +13, Survival +7; **Tools** bagpipes, brewer's supplies, drums, horns, land vehicles, weaver's tools
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 11
Languages Common, Dwarvish
Challenge 3 (700 XP)

Bardic Inspiration (5/day; Recharges after a Short or Long Rest). Bellows can use his bonus action to give a creature within 60 feet his Bardic Inspiration die. Once, within the next 10 minutes, the creature can roll 1d10 and add the number rolled to one ability check, attack roll, weapon damage roll, or saving throw it makes. Alternatively, if the creature is targeted by an attack, it can use its reaction to add 1d10 to its AC against that attack.

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

Expertise (Deception, Performance, Persuasion, Survival). Bellows doubles his proficiency bonus (+8) to checks with his Expertise skills.

Jack of all Trades. Bellows can add half his proficiency bonus (+2) to any ability check he makes that doesn't already include his proficiency bonus.

Rustic Hospitality. Commoners will happily accept Bellows if he has need of shelter, food or rest. They won't risk their lives for him, but will shield him from any pursuers if they are able.

Song of Rest. During a short rest, when Bellows or any friendly creature who can hear him regains hit points by spending Hit Dice, each creature regains an additional 1d8 hit points.

Spellcasting. Bellows is a 12th-level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). He knows the following bard spells:

Cantrips: *mending, message, true strike, vicious mockery*

1st level (4 slots): *cure wounds, faerie fire, healing word, heroism, longstrider*

2nd level (3 slots): *enhance ability, lesser restoration*

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

4th level (3 slots): *confusion, dimension door*

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

6th level (1 slot): *guards and wards*

Actions

Multiattack. Bellows makes two weapon attacks.

Handaxe. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Countercharm. Bellows starts a performance that lasts until his next turn. During that time, he and any friendly creature within 30 feet of him have advantage on saving throws against being frightened or charmed.

Weapons, Armor & Items

Handaxe, scale armor*, bagpipes, bellowing banner, bugle, 44 gp, 114 sp, 15 cp

*While wearing this armor, Bellows had disadvantage on Dexterity (Stealth) checks

Owain 'Bellows' Marrick (Level 16)

Medium humanoid (mountain dwarf), chaotic neutral

Class Bard 16
Background Folk Hero
Occupation Standard-bearer
Armor Class 16 (scale)
Hit Points 115 (16d8 + 32)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	10 (+0)	9 (−1)	20 (+5)

Saving Throws Dexterity +7, Charisma +10
Skills Animal Handling +4, Deception +15, Performance +15, Persuasion +15, Survival +9; **Tools** bagpipes, brewer's supplies, drums, horns, land vehicles, weaver's tools
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 11
Languages Common, Dwarvish
Challenge 5 (1,800 XP)

Bardic Inspiration (5/day; Recharges after a Short or Long Rest). Bellows can use his bonus action to give a creature within 60 feet his Bardic Inspiration die. Once, within the next 10 minutes, the creature can roll 1d12 and add the number rolled to one ability check, attack roll, weapon damage roll, or saving throw it makes. Alternatively, if the creature is targeted by an attack, it can use its reaction to add 1d12 to its AC against that attack.

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

Expertise (Deception, Performance, Persuasion, Survival). Bellows doubles his proficiency bonus (+10) to checks with his Expertise skills.

Jack of all Trades. Bellows can add half his proficiency bonus (+2) to any ability check he makes that doesn't already include his proficiency bonus.

Rustic Hospitality. Commoners will happily accept Bellows if he has need of shelter, food or rest. They won't risk their lives for him, but will shield him from any pursuers if they are able.

Song of Rest. During a short rest, when Bellows or any friendly creature who can hear him regains hit points by spending Hit Dice, each creature regains an additional 1d10 hit points.

Spellcasting. Bellows is a 16th-level spellcaster. His spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). He knows the following bard spells:

Cantrips: *mending, message, true strike, vicious mockery*

1st level (4 slots): *cure wounds, faerie fire, healing word, heroism, longstrider*

2nd level (3 slots): *enhance ability, lesser restoration*

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

4th level (3 slots): *confusion, dimension door*

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

6th level (1 slot): *guards and wards, heal*

7th level (1 slot): *regenerate, resurrection*

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

Actions

Multiattack. Bellows makes two weapon attacks.

Battle Magic. Bellows casts a spell and can make one weapon attack as a bonus action.

Handaxe. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Countercharm. Bellows starts a performance that lasts until his next turn. During that time, he and any friendly creature within 30 feet of him have advantage on saving throws against being frightened or charmed.

Weapons, Armor & Items

Handaxe, scale armor*, bagpipes, bellowing banner, bugle, 204 gp, 114 sp, 15 cp

*While wearing this armor, Bellows had disadvantage on Dexterity (Stealth) checks

Owain 'Bellows' Marrick (Level 20)

Medium humanoid (mountain dwarf), chaotic neutral

Class Bard 20
Background Folk Hero
Occupation Standard-bearer
Armor Class 16 (scale)
Hit Points 143 (20d8 + 40)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	14 (+2)	10 (+0)	9 (−1)	20 (+5)

Saving Throws Dexterity +8, Charisma +11
Skills Animal Handling +5, Deception +17, Performance +17, Persuasion +17, Survival +11; **Tools** bagpipes, brewer's supplies, drums, horns, land vehicles, weaver's tools
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 12
Languages Common, Dwarvish
Challenge 7 (2,900 XP)

Bardic Inspiration (5/day; Recharges after a Short or Long Rest). Bellows can use his bonus action to give a creature within 60 feet his Bardic Inspiration die. Once, within the next 10 minutes, the creature can roll 1d12 and add the number rolled to one ability check, attack roll, weapon damage roll, or saving throw it makes. Alternatively, if the creature is targeted by an attack, it can use its reaction to add 1d12 to its AC against that attack. When Bellows rolls initiative and has no uses of Bardic Inspiration remaining he gains one use.

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

Expertise (Deception, Performance, Persuasion, Survival). Bellows doubles his proficiency bonus (+12) to checks with his Expertise skills.

Jack of all Trades. Bellows can add half his proficiency bonus (+3) to any ability check he makes that doesn't already include his proficiency bonus.

Rustic Hospitality. Commoners will happily accept Bellows if he has need of shelter, food or rest. They won't risk their lives for him, but will shield him from any pursuers if they are able.

Song of Rest. During a short rest, when Bellows or any friendly creature who can hear him regains hit points by spending Hit Dice, each creature regains an additional 1d12 hit points.

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

Cantrips: *mending, message, true strike, vicious mockery*

1st level (4 slots): *cure wounds, faerie fire, healing word, heroism, longstrider*

2nd level (3 slots): *enhance ability, lesser restoration*

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

4th level (3 slots): *confusion, dimension door*

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

6th level (2 slots): *guards and wards, heal*

7th level (2 slots): *regenerate, resurrection*

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

9th level (1 slot): *mass heal, power world heal, true resurrection*

Actions

Multiattack. Bellows makes two weapon attacks.

Battle Magic. Bellows casts a spell and can make one weapon attack as a bonus action.

Handaxe. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Countercharm. Bellows starts a performance that lasts until his next turn. During that time, he and any friendly creature within 30 feet of him have advantage on saving throws against being frightened or charmed.

Weapons, Armor & Items

Handaxe, scale armor*, bagpipes, bellowing banner, bugle, 374 gp, 114 sp, 15 cp

*While wearing this armor, Bellows had disadvantage on Dexterity (Stealth) checks

Rosalind Barzetti

Medium humanoid (human), lawful neutral

Class Rogue 1
Background Actor
Occupation Bodyguard
Armor Class 13 (leather)
Hit Points 7 (1d8 – 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	9 (–1)	11 (+0)	14 (+2)	17 (+3)

Saving Throws Dexterity +4, Intelligence +2
Skills Deception +7, Insight +4, Perception +4, Performance +5, Sleight of Hand +6, Stealth +4;
Tools disguise kit, forgery kit, thieves' tools
Senses passive Perception 14
Languages Common, Elvish, Thieves' Cant
Challenge 1/4 (50 XP)

Sneak Attack (1/turn). Rosalind can deal an extra 1d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Expertise (Deception, Sleight of Hand). Rosalind doubles her proficiency bonus to checks with her Expertise skills.

False Identity. Rosalind has created a second identity, including relevant documents, contacts and disguises. In addition, she can forge documents and mimic handwriting as long as she has seen an example of the kind of document or a sample of the handwriting.

Actions

Two-Weapon Fighting. When Rosalind makes a Dagger attack, as a bonus action she can make a second Dagger attack. On a hit, this attack deals 2 (1d4) piercing damage.

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.



Overview

High command has a near-constant stream of visitors, from servants bringing meals, to visiting dignitaries, to giggling camp followers. Few observers notice that many share an almost familial resemblance and never suspect the truth: that they are all one and the same, Miss Rosalind Barzetti. Most bodyguards make their constant presence conspicuous, but Rosalind prefers to watch from hiding, a secret layer of protection.

As soon as she could talk, Rosalind earned her keep drumming up business on the streets for the tavern dancers, with catchy slogans she didn't always fully understand. While she grew up doted on by her mother and a huge surrogate family, it was far from idyllic; they all concealed daggers in their garters, and she quickly picked up the finer points of back-alley fighting. Eager to see the world, Rosalind took up with a troop of players once of age. She adored tackling new roles; a villainous queen one night, a noble-hearted urchin the next, and loved the enraptured faces of her audience.

During a show, Rosalind stumbled into her current job. Glancing into the crowd, she saw two figures stalking towards a third, their murderous intentions clear. Thinking quickly, she improvised a contrivance to bring the would-be victim on stage, and smuggled her new acquaintance, a military commander, into a dressing room. They were able to escape the scene in disguise. After striking up a friendship, she accepted his offer to remain as a bodyguard; steady employment, better pay, and the opportunity to slip in and out of roles, with the thrill of life-or-death stakes.

Personality Traits

"Take the job and your friends seriously but, for gods' sake, don't take yourself seriously." Rosalind maintains a sense of mischief and fun, the perfect antidote to the intensity of the command tent. She is fiercely loyal to her friends, belligerently taking their side to the exclusion of other points of view.

Ideals

"I live for my craft." Rosalind is an artist, and believes that if something is worth doing—even scrubbing pots in her trusty servant's garb—it is worth doing well.

Bonds

"There's no one he'll be safer with." Professional obligation aside, Rosalind feels a genuine kinship with the general. Shared experience, and close shaves, have forged their friendship.

Flaws

"No one else could do what I do." With the confidence of a performer, bordering on narcissism, plus the ego boost of saving a life on a regular basis, she sees herself as above her peers.

Roleplaying Rosalind

Rosalind is rarely encountered out-of-character by anyone outside of her inner circle. Her personas are seamless, down to the smallest movement, gesture, and turn of phrase. She is a woman quick to laughter, enjoying a bawdy joke as much as a clever witticism. She is a consummate professional while working, however, and would never draw attention while in character.

While on guard, she keeps a close eye on everybody present, subtly positioning herself near to whoever she deems to be the greatest threat, or the most likely to start trouble, hoping to put them down with a pre-emptive surprise attack should they make a move.

"I'll stay close; you never know when a cup might need filling, or a head might need bashing."

Weapons, Armor & Items

4 daggers, hand crossbow, 20 bolts, leather armor, disguise kit, noble dress, servant's clothes, 11 sp

Rosalind Barzetti (Level 4)

Medium humanoid (human), lawful neutral

Class Rogue 4
Background Actor
Occupation Bodyguard
Armor Class 14 (leather)
Hit Points 19 (4d8 – 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	9 (–1)	11 (+0)	14 (+2)	18 (+4)

Saving Throws Dexterity +5, Intelligence +2
Skills Deception +8, Insight +4, Perception +4, Performance +6, Sleight of Hand +6, Stealth +5;
Tools disguise kit, forgery kit, thieves' tools
Senses passive Perception 14
Languages Common, Elvish, Thieves' Cant
Challenge 1 (200 XP)

Sneak Attack (1/turn). Rosalind can deal an extra 2d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Assassinate. Rosalind has advantage on attack rolls against any creature that hasn't taken a turn in combat yet. Additionally, if she hits a surprised creature, it is counted as a critical hit.

Cunning Action. On her turn, as a bonus action, Rosalind can take a Dash, Dodge, Disengage, or Hide action.

Expertise (Deception, Sleight of Hand). Rosalind doubles her proficiency bonus (+4) to checks with her Expertise skills.

False Identity. Rosalind has created a second identity, including relevant documents, contacts and disguises. In addition, she can forge documents and mimic handwriting as long as she has seen an example of the kind of document or a sample of the handwriting.

Actions

Two-Weapon Fighting. When Rosalind makes a Dagger attack, as a bonus action she can make a second Dagger attack. On a hit, this attack deals 2 (1d4) piercing damage.

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

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

Weapons, Armor & Items

4 daggers, hand crossbow, 20 bolts, leather armor, disguise kit, noble dress, servant's clothes, 65 sp

Behind the Curtain

As they filed out, Rosalind kept her gaze respectfully downwards as befit a servant, though she watched their reflections closely in the polished drinks tray. The big one with the face like minced beef, he was one to keep an eye on. She had sensed it from the start, though he'd been smart enough not to try anything, regardless of how tense the war counsel had gotten.

"Rosa, a moment?"

"Milord," she curtsied.

"They're gone," he whispered conspiratorially, closing the tent flap. She straightened her posture and crossed to the table.

"Oh thank goodness. You've had a bit of food in your beard for over an hour now; I've been dying to say something."

He scratched at his chin and filled a cup from the flagon. Pouring a second for himself, he pushed it towards her.

"I ought to be patrolling; there's normally something interesting to overhear after a meeting."

"I think you can afford one night off, don't you? I'm an old man, and I'm feeling nostalgic." He took a deep draught and sighed with satisfaction. "What was the name of the play again?"

"It was... Oh what was it?" She'd been a wicked countess with some wonderful monologues... "'*The Tragical Historie of Erodyll and Freyyan*', that was it. By Brandishpole. Gods, I had a good part in that too before you messed that up for me."

"It was you who brought me up on stage."

"*The man I seek, beard grizzled, doublet plum,*
I prithee sir, approach, and this way come."

"Not the most elegant rhyme. Besides, it was more of a maroon as I recall."

"Have you ever tried to improvise in iambic pentameter?"

"Can't say I have," he chuckled. "Can't say I'd ever fled assassins before either, especially with a woman dressed as a priest and me as-"

"A milkmaid."

"I was a dairy farmer."

"A milkmaid. I still have the blonde wig. Ribbons in the pigtails just as you left them"

"You do understand I'm your employer, don't you?"

"Please," she said, kicking off her boots and swinging her stockinged feet up onto the table. She gestured for a refill. "You gave me the night off."

Rosalind Barzetti (Level 8)

Medium humanoid (human), lawful neutral

Class Rogue 8
Background Actor
Occupation Bodyguard
Armor Class 14 (leather)
Hit Points 35 (8d8 – 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	9 (–1)	11 (+0)	14 (+2)	20 (+5)

Saving Throws Dexterity +6, Intelligence +3
Skills Deception +11, Insight +5, Perception +8, Performance +11, Sleight of Hand +9, Stealth +6;
Tools disguise kit, forgery kit, thieves' tools
Senses passive Perception 18
Languages Common, Elvish, Thieves' Cant
Challenge 2 (450 XP)

Sneak Attack (1/turn). Rosalind can deal an extra 4d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Assassinate. Rosalind has advantage on attack rolls against any creature that hasn't taken a turn in combat yet. Additionally, if she hits a surprised creature, it is counted as a critical hit.

Cunning Action. On her turn, as a bonus action, Rosalind can take a Dash, Dodge, Disengage, or Hide action.

Evasion. When Rosalind is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Expertise (Deception, Perception, Performance, Sleight of Hand). Rosalind doubles her proficiency bonus (+6) to checks with her Expertise skills.

False Identity. Rosalind has created a second identity, including relevant documents, contacts and disguises. In addition, she can forge documents and mimic handwriting as long as she has seen an example of the kind of document or a sample of the handwriting.

Actions

Two-Weapon Fighting. When Rosalind makes a Dagger attack, as a bonus action she can make a second Dagger attack. On a hit, this attack deals 2 (1d4) piercing damage.

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

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

Reactions

Uncanny Dodge. When Rosalind is hit with an attack from an attacker that she can see, she can halve the attack's damage.

Weapons, Armor & Items

4 daggers, hand crossbow, 20 bolts, leather armor, *amulet of disinterest*, disguise kit, noble dress, servant's clothes, 95 sp

Rosalind in your Game

Rosalind might be encountered many times by the party without them ever knowing it if they have reason to interact with the general she protects. She might seek them out in the guise of one of her personas in advance of a meeting to get a measure of their characters and intentions, as well as any potential weaknesses she can exploit should the meeting go very badly.

If Rosalind is gotten on side, she has great utility as an ally and could act as a spy, scout or informant. She is incredibly loyal and will not betray the party if they earn her trust, provided they do nothing that could endanger the general, who remains her number one priority.

Quest Hook: Rosalind has gotten wind of a planned attempt on the general's life and wants to catch the perpetrator. Too many obvious guards will frighten the would-be assassin off, so Rosalind plans an event to draw them out. She asks the party to pose as traveling players, hoping the assassin will attempt to strike in the confusion of the crowd. Rosalind can provide costumes and, if necessary, a script, though she encourages each actor to 'feel out the role' and 'do what feels natural'.

Rosalind Barzetti (Level 12)

Medium humanoid (human), lawful neutral

Class Rogue 12
Background Actor
Occupation Bodyguard
Armor Class 16 (std. leather)
Hit Points 63 (12d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	10 (+0)	12 (+1)	14 (+2)	20 (+5)

Saving Throws Dexterity +8, Intelligence +5
Skills Deception +13, Insight +6, Perception +10, Performance +13, Sleight of Hand +12, Stealth +8;
Tools disguise kit, forgery kit, thieves' tools
Senses passive Perception 20
Languages Common, Elvish, Thieves' Cant
Challenge 3 (700 XP)

Sneak Attack (1/turn). Rosalind can deal an extra 6d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Assassinate. Rosalind has advantage on attack rolls against any creature that hasn't taken a turn in combat yet. Additionally, if she hits a surprised creature, it is counted as a critical hit.

Cunning Action. On her turn, as a bonus action, Rosalind can take a Dash, Dodge, Disengage, or Hide action.

Evasion. When Rosalind is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Expertise (Deception, Perception, Performance, Sleight of Hand). Rosalind doubles her proficiency bonus (+8) to checks with her Expertise skills.

False Identity. Rosalind has created a second identity, including relevant documents, contacts and disguises. In addition, she can forge documents and mimic handwriting as long as she has seen an example of the kind of document or a sample of the handwriting.

Infiltration Expertise. Rosalind can spend seven days and 25gp to create a false identity for herself with established history and connections. She can't establish an identity that belongs to someone else. When disguised this way, people will believe her to be the new identity unless given reason not to.

Reliable Talent. When Rosalind makes an ability check that lets her add her proficiency bonus, she can treat a d20 roll of a 9 or lower as a 10.

Actions

Two-Weapon Fighting. When Rosalind makes a Dagger attack, as a bonus action she can make a second Dagger attack. On a hit, this attack deals 2 (1d4) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage.

Reactions

Uncanny Dodge. When Rosalind is hit with an attack from an attacker that she can see, she can halve the attack's damage.

Weapons, Armor & Items

4 daggers, hand crossbow, 20 bolts, studded leather armor, *amulet of disinterest*, disguise kit, noble dress, servant's clothes, 145 sp



Rosalind Barzetti (Level 16)

Medium humanoid (human), lawful neutral

Class Rogue 16
Background Actor
Occupation Bodyguard
Armor Class 17 (std. leather)
Hit Points 83 (16d8)
Speed 30 ft.

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

Saving Throws Dexterity +10, Intelligence +6, Wisdom +7
Skills Deception +15, Insight +7, Perception +12, Performance +15, Sleight of Hand +15, Stealth +10;
Tools disguise kit, forgery kit, thieves' tools
Senses passive Perception 22
Languages Common, Elvish, Thieves' Cant
Challenge 4 (1,000 XP)

Sneak Attack (1/turn). Rosalind can deal an extra 8d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Assassinate. Rosalind has advantage on attack rolls against any creature that hasn't taken a turn in combat yet. Additionally, if she hits a surprised creature, it is counted as a critical hit.

Blindsense. If Rosalind is able to hear, she is aware of the location of any hidden or invisible creatures within 10 feet of her.

Cunning Action. On her turn, as a bonus action, Rosalind can take a Dash, Dodge, Disengage, or Hide action.

Evasion. When Rosalind is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Expertise (Deception, Perception, Performance, Sleight of Hand). Rosalind doubles her proficiency bonus (+10) to checks with her Expertise skills.

False Identity. Rosalind has created a second identity, including relevant documents, contacts and disguises. In addition, she can forge documents and mimic handwriting as long as she has seen an example of the kind of document or a sample of the handwriting.

Impostor. Rosalind can flawlessly mimic another person's speech, writing, and behavior if she spends at least three hours studying the person's speech, hand writing, and mannerisms. She has advantage on any Deception check made to avoid detection.

Infiltration Expertise. Rosalind can spend seven days and 25gp to create a false identity for herself with established history and connections. She can't establish an identity that belongs to someone else. When disguised this way, people will believe her to be the new identity unless given reason not to.

Reliable Talent. When Rosalind makes an ability check that lets her add her proficiency bonus, she can treat a d20 roll of a 9 or lower as a 10.

Actions

Two-Weapon Fighting. When Rosalind makes a Dagger attack, as a bonus action she can make a second Dagger attack. On a hit, this attack deals 2 (1d4) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +10 to hit, range 30/120 ft., one creature. *Hit:* 8 (1d6 + 5) piercing damage.

Reactions

Uncanny Dodge. When Rosalind is hit with an attack from an attacker that she can see, she can halve the attack's damage.

Weapons, Armor & Items

4 daggers, hand crossbow, 20 bolts, studded leather armor, *amulet of disinterest*, disguise kit, noble dress, servant's clothes, 60 gp, 145 sp



Rosalind Barzetti (Level 20)

Medium humanoid (human), lawful neutral

Class Rogue 20
Background Actor
Occupation Bodyguard
Armor Class 17 (std. leather)
Hit Points 103 (20d8)
Speed 30 ft.

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

Saving Throws Dexterity +11, Intelligence +7, Wisdom +9
Skills Deception +17, Insight +9, Perception +15, Performance +17, Sleight of Hand +17, Stealth +11;
Tools disguise kit, forgery kit, thieves' tools
Senses passive Perception 25
Languages Common, Elvish, Thieves' Cant
Challenge 6 (2,300 XP)

Sneak Attack (1/turn). Rosalind can deal an extra 10d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Assassinate. Rosalind has advantage on attack rolls against any creature that hasn't taken a turn in combat yet. Additionally, if she hits a surprised creature, it is counted as a critical hit.

Blindsense. If Rosalind is able to hear, she is aware of the location of any hidden or invisible creatures within 10 feet of her.

Cunning Action. On her turn, as a bonus action, Rosalind can take a Dash, Dodge, Disengage, or Hide action.

Death Strike. When Rosalind hits a surprised target, it must make a DC 19 Constitution saving throw or take double damage from the attack.

Elusive. No attack roll can have advantage against Rosalind unless she is incapacitated.

Evasion. When Rosalind is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Expertise (Deception, Perception, Performance, Sleight of Hand). Rosalind doubles her proficiency bonus (+12) to checks with her Expertise skills.

False Identity. Rosalind has created a second identity, including relevant documents, contacts and disguises. In addition, she can forge documents and mimic handwriting as long as she has seen an example of the kind of document or a sample of the handwriting.

Impostor. Rosalind can flawlessly mimic another person's speech, writing, and behavior if she spends at least three hours studying the person's speech, hand writing, and mannerisms. She has advantage on any Deception check made to avoid detection.

Infiltration Expertise. Rosalind can spend seven days and 25gp to create a false identity for herself with established history and connections. She can't establish an identity that belongs to someone else. When disguised this way, people will believe her to be the new identity unless given reason not to.

Reliable Talent. When Rosalind makes an ability check that lets her add her proficiency bonus, she can treat a d20 roll of a 9 or lower as a 10.

Stroke of Luck (Recharges after a Short or Long Rest). If Rosalind's 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.

Actions

Two-Weapon Fighting. When Rosalind makes a Dagger attack, as a bonus action she can make a second Dagger attack. On a hit, this attack deals 2 (1d4) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +11 to hit, range 30/120 ft., one creature. *Hit:* 8 (1d6 + 5) piercing damage.

Reactions

Uncanny Dodge. When Rosalind is hit with an attack from an attacker that she can see, she can halve the attack's damage.

Weapons, Armor & Items

4 daggers, hand crossbow, 20 bolts, studded leather armor, *amulet of disinterest*, disguise kit, noble dress, servant's clothes, 160 gp, 200 sp

Vandronum

Medium humanoid (high elf), neutral

Class Fighter 1
Background Criminal
Occupation Sellsword
Armor Class 17 (scale, shield)
Hit Points 13 (1d10 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	17 (+3)	11 (+0)	12 (+1)	8 (−1)

Saving Throws Strength +4, Constitution +5
Skills Athletics +4, Deception +1, Intimidation +1, Stealth +3;
Tools dice, thieves' tools
Senses darkvision 60 ft., passive Perception 11
Languages Common, Elvish
Challenge 1/2 (100 XP)

Criminal Contact. Vandronum has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Vandronum deals +2 damage with that weapon (included in the attack).

Fey Ancestry. Vandronum has advantage on saving throws against being charmed, and magic cannot put him to sleep.

Spellcasting. Vandronum can cast the *poison spray* cantrip using Intelligence as his spellcasting modifier (spell save DC 10).

Second Wind (Recharges after a Short or Long Rest). On his turn, Vandronum can use a bonus action to regain 1d10 + 1 hit points.

Trance. Vandronum does not sleep. Instead, he meditates for four hours each night. This grants him the benefit of a long rest.

Actions

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

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

Overview

Vandronum's memories of his previous life amongst the fey are patchy at best; brief fragments of a blade forged with his own blood, a high priest he was sworn to protect, and a shattering defeat. He dimly remembers awakening in a mundane glade with only a sword hilt, a new scar, and his head shaven to mark his shame. Most clear and far more recent is the memory of his betrayal…

After wandering without purpose for years, finding meaning in the bottom of an ale mug, Vandronum fell into working with a band of mercenaries undertaking questionable work for the highest bidder.

When he spoke out against betraying their employer for a better offer from the enemy, he was beaten and left for dead in a ditch by his former companions. The last thing he remembers of *them* is their laughter as they stripped him of his boots and his sword hilt while blackness descended.

Now, stumbling and raging towards a new purpose, Vandronum pays his way as a sellsword with no greater purpose than moving ever closer on the heels of those who left him behind. His only over-arching morality is an unwillingness to break his word once given; for this reason, he rarely gives his word.

Personality Traits

"I don't care how much you need a copper; I earned this fair and square." Vandronum is abrasive, brash and rude. He cares little for the feelings of others and enjoys causing the odd bit of discomfort or awkwardness, but is rarely truly malicious. He is often angrily possessive of coin and valuables, having lost so much previously.

Ideals

"I'm a man of my word." Vandronum has a particular hatred for oath-breakers. He is reluctant to swear to anything, but will have it known that when he does, his word is ironclad.

Bonds

"There was something about a sword. I need that bloody sword!" Having almost no memories of his previous life, Vandronum clings to the only clear one he has; his broken sword, stolen from him by his former companions.

Flaws

"I'm owed my vengeance. Anyone in my way is another name on the list." Vandronum is myopic in his pursuit of revenge. Any activity which does not allow him to close the gap on his betrayers' heels is a waste of his time.

Roleplaying Vandronum

Vandronum has few scruples about the work he undertakes, and enjoys a good scrap. His rough appearance and mannerisms belie the elegance and refinement of his fighting technique; a relic of training he no longer remembers.

"My memory's not what it was, but I do remember wanting to gut you like a fish..."

Weapons, Armor & Items

Rapier, light crossbow, 20 bolts, scale armor*, shield, gambling dice, 14 sp

*While wearing this armor, Vandronum has disadvantage on Dexterity (Stealth) checks

Vandronum (Level 4)

Medium humanoid (high elf), neutral

Class Fighter 3/Rogue 1 **Armor Class** 17 (scale, shield)
Background Criminal **Hit Points** 39 (3d10 + 1d8 + 12)
Occupation Sellsword **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	17 (+3)	11 (+0)	12 (+1)	8 (–1)

Saving Throws Strength +4, Constitution +5
Skills Athletics +6, Deception +1, Intimidation +3, Sleight of Hand +3, Stealth +3; **Tools** dice, thieves' tools
Senses darkvision 60 ft., passive Perception 11
Languages Common, Elvish, Thieves' Cant
Challenge 1 (200 XP)

Action Surge (Recharges after a Short or Long Rest). On his turn, Vandronum can take one additional action on top of his regular action and a possible bonus action.

Sneak Attack (1/turn). Vandronum can deal an extra 1d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Criminal Contact. Vandronum has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Athletics, Intimidation). Vandronum doubles his proficiency bonus (+4) to checks with his Expertise skills.

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Vandronum deals +2 damage with that weapon (included in the attack).

Fey Ancestry. Vandronum has advantage on saving throws against being charmed, and magic cannot put him to sleep.

Improved Critical. Vandronum scores critical hits on rolls of 19 and 20.

Spellcasting. Vandronum can cast the *poison spray* cantrip using Intelligence as his spellcasting modifier (spell save DC 10).

Second Wind (Recharges after a Short or Long Rest). On his turn, Vandronum can use a bonus action to regain 1d10 + 3 hit points.

Trance. Vandronum does not sleep. Instead, he meditates for four hours each night. This grants him the benefit of a long rest.

Actions

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

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

Weapons, Armor & Items

Rapier, light crossbow, 20 bolts, scale armor*, shield, gambling dice, 14 sp, 22 cp

*While wearing this armor, Vandronum has disadvantage on Dexterity (Stealth) checks

Shards of Memory

"Nothing personal," Tertius said, his image swimming and fading. "A job's a job."

Medna was cackling, wiping her blade on Vandronum's jacket while Lugdush placed his bare foot against the sole of Vandronum's boot. Malacai found the sword hilt, eyes gleaming at the inlay.

"Nnn-" Vandronum managed, clawing at it with the last of his strength. His hand was slick and sticky. Malacai kicked it away with a contemptuous sneer. His feet were cold he realized; Lugdush had decided the size was close enough. Everything was cold. Everything was dark...

"I am your shield, by my life's blood, I swear it."

He draws his sword across his forearm, the edge gleaming as it drinks, until the entire blade glows faintly with pulsing red.

"I pray we need spill no more of it." At the touch of her hand, a warmth flows through him, to the razor-thin, blood-beaded cut. "Rise."

"Another one? That's the tenth this week," came the voice in the darkness.

"Just grab his legs," came the other.

Another chunk of stone lands with a thud beside him. The doors of the temple shake. The portal shimmers incomplete; indistinct, flickering shapes dancing in twilight.

With another crash and the doors bursts, caved in by a force that sends him staggering back in a rain of splinters. Another step. He stumbles. The portal rushes up to embrace him. An instant of her face; wide-eyed, betrayed. I've failed. *With the thought, piercing pain as the blade explodes into a storm of shards.*

He falls.

The cart bounced over a cobblestone and jolted him awake, as well as disturbing the crow which was pecking at his bedmate. He must have made a noise, as the driver tugged on the reigns, bringing the plodding donkey to a stop.

"Gods, a live one. Your lucky day-"

He was cut off as Vandronum clutched the front of his tunic with shaking fists.

He wakes with a mouth of dirt, blood, and dead, wet leaves. Coughing and spitting, he rolls onto his back.

The forest is dim, mundane, with none of the splendor of... where was it? *His hand, flecked with cuts, grasps a sword hilt. It means something. Everything.*

He brings the jagged edge up to his hairline, even as the memories of why fade to blackness.

"Calm down, sir, calm down!"

"Sword." His voice was hoarse, bone-dry from disuse. "Want my sword."

Vandronum (Level 8)

Medium humanoid (high elf), neutral

Class Fighter 5/Rogue 3
Background Criminal
Occupation Sellsword
Armor Class 17 (scale, shield)
Hit Points 73 (5d10 + 3d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	17 (+3)	11 (+0)	12 (+1)	8 (–1)

Saving Throws Strength +6, Constitution +6
Skills Athletics +9, Deception +2, Intimidation +5, Sleight of Hand +4, Stealth +4; **Tools** dice, thieves' tools
Senses darkvision 60 ft., passive Perception 11
Languages Common, Elvish, Thieves' Cant
Challenge 3 (700 XP)

Action Surge (Recharges after a Short or Long Rest). On his turn, Vandronum can take one additional action on top of his regular action and a possible bonus action.

Sneak Attack (1/turn). Vandronum can deal an extra 2d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. Vandronum can take a bonus action on each of his turns during combat. He can use this action to use the Dash, Disengage, Hide, or Use an Object action. Alternatively, he can make a Sleight of Hand check, or use his thieves' tools, to disarm a trap or open a lock.

Criminal Contact. Vandronum has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Athletics, Intimidation). Vandronum doubles his proficiency bonus (+6) to checks with his Expertise skills.

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Vandronum deals +2 damage with that weapon (included in the attack).

Fey Ancestry. Vandronum has advantage on saving throws against being charmed, and magic cannot put him to sleep.

Improved Critical. Vandronum scores critical hits on rolls of 19 and 20.

Spellcasting. Vandronum can cast the *poison spray* cantrip using Intelligence as his spellcasting modifier (spell save DC 11).

Second Wind (Recharges after a Short or Long Rest). On his turn, Vandronum can use a bonus action to regain 1d10 + 5 hit points.

Trance. Vandronum does not sleep. Instead, he meditates for four hours each night. This grants him the benefit of a long rest.

Actions

Multiattack. Vandronum makes two weapon attacks.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

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

Weapons, Armor & Items

Rapier, light crossbow, 20 bolts, scale armor*, shield, gambling dice, 18 sp, 40 cp

*While wearing this armor, Vandronum has disadvantage on Dexterity (Stealth) checks

Vandronum in your Game

Vandronum is a man with no real overriding moral code, and is always available as a blade for hire, though his grating personality means he is seldom employed for more than one job. For this reason, he could be found among any of the various mercenary companies, in the ranks of the army, or as a lone sellsword.

If the coin is right, he will accompany the party into any dangerous situation, as long as it does not interfere with his greater goal of reuniting with his lost sword. Indeed, should he catch wind of a party seeking a legendary sword, or part of one, he may insist he join, regardless of pay, on the off-chance it is his.

Quest Hook: The party needs to bring in one of Vandronum's old gang members for trial to answer for a spate of recent crimes. Vandronum gets wind of their mission, and tails them with the intent of administering his own swift and deadly form of justice. Do the party value the rule of law or personal revenge more highly?

Vandronum (Level 12)

Medium humanoid (high elf), neutral

Class Fighter 7/Rogue 5 **Armor Class** 18 (half plate, shield)
Background Criminal **Hit Points** 131 (7d10 + 5d8 + 60)
Occupation Sellsword **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	11 (+0)	12 (+1)	8 (–1)

Saving Throws Strength +8, Constitution +9
Skills Athletics +12, Deception +3, Intimidation +7, Sleight of Hand +5, Stealth +5; **Tools** dice, thieves' tools
Senses darkvision 60 ft., passive Perception 11
Languages Common, Elvish, Thieves' Cant
Challenge 5 (1,800 XP)

Action Surge (Recharges after a Short or Long Rest). On his turn, Vandronum can take one additional action on top of his regular action and a possible bonus action.

Sneak Attack (1/turn). Vandronum can deal an extra 3d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. Vandronum can take a bonus action on each of his turns during combat. He can use this action to use the Dash, Disengage, Hide, or Use an Object action. Alternatively, he can make a Sleight of Hand check, or use his thieves' tools, to disarm a trap or open a lock.

Criminal Contact. Vandronum has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Athletics, Intimidation). Vandronum doubles his proficiency bonus (+8) to checks with his Expertise skills.

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Vandronum deals +2 damage with that weapon (included in the attack).

Fey Ancestry. Vandronum has advantage on saving throws against being charmed, and magic cannot put him to sleep.

Improved Critical. Vandronum scores critical hits on rolls of 19 and 20.

Remarkable Athlete. Vandronum can add half his proficiency bonus (+2) to any Strength, Dexterity, or Constitution check that doesn't already use his proficiency bonus. Additionally, the distance Vandronum covers with a running long jump increases by 4 feet.

Spellcasting. Vandronum can cast the *poison spray* cantrip using Intelligence as his spellcasting modifier (spell save DC 12).

Second Wind (Recharges after a Short or Long Rest). On his turn, Vandronum can use a bonus action to regain 1d10 + 7 hit points.

Trance. Vandronum does not sleep. Instead, he meditates for four hours each night. This grants him the benefit of a long rest.

Actions

Multiattack. Vandronum makes two weapon attacks.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

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

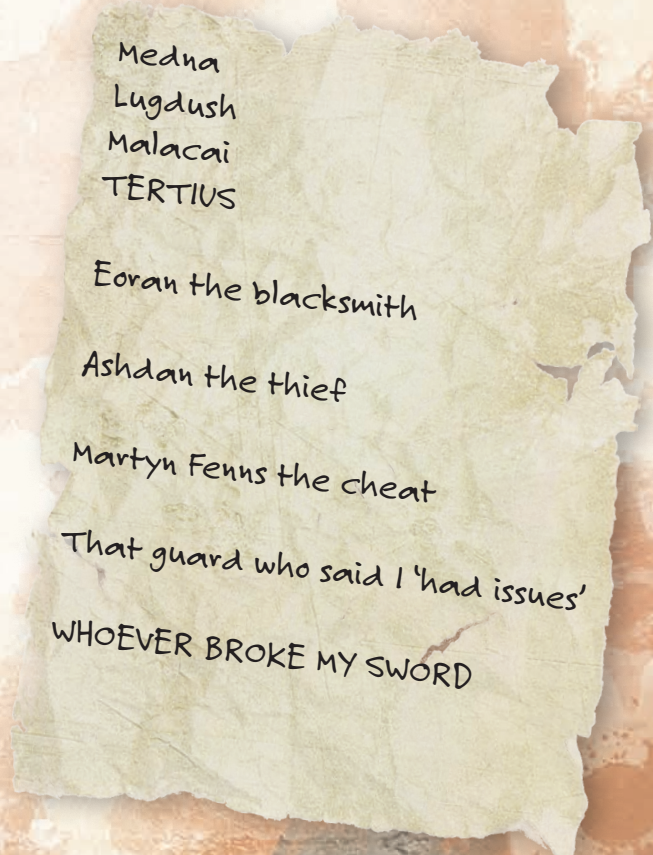
Reactions

Uncanny Dodge. When Vandronum is hit with an attack from an attacker that he can see, he can halve the attack's damage.

Weapons, Armor & Items

Rapier, light crossbow, 20 bolts, half plate*, shield, gambling dice, 110 gp, 18 sp, 40 cp

*While wearing this armor, Vandronum has disadvantage on Dexterity (Stealth) checks



Vandronum (Level 16)

Medium humanoid (high elf), neutral

Class Fighter 11/Rogue 5 **Armor Class** 19 (half plate, shield)
Background Criminal **Hit Points** 175 (11d10 + 5d8 + 80)
Occupation Sellsword **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	11 (+0)	12 (+1)	8 (−1)

Saving Throws Strength +10, Constitution +10
Skills Athletics +15, Deception +4, Intimidation +9, Sleight of Hand +6, Stealth +6; **Tools** dice, thieves' tools
Senses darkvision 60 ft., passive Perception 11
Languages Common, Elvish, Thieves' Cant
Challenge 6 (2,300 XP)

Action Surge (Recharges after a Short or Long Rest). On his turn, Vandronum can take one additional action on top of his regular action and a possible bonus action.

Sneak Attack (1/turn). Vandronum can deal an extra 3d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. Vandronum can take a bonus action on each of his turns during combat. He can use this action to use the Dash, Disengage, Hide, or Use an Object action. Alternatively, he can make a Sleight of Hand check, or use his thieves' tools, to disarm a trap or open a lock.

Criminal Contact. Vandronum has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Athletics, Intimidation). Vandronum doubles his proficiency bonus (+10) to checks with his Expertise skills.

Fighting Style (Defense). Vandronum adds +1 to his AC when wearing armor (included in his stat block).

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Vandronum deals +2 damage with that weapon (included in the attack).

Fey Ancestry. Vandronum has advantage on saving throws against being charmed, and magic cannot put him to sleep.

Improved Critical. Vandronum scores critical hits on rolls of 19 and 20.

Indomitable (1/day). Vandronum can reroll a failed saving throw.

Remarkable Athlete. Vandronum can add half his proficiency bonus (+3) to any Strength, Dexterity, or Constitution check that doesn't already use his proficiency bonus. Additionally, the distance Vandronum covers with a running long jump increases by 5 feet.

Spellcasting. Vandronum can cast the *poison spray* cantrip using Intelligence as his spellcasting modifier (spell save DC 13).

Second Wind (Recharges after a Short or Long Rest). On his turn, Vandronum can use a bonus action to regain 1d10 + 11 hit points.

Trance. Vandronum does not sleep. Instead, he meditates for four hours each night. This grants him the benefit of a long rest.

Actions

Multiattack. Vandronum makes three weapon attacks.

Rapier. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Reactions

Uncanny Dodge. When Vandronum is hit with an attack from an attacker that he can see, he can halve the attack's damage.

Weapons, Armor & Items

Rapier, light crossbow, 20 bolts, half plate*, shield, gambling dice, 200 gp, 18 sp, 40 cp

*While wearing this armor, Vandronum has disadvantage on Dexterity (Stealth) checks

Vandronum (Level 20)

Medium humanoid (high elf), neutral

Class Fighter 15/Rogue 5 **Armor Class** 20 (half plate, shield)
Background Criminal **Hit Points** 219 (15d10 + 5d8 + 100)
Occupation Sellsword **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	20 (+5)	11 (+0)	12 (+1)	8 (–1)

Saving Throws Strength +11, Constitution +11
Skills Athletics +17, Deception +5, Intimidation +11, Sleight of Hand +9, Stealth +9; **Tools** dice, thieves' tools
Senses darkvision 60 ft., passive Perception 11
Languages Common, Elvish, Thieves' Cant
Challenge 9 (5,000 XP)

Action Surge (Recharges after a Short or Long Rest). On his turn, Vandronum can take one additional action on top of his regular action and a possible bonus action.

Sneak Attack (1/turn). Vandronum can deal an extra 3d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. Vandronum can take a bonus action on each of his turns during combat. He can use this action to use the Dash, Disengage, Hide, or Use an Object action. Alternatively, he can make a Sleight of Hand check, or use his thieves' tools, to disarm a trap or open a lock.

Criminal Contact. Vandronum has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Athletics, Intimidation). Vandronum doubles his proficiency bonus (+12) to checks with his Expertise skills.

Fighting Style (Defense). Vandronum adds +1 to his AC when wearing armor (included in his stat block).

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Vandronum deals +2 damage with that weapon (included in the attack).

Fey Ancestry. Vandronum has advantage on saving throws against being charmed, and magic cannot put him to sleep.

Indomitable (2/day). Vandronum can reroll a failed saving throw.

Remarkable Athlete. Vandronum can add half his proficiency bonus (+3) to any Strength, Dexterity, or Constitution check that doesn't already use his proficiency bonus. Additionally, the distance Vandronum covers with a running long jump increases by 5 feet.

Spellcasting. Vandronum can cast the *poison spray* cantrip using Intelligence as his spellcasting modifier (spell save DC 14).

Second Wind (Recharges after a Short or Long Rest). On his turn, Vandronum can use a bonus action to regain 1d10 + 15 hit points.

Superior Critical. Vandronum scores critical hits on rolls of 18 – 20.

Trance. Vandronum does not sleep. Instead, he meditates for four hours each night. This grants him the benefit of a long rest.

Actions

Multiattack. Vandronum makes three weapon attacks.

Rapier. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 3) piercing damage.

Reactions

Uncanny Dodge. When Vandronum is hit with an attack from an attacker that he can see, he can halve the attack's damage.

Weapons, Armor & Items

Rapier, *Troth*, light crossbow, 20 bolts, half plate*, shield, gambling dice, 240 gp, 218 sp, 40 cp

*While wearing this armor, Vandronum has disadvantage on Dexterity (Stealth) checks

Zev Klamka

Medium humanoid (hill dwarf), lawful neutral

Class Cleric 1
Background Criminal
Occupation Spy
Armor Class 13 (chain shirt)
Hit Points 9 (1d8 + 1)
Speed 25 ft.

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

Saving Throws Wisdom +5, Charisma +5
Skills Deception +5, Insight +5, Perception +5, Stealth +2;
Tools dice, forgery kit, thieves' tools
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 15
Languages Common, Dwarvish
Challenge 1/4 (50 XP)

Criminal Contact. Zev has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

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

Spellcasting. Zev is a 1st-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips: *guidance, mending, thaumaturgy*

1st level (2 slots): *charm person, command, cure wounds, detect evil and good, detect magic, disguise self*

Actions

Handaxe. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

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

Blessing of the Trickster. Zev touches a willing creature other than himself. That creature has advantage on Dexterity (Stealth) checks for one hour, or until Zev uses this feature again.



Overview

When he was a boy, Zev's mother was visited by a friend he did not recognise. Zev asked if he was a warrior like her. "Aye lad," she answered, "the bravest I know." Zev asked what his weapons were. "Smiles," she replied. "Smiles, jokes, and handshakes." Zev never learned his true name (perhaps even his mother didn't know), but the spy left an impression on him, and he grew up to follow in the footsteps of this rarity; a man his mother spoke highly of.

Smiles, jokes, handshakes. Everyone knows that Zev will always be ready with a quip or a story to cheer them up when times are dark and desperate, and in times of conflict, those moments are all too common. What they don't know, however, is that the sparkling eyes are quick and all-seeing, that laughing mouth drips with lies, and those hands are ink-spotted from covert correspondences.

Zev has become so good at living his double life he almost believes it himself. He has been many people over the years but, at present, he is living as an army chef, traveling within all ranks of the enemy, learning what he can of their plans, and reporting back when he can. Zev creates an easy atmosphere around his cook-pot; the men are far less guarded in their talk than perhaps they should be.

As much as he opposes their commands and their ideals, Zev has no quarrel with the soldiers he interacts with, and even becomes rather fond of them from time to time. When it will not risk the mission, he might drop the occasional subtle hint to divert a few of his closer 'friends' away from an ambush but, ultimately, the job comes first; he believes in the greater good, and that his commanders are in the right.

Personality Traits

"Me? I'm just a soldier, same as you." Zev has a ready smile for any and all he comes across, and finds it easy to differentiate between individuals and the causes they serve.

Ideals

"The lives of a few misguided fools for the lives of hundreds of innocents? In a heartbeat." Zev believes in the greater good. While the loss of a few soldiers' lives are regrettable, and he will do what he can to reduce casualties, they are ultimately necessary for victory and peace.

Bonds

"Orders are orders." Zev feels great personal loyalty to his commanders, though he seldom interacts with them for fear of blowing his cover.

Flaws

"Maybe I'm wrong, but they'd thank me if they knew." On the whole, Zev is a good spy, but his occasional pangs of conscience are a growing liability.

Roleplaying Zev

Zev presents himself as a warm, friendly companion to all, with a mischievous glint in his eye, perhaps reminding one of a big brother or favorite uncle. He is talkative and quick-witted, but those paying close attention might notice he asks more questions than he answers.

"Have a seat, friend; what's troubling you?"

Weapons, Armor & Items

Handaxe, sling, 20 bullets, chain shirt, drinking horn, quill, scroll tube, 4 pints of *toast to friendship*

Zev Klamka (Level 4)

Medium humanoid (hill dwarf), lawful neutral

Class Cleric 4
Background Criminal
Occupation Spy
Armor Class 13 (chain shirt)
Hit Points 27 (4d8 + 4)
Speed 25 ft.

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

Saving Throws Wisdom +6, Charisma +5
Skills Deception +5, Insight +6, Perception +6, Stealth +2;
Tools dice, forgery kit, thieves' tools
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 16
Languages Common, Dwarvish
Challenge 1 (200 XP)

Criminal Contact. Zev has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

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

Spellcasting. Zev is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips: *guidance, mending, spare the dying, thaumaturgy*

1st level (4 slots): *charm person, command, cure wounds, detect evil and good, detect magic, disguise self*

2nd level (3 slots): *calm emotions, find traps, locate object, mirror image, pass without trace, silence*

Actions

Handaxe. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

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

Blessing of the Trickster. Zev touches a willing creature other than himself. That creature has advantage on Dexterity (Stealth) checks for 1 hour, or until Zev uses this feature again.

Channel Divinity (Recharges after a Short or Long Rest). Zev chooses one of the following two options:

Invoke Duplicity. A perfect illusory duplicate of Zev appears within 30 feet of him. As a bonus action, Zev can move the duplicate up to 30 feet, but it must remain within 120 feet of him. Zev can cast spells as though he were in its space, and when both he and the duplicate are within 5 feet of a creature that can see the duplicate, he has advantage on attack rolls against the creature. The duplicate lasts for one minute or until Zev loses concentration.

Turn Undead. Each undead within 30 feet of Zev who can see or hear him must make a DC 14 Wisdom saving throw. If a creature fails its save, it must spend its turns moving away from Zev, cannot willingly move within 30 feet of him, and must use its action to Dash or attempt to escape an effect preventing it from moving (it may Dodge if there is nowhere to move away). These effects last for one minute.

Weapons, Armor & Items

Handaxe, sling, 20 bullets, chain shirt, drinking horn, quill, scroll tube, 4 pints of *toast to friendship*

Leftovers

Second helpings were good news in everyone's book. For the soldiers crowded around the benches it meant going to bed with full bellies, for the commanders it meant contented troops, and for Zev—the one with the ladle—it meant he was the most popular dwarf in the room, surrounded by happy eaters, and happy eaters were liable to have loose lips. As he strode along the trestles, he offered a spoonful here, a pleasant word there, and his ears were always open.

The mid-rankers were always a rich vein to mine; recently promoted, puffed-up with a newfound sense of importance, but with none of the discipline of their superiors. Sure enough, as he neared, they were bragging, each desperate to prove the little information they had been trusted with was greater than the others'. A little information could be a dangerous thing.

"Well, you didn't hear it from me, but word is the enemy's on the march, coming from the south."

"East, wasn't it?"

"Nah, east's a diversion. South, that's where they'll hit us."

Good. Zev had slipped that note into the scouts' report himself, and he was glad to hear it had taken hold.

"East, south, makes no difference, we'll be ready for 'em. I'm to be sent south myself to command a garrison; you can buy me a drink once we've beaten them back for you…"

You have no idea, you poor fools, thought Zev, *and you'll drag the rest down with you.*

He continued his path down the benches to the rank-and-file, and his ladle was beginning to scrape the bottom of the pot. This end of the room lacked the ceremony of high command and the braggadocio of the mid-rankers; instead, packed elbow-to-elbow, were the sort of common, humble folk Zev liked best. Idealists wanting to fight for their homes, youngsters drafted away from their quiet lives and making do the best they could, the aged trying to give their families a chance for peace, misguided in their allegiances, but honest in their intentions.

"Been puttin' off goin' back to see her for months and now she's gone and broken a leg. Knowin' her, if I go home now, she'll have my ear off that I'm only comin' to see her now she's bed-ridden…"

Zev was well acquainted with Norris and his tales of his harridan of a mother. He'd grown fond of the lad, knew all about his sweetheart back home, how he helped his mother raise his younger siblings after his father passed. Zev also knew that he was assigned to the company of the lion and set to march east to meet the 'diversionary' force, and that if he didn't go home to visit his mother now, in all likelihood he never would again.

"Here's what you do, son," Zev butted on, slopping the last ladleful of stew into Norris' bowl. "You get off your arse, go and see your ma, and apologize for not coming sooner; tell her you were on a special mission if you like. Bring her some flowers, and tell her some of your war stories. You never know what could be about to happen out here."

He couldn't save all of them, but he could, and he would, save someone.

Zev Klamka (Level 8)

Medium humanoid (hill dwarf), lawful neutral

Class Cleric 8
Background Criminal
Occupation Spy
Armor Class 13 (chain shirt)
Hit Points 51 (8d8 + 8)
Speed 25 ft.

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

Saving Throws Wisdom +8, Charisma +6
Skills Deception +6, Insight +8, Perception +8, Stealth +3;
Tools dice, forgery kit, thieves' tools
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 18
Languages Common, Dwarvish
Challenge 2 (450 XP)

Criminal Contact. Zev has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Divine Strike (1/turn). Zev can deal an additional 1d8 poison damage to a creature he hits with a weapon attack.

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

Spellcasting. Zev is an 8th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips: *guidance, mending, spare the dying, thaumaturgy*

1st level (4 slots): *charm person, command, cure wounds, detect evil and good, detect magic, disguise self*

2nd level (3 slots): *calm emotions, find traps, hold person, locate object, mirror image, pass without trace, silence*

3rd level (3 slots): *blink, clairvoyance, dispel magic, feign death, tongues*

4th level (2 slots): *dimension door, freedom of movement, polymorph*

Actions

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Sling. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Blessing of the Trickster. Zev touches a willing creature other than himself. That creature has advantage on Dexterity (Stealth) checks for 1 hour, or until Zev uses this feature again.

Channel Divinity (2/day; Recharges after a Short or Long Rest). Zev chooses one of the following three options:

Cloak of Shadows. Zev becomes invisible until the end of his next turn, or until he casts a spell or makes an attack.

Invoke Duplicity. A perfect illusory duplicate of Zev appears within 30 feet of him. As a bonus action, Zev can move the duplicate up to 30 feet, but it must remain within 120 feet of him. Zev can cast spells as though he were in its space, and when both he and the duplicate are within 5 feet of a creature that can see the duplicate, he has advantage on attack rolls against the creature. The duplicate lasts for one minute or until Zev loses concentration.

Turn Undead. Each undead within 30 feet of Zev who can see or hear him must make a DC 16 Wisdom saving throw. If a creature fails its save and is CR 2 or higher, it must spend its turns moving away from Zev, cannot willingly move within 30 feet of him, and must use its action to Dash or attempt to escape an effect preventing it from moving (it may Dodge if there is nowhere to move away). These effects last for one minute. A creature of CR 1 or lower that fails its save is immediately destroyed.

Weapons, Armor & Items

Handaxe, sling, 20 bullets, chain shirt, drinking horn, quill, scroll tube, 4 pints of *toast to friendship*

Zev in your Game

Zev is a friendly face with a dark secret, often found hanging around the mess tent or making small-talk round a campfire. He will find an excuse to introduce himself to any new faces and will attempt to ingratiate himself into a circle of trust and find out their intentions and allegiances in camp.

Depending on the party's affiliations, Zev could either be an invaluable source of information and a point of contact while they are surrounded by enemies, or a trusted friend whose treacherous nature is all the more devastating for his previous good nature.

Quest Hook: In danger of losing his cover, Zev has been given his final mission; to assassinate an enemy officer. Gathering information which might lead to a death is one thing, but actively taking a life is quite another. If Zev is an ally, will the party assist him with his scheme, ensuring his poisoned food is only eaten by the officer in question? If an enemy, do they have the wits to sniff him out in time?

Zev Klamka (Level 12)

Medium humanoid (hill dwarf), lawful neutral

Class Cleric 12
Background Criminal
Occupation Spy
Armor Class 13 (chain shirt)
Hit Points 87 (12d8 + 24)
Speed 25 ft.

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

Saving Throws Wisdom +9, Charisma +8
Skills Deception +8, Insight +9, Perception +9, Stealth +4;
Tools dice, forgery kit, thieves' tools
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 19
Languages Common, Dwarvish
Challenge 3 (700 XP)

Criminal Contact. Zev has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Divine Strike (1/turn). Zev can deal an additional 1d8 poison damage to a creature he hits with a weapon attack.

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

Spellcasting. Zev is a 12th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips: *guidance, light, mending, spare the dying, thaumaturgy*

1st level (4 slots): *charm person, command, cure wounds, detect evil and good, detect magic, disguise self*

2nd level (3 slots): *calm emotions, find traps, hold person, locate object, mirror image, pass without trace, silence*

3rd level (3 slots): *blink, clairvoyance, dispel magic, feign death, tongues*

4th level (3 slots): *dimension door, divination, freedom of movement, polymorph*

5th level (2 slots): *dominate person, geas, modify memory, scrying*

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

Actions

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

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

Blessing of the Trickster. Zev touches a willing creature other than himself. That creature has advantage on Dexterity (Stealth) checks for 1 hour, or until Zev uses this feature again.

Channel Divinity (2/day; Recharges after a Short or Long Rest). Zev chooses one of the following three options:

Cloak of Shadows. Zev becomes invisible until the end of his next turn, or until he casts a spell or makes an attack.

Invoke Duplicity. A perfect illusory duplicate of Zev appears within 30 feet of him. As a bonus action, Zev can move the duplicate up to 30 feet, but it must remain within 120 feet of him. Zev can cast spells as though he were in its space, and when both he and the duplicate are within 5 feet of a creature that can see the duplicate, he has advantage on attack rolls against the creature. The duplicate lasts for one minute or until Zev loses concentration.

Turn Undead. Each undead within 30 feet of Zev who can see or hear him must make a DC 17 Wisdom saving throw. If a creature fails its save and is CR 3 or higher, it must spend its turns moving away from Zev, cannot willingly move within 30 feet of him, and must use its action to Dash or attempt to escape an effect preventing it from moving (it may Dodge if there is nowhere to move away). These effects last for one minute. A creature of CR 2 or lower that fails its save is immediately destroyed.

Divine Intervention (1/day). Zev can describe the aid he needs from his deity and roll a percentile die. If the result is 12 or lower, the deity intervenes in a manner of the GM's choosing. If successful, Zev cannot use this feature again for seven days.

Weapons, Armor & Items

Handaxe, sling, 20 bullets, chain shirt, drinking horn, quill, scroll tube, 4 pints of *toast to friendship*

Zev Klamka (Level 16)

Medium humanoid (hill dwarf), lawful neutral

Class Cleric 16
Background Criminal
Occupation Spy
Armor Class 13 (chain shirt)
Hit Points 115 (16d8 + 32)
Speed 25 ft.

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

Saving Throws Wisdom +10, Charisma +9
Skills Deception +9, Insight +10, Perception +10, Stealth +5;
Tools dice, forgery kit, thieves' tools
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 20
Languages Common, Dwarvish
Challenge 4 (1,100 XP)

Criminal Contact. Zev has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Divine Strike (1/turn). Zev can deal an additional 2d8 poison damage to a creature he hits with a weapon attack.

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

Spellcasting. Zev is a 16th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips: *guidance, light, mending, spare the dying, thaumaturgy*

1st level (4 slots): *charm person, command, cure wounds, detect evil and good, detect magic, disguise self*

2nd level (3 slots): *calm emotions, find traps, hold person, locate object, mirror image, pass without trace, silence*

3rd level (3 slots): *blink, clairvoyance, dispel magic, feign death, tongues*

4th level (3 slots): *banishment, dimension door, divination, freedom of movement, polymorph*

5th level (2 slots): *dominate person, geas, legend lore, modify memory, scrying*

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

7th level (1 slot): *etherealness*

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

Actions

Handaxe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

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

Blessing of the Trickster. Zev touches a willing creature other than himself. That creature has advantage on Dexterity (Stealth) checks for 1 hour, or until Zev uses this feature again.

Channel Divinity (2/day; Recharges after a Short or Long Rest). Zev chooses one of the following three options:

Cloak of Shadows. Zev becomes invisible until the end of his next turn, or until he casts a spell or makes an attack.

Invoke Duplicity. A perfect illusory duplicate of Zev appears within 30 feet of him. As a bonus action, Zev can move the duplicate up to 30 feet, but it must remain within 120 feet of him. Zev can cast spells as though he were in its space, and when both he and the duplicate are within 5 feet of a creature that can see the duplicate, he has advantage on attack rolls against the creature. The duplicate lasts for one minute or until Zev loses concentration.

Turn Undead. Each undead within 30 feet of Zev who can see or hear him must make a DC 18 Wisdom saving throw. If a creature fails its save and is CR 4 or higher, it must spend its turns moving away from Zev, cannot willingly move within 30 feet of him, and must use its action to Dash or attempt to escape an effect preventing it from moving (it may Dodge if there is nowhere to move away). These effects last for one minute. A creature of CR 3 or lower that fails its save is immediately destroyed.

Divine Intervention (1/day). Zev can describe the aid he needs from his deity and roll a percentile die. If the result is 16 or lower, the deity intervenes in a manner of the GM's choosing. If successful, Zev cannot use this feature again for seven days.

Weapons, Armor & Items

Handaxe, sling, 20 bullets, chain shirt, drinking horn, quill, scroll tube, 4 pints of *toast to friendship*

Zev Klamka (Level 20)

Medium humanoid (hill dwarf), lawful neutral

Class Cleric 20
Background Criminal
Occupation Spy
Armor Class 14 (chain shirt)
Hit Points 143 (20d8 + 40)
Speed 25 ft.

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

Saving Throws Wisdom +11, Charisma +10
Skills Deception +10, Insight +11, Perception +11, Stealth +7;
Tools dice, forgery kit, thieves' tools
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 21
Languages Common, Dwarvish
Challenge 6 (2,300 XP)

Criminal Contact. Zev has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Divine Strike (1/turn). Zev can deal an additional 2d8 poison damage to a creature he hits with a weapon attack.

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

Spellcasting. Zev is a 20th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips: *guidance, light, mending, spare the dying, thaumaturgy*

1st level (4 slots): *charm person, command, cure wounds, detect evil and good, detect magic, disguise self*

2nd level (3 slots): *calm emotions, find traps, hold person, locate object, mirror image, pass without trace, silence*

3rd level (3 slots): *blink, clairvoyance, dispel magic, feign death, sending, tongues*

4th level (3 slots): *banishment, dimension door, divination, freedom of movement, polymorph*

5th level (3 slots): *dominate person, geas, legend lore, modify memory, scrying*

6th level (2 slots): *blade barrier, find the path, forbiddance*

7th level (2 slots): *etherealness*

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

9th level (1 slot): *gate*

Actions

Handaxe. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Sling. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Blessing of the Trickster. Zev touches a willing creature other than himself. That creature has advantage on Dexterity (Stealth) checks for 1 hour, or until Zev uses this feature again.

Channel Divinity (3/day; Recharges after a Short or Long Rest). Zev chooses one of the following three options:

Cloak of Shadows. Zev becomes invisible until the end of his next turn, or until he casts a spell or makes an attack.

Invoke Duplicity. Up to four perfect illusory duplicates of Zev appears within 30 feet of him. As a bonus action, Zev can move any number of duplicates up to 30 feet, but they must remain within 120 feet of him. Zev can cast spells as though he were in a duplicate's space, and when both he and a duplicate are within 5 feet of a creature that can see the duplicate, he has advantage on attack rolls against the creature. The duplicates last for one minute or until Zev loses concentration.

Turn Undead. Each undead within 30 feet of Zev who can see or hear him must make a DC 19 Wisdom saving throw. If a creature fails its save and is CR 5 or higher, it must spend its turns moving away from Zev, cannot willingly move within 30 feet of him, and must use its action to Dash or attempt to escape an effect preventing it from moving (it may Dodge if there is nowhere to move away). These effects last for one minute. A creature of CR 4 or lower that fails its save is immediately destroyed.

Divine Intervention. Zev can describe the aid he needs from his deity and the deity intervenes in a manner of the GM's choosing. Zev cannot use this feature again for seven days.

Weapons, Armor & Items

Handaxe, sling, 20 bullets, chain shirt, drinking horn, quill, scroll tube, 4 pints of *toast to friendship*

Evil Aligned Guilds

While far from the majority, there will always be a few rotten characters drawn to the military life to bully the weak, get rich off spoils, or simply for a love of killing. Gather enough of these people, and they can form groups of their own to pursue their unsavory goals together. Below are some of these more villainous guilds, along with suggested membership and affiliates.

Carrion Company

Carrion Company is a loose association of those turned to the mercenary life: those with nothing to go back to (or nothing to lose), deserters, and those discharged from military life for any number of crimes. Within, there is some semblance of the purpose and comradeship of the army, though with no restraint when it comes to looting, murder, and cowing non-combatants with brutality. Carrion Company places emphasis on personal freedoms not afforded to those in the military, and each member can do as they please, though an almost pack-like mentality keeps most of them working towards the same goals, and those who do not toe the line are soundly dealt with (in full view of any others who might harbor rebellious thoughts).

In theory, Carrion Company is a mercenary organization, although most commanders are loathe to give them coin, knowing full well that they will wreak havoc and destruction wherever they go, to say nothing of the fact that, in all likelihood, their ranks include deserters and dismissed soldiers from their own army. In reality, the most usual course is that Carrion Company, growing bored and restless, will begin to burn and pillage until someone pays them to stop, or demand payment from whichever power the burning and pillaging most benefits, threatening to turn their attention elsewhere should payment not be forthcoming.

Unlike many mercenary groups, Carrion Company has no qualms about changing sides, and many a commander has regretted involving them in a conflict for their talent for destruction, only to find their talents faced against them when a better offer arises.

Carrion Company formed around Fel Kade *(p.144)* after his 'death'; his utter ruthlessness, fearlessness, and disdain for the lives of others maintaining his position a notch above the others in the brutal hierarchy. While they lack formal ranks, he remains the de facto leader, and keeps the rest in line through fear and awe, as well as by facilitating the accumulation of vast stocks of plunder.



The Gallows Boys

When the army needs bodies, and all but the most useless of the peasantry have been marched off, sometimes high command has no choice but turn the gaols upside-down and see what filth shakes out. The offer of a pardon for their crimes and being spared the noose is a tempting offer and most agree to serve with little hesitation. Usually sporting a talent for violence, they are most often simply used to fill out the front lines: disposable troops no-one needs to give a second thought to, or mourn when lost.

Should they last longer than their first battle, press-ganged criminals are generally misliked and distrusted by the great proportion of the army, so those that seek any form of companionship tend to keep to each other's company. The Gallows Boys are the largest such company—one with a foul, but reliable, reputation for getting the job done no matter how dirty.

High command have no qualms about sending them on high-risk jobs: reinforcing doomed encampments, infiltrating well-fortified encampments, or seeking out particularly dangerous targets. No matter how slim the odds, the potential gains are worth well in excess of the lives of a few criminals. A few of The Boys see their dangerous life as a chance for redemption, wiping their slate clean, but most are simply happy to have the chance to walk without shackles and occasionally kill someone.



While she sees herself as above their base camaraderie, Mercy *(p.162)* has become central to The Gallows Boys, partly a symbol encompassing their plight, partly a figure of close-to-religious worship, partly an object of unachievable longing. Some members have taken to referring to themselves as The Sons of Mercy, taking on her view that their very existence is a reflection of everything that is wrong with those claiming to be on the side of righteousness. Mercy, of course, is entirely disdainful of the lot of them, but secretly enjoys the feeling of additional power immensely.

The Glorious Spectacle

Spectacle is everything. The wealthy demand it, from ever grander sets and more elaborate costumes in their theatres, to heightened and novel brutality in gladiatorial games. Some grow tired of these 'common' entertainments and seek still-greater excitement. Once one has seen exotic beasts fighting all manner of opponents on the sands, or seen the arena flooded for a naval engagement, there is only really one stage grander: the battlefield.

The Glorious Spectacle works hard to afford its well-paying customers with, as the name implies, a great view of real combat from a safe distance. Much cheaper (to organize, at least) than grand games with prizes for the survivors and live animals to rear for fighting, The Glorious Spectacle are, nonetheless, able to charge exorbitant prices for their service. Their profits go on to fund their network of spies and informers who keep them abreast of any worthwhile conflicts, in some cases giving them a better picture of the war as a whole than either side involved.

In order to be successful and attractive, the safety of all patrons must be guaranteed. To that end, The Glorious Spectacle spends

a portion of its considerable wealth to hire and maintain an elite guard, serving to protect both the patrons and hosts from any stragglers from the day's 'events'. For the comfort of all guests, a huge, raised marquee is often set up on the outskirts of a battle, equipped with fortifications not only for function, but also for the feeling of war and danger that so excites the clientele. Servants are on hand to ensure all paying customers are never without wine or delicacies as they watch the battle from afar (using a range of technological and magical eyeglasses) and reminisce about their own or their family's (often fictitious or, at the very least, overblown) successes in war.



Given the questionable legality (and ethics) of The Glorious Spectacle's activities, each customer receives a mask to hide their identity, and to house the lenses required to focus on the distant action. Masks are indicative of prestige, so those who attend several events, or who are willing to spend a little extra, stand out from the crowd. Those wishing to show off their wealth can pay for personal servants to attend them during an event, or for military veterans (whose former importance is generally vastly exaggerated) to sit with them and provide commentary of the action.

The Glorious Spectacle has no formal allegiances to any recognized authority, yet the faction has considerable power and influence (not to mention, gold), allowing it to remain unchallenged. As well as a network of spies, the generous patronage of its clientele funds a network of informants who have bribed and infiltrated their way all over the known world, creating a framework which not only sustains The Glorious Spectacle, but allows it to grow and flourish.

Kley *(p.150)* utilizes his contacts within The Glorious Spectacle to both flaunt his newly-made wealth by sponsoring events, and to demonstrate his wares to potential buyers.

Shirak *(p.168)*, always looking for a little extra coin on the side, is happy to share the knowledge gained from her scouting expeditions to the guild's shady envoys.

While he finds the whole thing fairly distasteful, Vandronum *(p.118)* has worked as a bodyguard for The Glorious Spectacle on occasion; they are a regular job, and they pay well for what, to him, is easy work.

The Snare

In war, it is a simple thing to march directly at your opponent. The Snare are a small team of specialists spread far and wide throughout the armies of the realms who make defeating an enemy an artform.

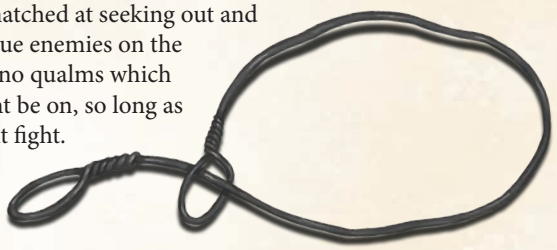
Among their number are assassins, engineers, spies, torturers and trackers. When they are hired, The Snare will send word to their closest operatives; they're given orders on the objective and any potential sub-objectives, and they will hear no more of it. They make it clear that they will achieve the goal as quickly as possible and set to work.

The Snare does not discriminate when it comes to targets or obstacles. Anything in their way is removed. Castle walls will be collapsed. Royal family members will be abducted, and information will be extracted. Key enemy officers will be found dead in their beds the morning of the battle.

What makes The Snare special is the fervent commitment all the members have to their work. Every last member loves what they do and approaches each task set to them with a zeal and excitement that is hard to match. One could be confident that, if they were speaking with a guild assassin, they would be speaking with someone who adores taking life and puts in the extra effort to do the job just right.

Shirak *(p.168)* is primarily content to pursue her own selfish aims, but her tracking skills have proved useful to The Snare in the past.

Silva *(p.174)* is unmatched at seeking out and destroying high-value enemies on the battlefield, and has no qualms which side the target might be on, so long as they put up a decent fight.



Evil Aligned Characters

If you are in need of a villainous character for your campaign, whether it be a nemesis for an adventure, or just to add a bit of flavor to a military organization, let these evil characters inspire you. Many of those who fight for selfish ends are flexible in their allegiances, and may even be found fighting for good causes if it advances their aims, though their loyalty might not be the most reliable.

d10	Name	Class	Alignment	Background	Occupation	Page
1	Ander Scorchheart	Fighter/Warlock	Neutral Evil	Soldier	Tactician	132
2	Ezelga	Warlock	Chaotic Evil	Guild Artisan	Weaponsmith	138
3	Fel Kade	Fighter/Barbarian	Chaotic Evil	Soldier	Sellsword	144
4	Kley Tukangkutsuu	Rogue	Neutral Evil	Guild Artisan	Weapons Dealer	150
5	Mathias Cole	Bard/Rogue	Neutral Evil	Entertainer	Troubadour	156
6	Mercy	Sorcerer	Chaotic Evil	Criminal	Conscript	162
7	Shirak	Fighter/Ranger	Neutral Evil	Soldier	Scout	168
8	Silva	Fighter	Neutral Evil	Soldier	Elite Infantry	174
9	Sylas the Jackal	Rogue	Neutral Evil	Criminal	Scavenger	180
10	Xelia Brand	Paladin	Lawful Evil	Soldier	Garrison Commander	186

Ander Scorchheart

Medium humanoid (human), neutral evil

Class Fighter 1
Background Soldier
Occupation Tactician

Armor Class 16 (breastplate)
Hit Points 9 (1d10 – 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	9 (–1)	15 (+2)	14 (+2)	17 (+3)

Saving Throws Strength +4, Constitution +1
Skills Arcana +4, Deception +5, Insight +4, Perception +4;
Tools dragonchess, land vehicles
Senses passive Perception 14
Languages Common, Elvish
Challenge 1/2 (100 XP)

Fighting Style (Defense). Ander adds +1 to his AC when wearing armor (included in his stat block).

Military Rank. Ander has the rank of commandant. Soldiers loyal to his organization recognize this rank.

Second Wind (Recharges after a Short or Long Rest). On his turn, Ander can use a bonus action to regain 1d10 + 1 hit points.

Actions

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

Hand Crossbow. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Overview

Ander Valiente's noble heart burned away the day he was abandoned by his comrades with a flaming arrow stuck through his chest. Captured by orcs and forced into hard labor, a searing scar across his heart giving him daily agony, Ander believed fate truly had forgotten him. He changed this belief when the orcs that had enslaved him were attacked by a rival tribe. During the fray, he escaped into the wilderness, looting whatever supplies he could on the way. One item in particular, a book, gave him new life.

Heralded by a devastating forest fire three years after his disappearance which, to this day, he denies having a hand in, Ander, under his new name 'Scorchheart', returned from the dead.

He found no welcome in the military upon his return. His erstwhile comrades (now commanders) believed his injury had put him out of commission and begrudgingly gave him the role of tactician, hoping it would keep him occupied and quiet. Consumed with anger, Ander fed tactical information to outside forces. Suddenly only Ander seemed able to predict the enemies moves to thwart them. He played sides against each other until his reputation as a tactician spread across the realms, but this was still not enough to sate his lust for respect.



Ander continues his pursuit to this day. He makes friends of enemies but never enemies of friends, all in the pursuit of his ultimate goal to become a general and court martial the men who had once been his comrades.

Personality Traits

"There's some fire in this one, perhaps you and I should have a chat... away from the others." Ander likes to keep himself near his superiors at all times in case a situation arises that he might exploit. If he believes anyone can serve his purpose, he will swiftly ally himself with them, steering their course towards his own betterment.

Ideals

"They all follow my commands already; they just don't know it yet." Ander's drive is reputation. He has built himself up from presumed death to being a well-regarded military mind, but he has visions of much more.

Bonds

"That time is done." Somewhere within Ander is a spark that yearns for the camaraderie of years past, though he keeps it well hidden behind a mask of ambition.

Flaws

"The pawns dislike the player. So be it." Ander spins falsehoods as easy as breathing, knowing that he can think fast enough to capitalise on any opportunities created by a successful lie. His skills as a tactician are respected, but he is not well-liked personally.

Roleplaying Ander

Though his comrades' betrayal left him bitter, Ander's ambition has never dulled. He covets the title of general, hoping that playing people against each other will one day achieve this.

Ander is not interested in gold, only climbing the ladder. He makes it his business to introduce himself to any new face, particularly to those who look influential or are likely to be led astray. To take advantage of Ander's good moods is to tread a silken tightrope, but the knowledge and leverage he could offer may be well-worth the risk, so long as one does not become entangled in his web of lies.

"To comprehend the nature of war, one must embrace it, be branded by it..."

Weapons, Armor & Items

Longsword, hand crossbow, 20 bolts, breastplate, *map of adaptable stratagem*

Ander Scorchheart (Level 4)

Medium humanoid (human), neutral evil

Class Fighter 3/ Warlock 1
Background Soldier
Occupation Tactician
Armor Class 16 (breastplate)
Hit Points 23 (3d10 + 1d8 – 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	9 (–1)	15 (+2)	14 (+2)	17 (+3)

Saving Throws Strength +4, Constitution +1
Skills Arcana +4, Deception +5, Insight +4, Perception +4;
Tools calligrapher's supplies, dragonchess, land vehicles
Senses passive Perception 14
Languages Common, Elvish, telepathy 60 ft.
Challenge 2 (450 XP)

Action Surge (Recharges after a Short or Long Rest). On his turn, Ander can take one additional action on top of his regular action and a possible bonus action.

Combat Superiority. Ander has 4 superiority dice. These dice are expended when used and are regained after a short or long rest.

Commander's Strike. Ander can expend 1 superiority die when taking the attack action. He forgoes one of his attacks and uses a bonus action to allow a friendly creature who can see or hear him to use its reaction to make one weapon attack, adding 1d8 to the attack roll.

Distracting Strike. Ander can expend 1 superiority die when he hits a creature with a weapon attack to distract the target. He adds 1d8 to the attack's damage roll. The next attack made against the target by a creature other than him before the start of his next turn has advantage.

Maneuvering Attack. Ander can expend 1 superiority die when he hits a creature with a weapon attack to move an ally. He adds 1d8 to the attack's damage roll. An ally who can see or hear him can use its reaction to move up to half its speed, provoking no opportunity attacks from the target of the attack.

Fighting Style (Defense). Ander adds +1 to his AC when wearing armor (included in his stat block).

Military Rank. Ander has the rank of commandant. Soldiers loyal to his organization recognize this rank.

Pact Magic. Ander is a 1st-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He regains expended spell slots after a short or long rest, and knows the following warlock spells:

Cantrips: *blade ward, friends*

1st level (1 slot): *charm person, dissonant whispers*

Second Wind (Recharges after a Short or Long Rest). On his turn, Ander can use a bonus action to regain 1d10 + 3 hit points.

Actions

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

Hand Crossbow. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Weapons, Armor & Items

Longsword, hand crossbow, 20 bolts, breastplate, *map of adaptable stratagem*

War Games

The hour was late but, by lamplight, a battle raged in Ander's tent. The field was parchment, the soldiers wood and stone, but he could smell the dust and blood.

Scouts reported the enemy would be upon them within the day. Ander had the dragonborn harrying their supply lines, making them pay for every step they took, but they would be upon them nonetheless. The enemy had numbers on their side, but Ander had faced worse odds.

They are numerous, but flagging from a quick march. They need a quick, decisive victory for morale. They see the ragged line before them, and begin to hope. The horns signal a charge...

Ander moved the wooden blocks forward.

The centre of the line is weak and quickly broken; striplings and greybeards with spears shaking in their hands, and a few undisciplined orcish mercenaries...

Ander unlaced another fastening with a grimace; his scars always burned on the eve of battle. He traced them with a cool finger as he thought. No, as much as it would be... satisfying... to watch the Gold-Arms tribe break and run (or better still, be slaughtered), they would serve better elsewhere. He removed the tusk-jawed token from the centre, and moved it to the reserves. Shugruk would grumble, but he'd endured worse from orcs.

They gain ground quickly, easily dispatching the first ranks. A few break and run, a trickle at first, and then a flood. Smelling victory, they pursue like dogs, heedless that their doom crests the hills to their flanks.

With both hands, Ander swept the wings around to envelop the enemy. *The hammers*. He moved his reserves up to take the place of the flagging centre. *The anvil.*

He could cut off their retreat all together; the hills allowed it even with his numbers, but a trapped animal will fight until its last breath even with no hope of victory, but give them a gap, and a little motivation...

He set the horned figure of flame-red wood amongst the enemy. He would show them Mercy.

Ander Scorchheart (Level 8)

Medium humanoid (human), neutral evil

Class Fighter 4/ Warlock 4
Background Soldier
Occupation Tactician
Armor Class 16 (breastplate)
Hit Points 40 (4d10 + 4d8 – 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	9 (–1)	16 (+3)	14 (+2)	18 (+4)

Saving Throws Strength +6, Constitution +2
Skills Arcana +6, Deception +7, Insight +5, Perception +5;
Tools calligrapher's supplies, dragonchess, land vehicles
Senses passive Perception 15
Languages Common, Elvish, telepathy 60 ft.
Challenge 3 (700 XP)

Action Surge (Recharges after a Short or Long Rest). On his turn, Ander can take one additional action on top of his regular action and a possible bonus action.

Combat Superiority. Ander has 4 superiority dice. These dice are expended when used and are regained after a short or long rest.

Commander's Strike. Ander can expend 1 superiority die when taking the attack action. He forgoes one of his attacks and uses a bonus action to allow a friendly creature who can see or hear him to use its reaction to make one weapon attack, adding 1d8 to the attack roll.

Distracting Strike. Ander can expend 1 superiority die when he hits a creature with a weapon attack to distract the target. He adds 1d8 to the attack's damage roll. The next attack made against the target by a creature other than him before the start of his next turn has advantage.

Maneuvering Attack. Ander can expend 1 superiority die when he hits a creature with a weapon attack to move an ally. He adds 1d8 to the attack's damage roll. An ally who can see or hear him can use its reaction to move up to half its speed, provoking no opportunity attacks from the target of the attack.

Eyes of the Rune Keeper. Ander can read all writing.

Fighting Style (Defense). Ander adds +1 to his AC when wearing armor (included in his stat block).

Military Rank. Ander has the rank of commandant. Soldiers loyal to his organization recognize this rank.

Pact Magic. Ander is a 4th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He regains expended spell slots after a short or long rest, and knows the following warlock spells:

Cantrips: *blade ward, fire bolt, friends, message, thaumaturgy*

2nd level (2 slots): *charm person, dissonant whispers, enthrall, scorching ray, suggestion*

Second Wind (Recharges after a Short or Long Rest). On his turn, Ander can use a bonus action to regain 1d10 + 4 hit points.

Actions

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Gaze of Two Minds. Ander touches a willing creature and can perceive through its senses until the end of his next turn. Ander can use his action on subsequent turns to continue this connection as long as the creature is on the same plane of existence. Ander benefits from any special senses the creature possesses, but is blinded and deafened to his own surroundings.

Weapons, Armor & Items

Longsword, hand crossbow, 20 bolts, breastplate, *map of adaptable stratagem*

Ander in your Game

Ander is a figure of some authority; he controls a lot of moving parts himself and usually has great influence even in circumstances where he has no direct control. He will often be found in the command tent and has learnt how to make useful alliances, though many are a façade to cover his more self-interested end-goals.

As a man with his fingers in many pies, Ander may have need of a party of adventurers to scout, clear an area of hostiles, retrieve a lost object, spy on his foes, secretly parlay with rival factions, or just to fill out the front lines. He may attempt to recruit individuals he sees promise in, even at the expense of their companions.

Quest Hook: The party is hired by a mysterious figure to raid and destroy a caravan resupplying a camp controlled by Ander. After driving off guards (who seem very quick to take flight), they discover the supplies consist of empty barrels, sacks of sand, and other worthless goods. Ander has, in fact, engineered an attack on his own caravan in order to requisition more soldiers from high command and so increase his own personal power. If the party play their part well, Ander may have additional work for them, so long as their loyalty can be trusted. Can it?

Ander Scorchheart (Level 12)

Medium humanoid (human), neutral evil

Class Fighter 6/ Warlock 6
Background Soldier
Occupation Tactician
Armor Class 16 (breastplate)
Hit Points 58 (6d10 + 6d8 – 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	9 (–1)	16 (+3)	14 (+2)	20 (+5)

Saving Throws Strength +7, Constitution +3
Skills Arcana +7, Deception +9, Insight +6, Perception +6;
Tools calligrapher's supplies, dragonchess, land vehicles
Senses passive Perception 16
Languages Common, Elvish, telepathy 60 ft.
Challenge 6 (2,300 XP)

Action Surge (Recharges after a Short or Long Rest). On his turn, Ander can take one additional action on top of his regular action and a possible bonus action.

Combat Superiority. Ander has 4 superiority dice. These dice are expended when used and are regained after a short or long rest.

Commander's Strike. Ander can expend 1 superiority die when taking the attack action. He forgoes one of his attacks and uses a bonus action to allow a friendly creature who can see or hear him to use its reaction to make one weapon attack, adding 1d8 to the attack roll.

Distracting Strike. Ander can expend 1 superiority die when he hits a creature with a weapon attack to distract the target. He adds 1d8 to the attack's damage roll. The next attack made against the target by a creature other than him before the start of his next turn has advantage.

Maneuvering Attack. Ander can expend 1 superiority die when he hits a creature with a weapon attack to move an ally. He adds 1d8 to the attack's damage roll. An ally who can see or hear him can use its reaction to move up to half its speed, provoking no opportunity attacks from the target of the attack.

Eldrich Sight. Ander can cast *detect magic* at will without expending a spell slot.

Eyes of the Rune Keeper. Ander can read all writing.

Fighting Style (Defense). Ander adds +1 to his AC when wearing armor (included in his stat block).

Military Rank. Ander has the rank of commandant. Soldiers loyal to his organization recognize this rank.

Pact Magic. Ander is a 6th-level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). He regains expended spell slots after a short or long rest, and knows the following warlock spells:

Cantrips: *blade ward, fire bolt, friends, message, thaumaturgy*

3rd level (2 slots): *charm person, counterspell, dissonant whispers, enthrall, hypnotic pattern, scorching ray, suggestion*

Second Wind (Recharges after a Short or Long Rest). On his turn, Ander can use a bonus action to regain 1d10 + 6 hit points.

Actions

Multiattack. Ander makes two weapon attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Gaze of Two Minds. Ander touches a willing creature and can perceive through its senses until the end of his next turn. Ander can use his action on subsequent turns to continue this connection as long as the creature is on the same plane of existence. Ander benefits from any special senses the creature possesses, but is blinded and deafened to his own surroundings.

Reactions

Entropic Ward (Recharges after a Short or Long Rest). When a creature attacks Ander, he can impose disadvantage on the attack roll. If the attack misses, Ander has advantage on the next attack roll he makes against the creature before the end of his next turn.

Weapons, Armor & Items

Longsword, hand crossbow, 20 bolts, breastplate, *map of adaptable stratagem*

Ander Scorchheart (Level 16)

Medium humanoid (human), neutral evil

Class Fighter 8/ Warlock 8
Background Soldier
Occupation Tactician

Armor Class 16 (breastplate)
Hit Points 76 (8d10 + 8d8 – 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	9 (–1)	18 (+4)	14 (+2)	20 (+5)

Saving Throws Strength +9, Constitution +4
Skills Arcana +9, Deception +10, Insight +7, Perception +7;
Tools calligrapher's supplies, dragonchess, land vehicles
Senses passive Perception 17
Languages Common, Elvish, telepathy 60 ft.
Challenge 8 (3,900 XP)

Action Surge (Recharges after a Short or Long Rest). On his turn, Ander can take one additional action on top of his regular action and a possible bonus action.

Combat Superiority. Ander has 5 superiority dice. These dice are expended when used and are regained after a short or long rest.

Commander's Strike. Ander can expend 1 superiority die when taking the attack action. He forgoes one of his attacks and uses a bonus action to allow a friendly creature who can see or hear him to use its reaction to make one weapon attack, adding 1d8 to the attack roll.

Distracting Strike. Ander can expend 1 superiority die when he hits a creature with a weapon attack to distract the target. He adds 1d8 to the attack's damage roll. The next attack made against the target by a creature other than him before the start of his next turn has advantage.

Maneuvering Attack. Ander can expend 1 superiority die when he hits a creature with a weapon attack to move an ally. He adds 1d8 to the attack's damage roll. An ally who can see or hear him can use its reaction to move up to half its speed, provoking no opportunity attacks from the target of the attack.

Menacing Attack. Ander can expend 1 superiority die when he hits a creature with a weapon attack. He adds 1d8 to the attack's damage roll. The target must make a DC 17 Wisdom saving throw or become frightened of Ander until the end of his next turn.

Parry. Ander can use his reaction to expend 1 superiority die when damaged by another creature's melee attack, reducing the damage taken by 1d8.

Bewitching Whispers (1/day). Ander can cast *compulsion* using a spell slot.

Eldrich Sight. Ander can cast *detect magic* at will without expending a spell slot.

Eyes of the Rune Keeper. Ander can read all writing.

Fighting Style (Defense). Ander adds +1 to his AC when wearing armor (included in his stat block).

Know Your Enemy. Ander can learn certain information about a creature's capabilities, compared to his own, if he spends at least one minute observing or interacting with it outside of combat. He can discern if the creature is his equal, superior, or inferior in up to two categories: Strength score, Dexterity score, Constitution score, Armor Class, current hit points, total class levels, or Fighter class levels.

Military Rank. Ander has the rank of commandant. Soldiers loyal to his organization recognize this rank.

Pact Magic. Ander is an 8th-level spellcaster. His spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). He regains expended spell slots after a short or long rest, and knows the following warlock spells:

Cantrips: *blade ward, fire bolt, friends, message, thaumaturgy*

4th level (2 slots): *charm person, clairvoyance, counterspell, dissonant whispers, enthrall, hypnotic pattern, scorching ray, sending, suggestion*

Second Wind (Recharges after a Short or Long Rest). On his turn, Ander can use a bonus action to regain 1d10 + 8 hit points.

Actions

Multiattack. Ander makes two weapon attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Gaze of Two Minds. Ander touches a willing creature and can perceive through its senses until the end of his next turn. Ander can use his action on subsequent turns to continue this connection as long as the creature is on the same plane of existence. Ander benefits from any special senses the creature possesses, but is blinded and deafened to his own surroundings.

Reactions

Entropic Ward (Recharges after a Short or Long Rest). When a creature attacks Ander, he can impose disadvantage on the attack roll. If the attack misses, Ander has advantage on the next attack roll he makes against the creature before the end of his next turn.

Weapons, Armor & Items

Longsword, hand crossbow, 20 bolts, breastplate, *map of adaptable stratagem*

Ander Scorchheart (Level 20)

Medium humanoid (human), neutral evil

Class Fighter 10/ Warlock 10
Background Soldier
Occupation Tactician
Armor Class 16 (breastplate)
Hit Points 94 (10d10 + 10d8 – 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	9 (–1)	18 (+4)	14 (+2)	20 (+5)

Saving Throws Strength +10, Constitution +5
Skills Arcana +10, Deception +11, Insight +8, Perception +8;
Tools calligrapher's supplies, dragonchess, land vehicles
Damage Resistances psychic
Senses passive Perception 18
Languages Common, Elvish, telepathy 60 ft.
Challenge 10 (5,900 XP)

Action Surge (Recharges after a Short or Long Rest). On his turn, Ander can take one additional action on top of his regular action and a possible bonus action.

Combat Superiority. Ander has 5 superiority dice. These dice are expended when used and are regained after a short or long rest.

Commander's Strike. Ander can expend 1 superiority die when taking the attack action. He forgoes one of his attacks and uses a bonus action to allow a friendly creature who can see or hear him to use its reaction to make one weapon attack, adding 1d10 to the attack roll.

Distracting Strike. Ander can expend 1 superiority die when he hits a creature with a weapon attack to distract the target. He adds 1d10 to the attack's damage roll. The next attack made against the target by a creature other than him before the start of his next turn has advantage.

Maneuvering Attack. Ander can expend 1 superiority die when he hits a creature with a weapon attack to move an ally. He adds 1d10 to the attack's damage roll. An ally who can see or hear him can use its reaction to move up to half its speed, provoking no opportunity attacks from the target of the attack.

Menacing Attack. Ander can expend 1 superiority die when he hits a creature with a weapon attack. He adds 1d10 to the attack's damage roll. The target must make a DC 18 Wisdom saving throw or become frightened of Ander until the end of his next turn.

Parry. Ander can use his reaction to expend 1 superiority die when damaged by another creature's melee attack, reducing the damage taken by 1d10.

Bewitching Whispers (1/day). Ander can cast *compulsion* using a spell slot.

Eldrich Sight. Ander can cast *detect magic* at will without expending a spell slot.

Eyes of the Rune Keeper. Ander can read all writing.

Fighting Style (Defense). Ander adds +1 to his AC when wearing armor (included in his stat block).

Indomitable (1/day). Ander can reroll a failed saving throw.

Know Your Enemy. Ander can learn certain information about a creature's capabilities, compared to his own, if he spends at least one minute observing or interacting with it outside of combat. He can discern if the creature is his equal, superior, or inferior in up to two categories: Strength score, Dexterity score, Constitution score, Armor Class, current hit points, total class levels, or Fighter class levels.

Military Rank. Ander has the rank of commandant. Soldiers loyal to his organization recognize this rank.

Mire the Mind (1/day). Ander can cast *slow* using a spell slot.

Pact Magic. Ander is a 10th-level spellcaster. His spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). He regains expended spell slots after a short or long rest, and knows the following warlock spells:

Cantrips: *blade ward, fire bolt, friends, message, thaumaturgy*

5th level (2 slots): *charm person, clairvoyance, counterspell, dissonant whispers, dominate person, enthrall, hypnotic pattern, scorching ray, sending, suggestion*

Second Wind (Recharges after a Short or Long Rest). On his turn, Ander can use a bonus action to regain 1d10 + 10 hit points.

Thought Shield. Ander's thoughts cannot be read unless he allows it. Additionally, when a creature deals psychic damage to Ander, it takes an equal amount of damage.

Actions

Multiattack. Ander makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) damage if used with two hands.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Gaze of Two Minds. Ander touches a willing creature and can perceive through its senses until the end of his next turn. Ander can use his action on subsequent turns to continue this connection as long as the creature is on the same plane of existence. Ander benefits from any special senses the creature possesses, but is blinded and deafened to his own surroundings.

Reactions

Entropic Ward (Recharges after a Short or Long Rest). When a creature attacks Ander, he can impose disadvantage on the attack roll. If the attack misses, Ander has advantage on the next attack roll he makes against the creature before the end of his next turn.

Weapons, Armor & Items

Longsword, hand crossbow, 20 bolts, breastplate, *map of adaptable stratagem*

Ezelga

Small humanoid (rock gnome), chaotic evil

Class Warlock 1
Background Guild Artisan
Occupation Weaponsmith
Armor Class 13 (leather)
Hit Points 8 (1d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	15 (+2)	10 (+0)	14 (+2)	12 (+1)	15 (+2)

Saving Throws Wisdom +3, Charisma +4
Skills Arcana +4, Insight +3, Investigation +4, Nature +4;
Tools tinker's tools
Senses darkvision 60 ft., passive Perception 11
Languages Common, Dwarvish, Gnomish
Challenge 1/4 (50 XP)

Dark One's Blessing. When Ezelga reduces a hostile creature to 0 hit points, she gains 3 temporary hit points.

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

Guild Membership. For a monthly payment of 5 gp, Ezelga has the benefits of being part of a weaponsmiths' guild, including lodging and food, funeral expenses, use of a guild hall, legal defense, and access to allied politicians.

Pact Magic. Ezelga is a 1st-level spellcaster. Her spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). She regains expended spell slots after a short or long rest, and knows the following warlock spells:

Cantrips: *blade ward, mage hand*

1st level (1 slot): *expeditious retreat, unseen servant*

Tinker. Ezelga can spend 1 hour and 10 gp worth of materials to construct a tiny clockwork device, with parameters listed on the following pages.



Actions

Slinger. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 7 (1d10 + 2) acid or fire damage.

Overview

Ezelga was a small child, even for her diminutive race; a weak and sickly thing, tormented on rare occasions she ventured outside. After a particularly vicious beating, she shut herself away with tools 'borrowed' from her family's workshop, and began to plan, experiment, and build instruments of revenge. The other children didn't laugh after Imrynn lost an eye. The feeling of power in that moment stuck with Ezelga; small as she was, when Imrynn lay wailing on the ground, she towered over him.

As she grew up, Ezelga longed for that feeling again. She continued to experiment with weaponry; fire and acid held par ticular fascination and potential in the utter ruination they could wreak on the sides of meat she discreetly purchased from the butcher (she had the sense not to test her inventions any further on her peers).

While perfectly proficient with the use of mundane materials for her destructive ends, it was only a matter of time before she became fascinated with the promise of the arcane. Research led to a deal with the enigmatic Charr of the Smoking Wound, a demonic entity glimpsed in the glowing coals of her forge. Ezelga will always use her inventions when she can, but is comforted by her magic's destructive capability as a fall-back if she is caught unprepared.

The prospect of her inventions working on living and breathing targets tempted her out of isolation once armies began to gather. Scaling up her designs, she turned to larger machinery like trebuchets and scorpions. Her machines command high prices, but come with a guarantee of repairs and maintenance; Ezelga finds it difficult to fully hand over the fun of operating her creations.

Personality Traits

"This beauty? Point her at someone and watch their head pop like a grape." Ezelga would rather work than talk, but ask about her creations and she will gleefully explain each feature. Convinced no one understands or likes her as a person, she finds talking shop much easier.

Ideals

"No one looks down on me." There are those who say Ezelga's vast war machines compensate for something – though never to her face.

Bonds

"Not so cocky with a eyeful of sulphur, are you..." Ezelga is deeply envious of confidence (she calls it 'arrogance'). She'll grudgingly turn a blind eye if she's being paid, but might otherwise plot some embarrassing, painful, or possibly deadly, accident.

Flaws

"Of course I've not slept; I need to get it RIGHT!" Ezelga is prone to obsession, whether tinkering with her precious machines, or nursing grudges against any she deems to have slighted her.

Roleplaying Ezelga

For one who lives on pain and death, Ezelga doesn't outwardly show the eccentricities that couple with her history to make her who she is. She is generally reserved and solitary; her inferiority complex hampers her ability to make conversation, unless someone shows interest in something she has made or is working on.

In battle, Ezelga aims for flashy shows of destruction, treating fights as demonstrations; spectacle which sticks in soldiers' minds is good for business.

"Sure, you can stab him, but this will do him in from the next town over, and torch everything he owns into the bargain."

Weapons, Armor & Items

Slinger, 10 fire vials, 10 acid vials, leather armor, 15 sp

Ezelga (Level 4)

Small humanoid (rock gnome), chaotic evil

Class Warlock 4
Background Guild Artisan
Occupation Weaponsmith
Armor Class 14 (leather)
Hit Points 23 (4d8)
Speed 25 ft.

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

Saving Throws Wisdom +3, Charisma +5
Skills Arcana +4, Insight +3, Investigation +4, Nature +4;
Tools tinker's tools
Senses darkvision 60 ft., passive Perception 11
Languages Common, Dwarvish, Gnomish
Challenge 1 (200 XP)

Dark One's Blessing. When Ezelga reduces a hostile creature to 0 hit points, she gains 7 temporary hit points.

Eldritch Sight. Ezelga can cast *detect magic* at will without expending a spell slot.

Eyes of the Rune Keeper. Ezelga can read all writing.

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

Guild Membership. For a monthly payment of 5 gp, Ezelga has the benefits of being part of a weaponsmiths' guild, including lodging and food, funeral expenses, use of a guild hall, legal defense, and access to allied politicians.

Pact Magic. Ezelga is a 4th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She regains expended spell slots after a short or long rest, and knows the following warlock spells:

Cantrips: *blade ward, mage hand, poison spray*

2nd level (2 slots): *expeditious retreat, hold person, misty step, scorching ray, unseen servant*

Pact of the Blade (Rapier). Ezelga can use her action to create a pact weapon in a free hand. She is proficient with the weapon and it counts as magical for the purposes of overcoming resistances and immunities. The weapon disappears if it is more than 5 ft. away from Ezelga for more than one minute, if she dies or if she dismisses it (no action required).

Tinker. Ezelga can spend 1 hour and 10 gp worth of materials to construct a tiny clockwork device. The device ceases to function within 24 hours unless she spends one hour repairing it to keep the device functioning. She can disassemble the device to reclaim the materials. Ezelga can have up to 3 devices at a time. She can either create a clockwork toy, a firestarter, or a music box.

Actions

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

Slinger. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 8 (1d10 + 3) acid or fire damage.

Weapons, Armor & Items

Slinger, 10 fire vials, 10 acid vials, leather armor, 23 sp

Speak of the Devil

Everything about the man, from his well-heeled boots to the tips of his horns, screamed that he did not belong. Ezelga had watched through her glass as he approached from the village along the last two miles of the dusty road, and seen him wander blindly past each of the discreet range-markers she had erected by the wayside.

She was adjusting the calibration on the sights of a scorpion when he ducked his head into her workshop. It had spread significantly from its beginnings as a remote cattle shed, but it retained what some might call a rustic aesthetic. The tiefling sniffed as he took in the room. Ezelga continued to work by the dim light of the glowing forge.

"My name is Kley Tukangkutsuu," he said, extending a hand. "When I heard you made the best war machines in the land, well, I simply had to come and see them for myself."

"And what do you think, now you've seen them?" she asked, ignoring the gesture.

"I must say, I expected more."

Ezelga's jaw clenched as she turned a screw with perhaps a little too much force.

"I hear Armel Daggon makes a device which spits alchemical fire to sixty feet, hot enough to roast a knight in armor." Ezelga could hear the oily smirk in his voice even with her back turned. *Very well, so this was the game they were playing*. She wiped the grease from her hands with a rag.

"Daggon's an amateur," she snorted. "Flashy stuff, but no finesse."

"We're talking about siege weaponry, how important can f-"

He was cut off by the loud *thunk* of a scorpion bolt embedding itself in the wood next to his ear, pinning a small lock of hair to the wall. *Good, so the sights* are *fixed*. It was Ezelga's turn to smirk.

She had to hand it to him, he took it in his stride.

"I can see you're a busy woman, a talented woman, so I'll skip the chatter. You've caught my attention." He tried, and failed, to pull the bolt from the wall. "I represent a number of talented people, and I make sure their work gets the recognition it deserves. I can make you rich," he met her eyes and saw that the promise of wealth stirred nothing in her. "I can make armies tremble at your name."

Ezelga had known his type before. She had to admit, her interest was piqued, but his cocky attitude made her wish she'd aimed at his mouth. Why couldn't she gain all he'd promised without his help? She was about to say as much to him when the forge crackled into life.

We could use him, Charr intoned in the back of her mind. *Think of the possibilities. Think of the destruction.*

"Alright, let's say I'm interested. Talk to me about details."

Both of them smiled. Their opponent was just where they wanted them.

Ezelga (Level 8)

Small humanoid (rock gnome), chaotic evil

Class Warlock 8
Background Guild Artisan
Occupation Weaponsmith
Armor Class 15 (leather)
Hit Points 43 (8d8)
Speed 25 ft.

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

Saving Throws Wisdom +4, Charisma +6
Skills Arcana +5, Insight +4, Investigation +5, Nature +5;
Tools tinker's tools
Senses darkvision 60 ft., passive Perception 11
Languages Common, Dwarvish, Gnomish
Challenge 3 (700 XP)

Dark One's Blessing. When Ezelga reduces a hostile creature to 0 hit points, she gains 11 temporary hit points.

Dark One's Own Luck (Recharges after a Short or Long Rest). When Ezelga makes an ability check or a saving throw, she may add 1d10 to the roll. She can do so after the initial roll but before determining success or failure.

Eldritch Sight. Ezelga can cast *detect magic* at will without expending a spell slot.

Eyes of the Rune Keeper. Ezelga can read all writing.

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

Guild Membership. For a monthly payment of 5 gp, Ezelga has the benefits of being part of a weaponsmiths' guild, including lodging and food, funeral expenses, use of a guild hall, legal defense, and access to allied politicians.

Pact Magic. Ezelga is an 8th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She regains expended spell slots after a short or long rest, and knows the following warlock spells:

Cantrips: *blade ward, mage hand, poison spray*

4th level (2 slots): *counterspell, dispel magic, expeditious retreat, fire shield, hold person, misty step, scorching ray, stinking cloud, unseen servant*

Pact of the Blade (Rapier). Ezelga can use her action to create a pact weapon in a free hand. She is proficient with the weapon and it counts as magical for the purposes of overcoming resistances and immunities. The weapon disappears if it is more than 5 ft. away from Ezelga for more than one minute, if she dies or if she dismisses it (no action required).

Sign of Ill Omen (1/day). Ezelga can cast *bestow curse* using a spell slot.

Tinker. Ezelga can spend 1 hour and 10 gp worth of materials to construct a tiny clockwork device. The device ceases to function within 24 hours unless she spends one hour repairing it to keep the device functioning. She can disassemble the device to reclaim the materials. Ezelga can have up to 3 devices at a time. She can either create a clockwork toy, a firestarter, or a music box.

Actions

Thirsting Blade. Ezelga makes two Pact Rapier attacks.

Pact Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Slinger. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 9 (1d10 + 4) acid or fire damage.

Weapons, Armor & Items

Slinger, 10 fire vials, 10 acid vials, leather armor, 23 sp, 14 cp

Ezelga in your Game

Depending on the party's allegiance in the on-going conflict, Ezelga will either be an unpredictable, but valuable asset, or a much-feared adversary. No one wants to be on the other side of the field from Ezelga's deadly war machines. Even if allied, Ezelga mostly confines herself to her workshop; she is not a friendly or personable woman and will only likely converse with party members if forced or if they show genuine (or convincingly feigned) interest in her beloved constructs and stroke her fragile ego.

Quest Hook: Ezelga requests the party's aid in reclaiming some of her weaponry, abandoned in enemy territory. When they arrive at the location, they find themselves trapped with a selection of her war machines, an oncoming enemy force… and an attentive audience. Ezelga has manufactured the situation to show off her weapons to prospective buyers in The Glorious Spectacle *(p.130)*.

Ezelga (Level 12)

Small humanoid (rock gnome), chaotic evil

Class Warlock 12
Background Guild Artisan
Occupation Weaponsmith
Armor Class 16 (std. leather)
Hit Points 63 (12d8)
Speed 25 ft.

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

Saving Throws Wisdom +5, Charisma +8
Skills Arcana +6, Insight +5, Investigation +6, Nature +6;
Tools tinker's tools
Senses darkvision 60 ft., passive Perception 11
Languages Common, Dwarvish, Gnomish
Challenge 5 (1,800 XP)

Dark One's Blessing. When Ezelga reduces a hostile creature to 0 hit points, she gains 16 temporary hit points.

Dark One's Own Luck (Recharges after a Short or Long Rest). When Ezelga makes an ability check or a saving throw, she may add 1d10 to the roll. She can do so after the initial roll but before determining success or failure.

Eldritch Sight. Ezelga can cast *detect magic* at will without expending a spell slot.

Eyes of the Rune Keeper. Ezelga can read all writing.

Fiendish Resilience. When Ezelga finishes a long or short rest, she may choose a damage type. She gains resistance to that damage type until she chooses a new one with this feature. Damage from magical weapons or silver weapons overcomes this resistance.

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

Guild Membership. For a monthly payment of 5 gp, Ezelga has the benefits of being part of a weaponsmiths' guild, including lodging and food, funeral expenses, use of a guild hall, legal defense, and access to allied politicians.

Minions of Chaos (1/day). Ezelga can cast *conjure elemental* using a spell slot.

Mystic Arcanum. Ezelga may cast *flesh to stone* as a 6th level spell once per day.

Pact Magic. Ezelga is a 12th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She regains expended spell slots after a short or long rest, and knows the following warlock spells:

Cantrips: *blade ward, chill touch, mage hand, poison spray*

5th level (3 slots): *counterspell, dispel magic, expeditious retreat, fire shield, hold monster, hold person, misty step, scorching ray, scrying, stinking cloud, unseen servant*

Pact of the Blade (Rapier). Ezelga can use her action to create a pact weapon in a free hand. She is proficient with the weapon and it counts as magical for the purposes of overcoming resistances and immunities. The weapon disappears if it is more than 5 ft. away from Ezelga for more than one minute, if she dies or if she dismisses it (no action required).

Sign of Ill Omen (1/day). Ezelga can cast *bestow curse* using a spell slot.

Tinker. Ezelga can spend 1 hour and 10 gp worth of materials to construct a tiny clockwork device. The device ceases to function within 24 hours unless she spends one hour repairing it to keep the device functioning. She can disassemble the device to reclaim the materials. Ezelga can have up to 3 devices at a time. She can either create a clockwork toy, a firestarter, or a music box.

Actions

Thirsting Blade. Ezelga makes two Pact Rapier attacks.

Pact Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 4 necrotic damage.

Slinger. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 9 (1d10 + 4) acid or fire damage.

Weapons, Armor & Items

Slinger, 10 fire vials, 10 acid vials, studded leather armor, 60 gp, 23 sp, 14 cp

Ezelga (Level 16)

Small humanoid (rock gnome), chaotic evil

Class Warlock 16
Background Guild Artisan
Occupation Weaponsmith

Armor Class 17 (std. leather)
Hit Points 83 (16d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	20 (+5)	10 (+0)	14 (+2)	12 (+1)	18 (+4)

Saving Throws Wisdom +6, Charisma +9
Skills Arcana +7, Insight +6, Investigation +7, Nature +7;
Tools tinker's tools
Senses darkvision 60 ft., passive Perception 11
Languages Common, Dwarvish, Gnomish
Challenge 6 (2,300 XP)

Dark One's Blessing. When Ezelga reduces a hostile creature to 0 hit points, she gains 20 temporary hit points.

Dark One's Own Luck (Recharges after a Short or Long Rest). When Ezelga makes an ability check or a saving throw, she may add 1d10 to the roll. She can do so after the initial roll but before determining success or failure.

Eldritch Sight. Ezelga can cast *detect magic* at will without expending a spell slot.

Eyes of the Rune Keeper. Ezelga can read all writing.

Fiendish Resilience. When Ezelga finishes a long or short rest, she may choose a damage type. She gains resistance to that damage type until she chooses a new one with this feature. Damage from magical weapons or silver weapons overcomes this resistance.

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

Guild Membership. For a monthly payment of 5 gp, Ezelga has the benefits of being part of a weaponsmiths' guild, including lodging and food, funeral expenses, use of a guild hall, legal defense, and access to allied politicians.

Hurl through Hell (1/day). When Ezelga hits a creature with an attack, she can instantly teleport that creature through the lower planes. The creature disappears and hurtles through a nightmarish landscape. At the end of Ezelga's next turn, the target returns to the space it previously occupied or the nearest unoccupied space. If the target is not a fiend, it takes 60 (10d10) psychic damage as it reels from its horrific experience.

Minions of Chaos (1/day). Ezelga can cast *conjure elemental* using a spell slot.

Mystic Arcanum. Ezelga may cast *flesh to stone* as a 6th level spell once per day, *etherealness* as a 7th-level spell once per day, and *feeblemind* as an 8th-level spell once per day.

Pact Magic. Ezelga is a 16th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). She regains expended spell slots after a short or long rest, and knows the following warlock spells:

Cantrips: *blade ward, chill touch, mage hand, poison spray*

5th level (3 slots): *blight, counterspell, dispel magic, expeditious retreat, fire shield, hold monster, hold person, misty step, scorching ray, scrying, shatter, stinking cloud, unseen servant*

Pact of the Blade (Rapier). Ezelga can use her action to create a pact weapon in a free hand. She is proficient with the weapon and it counts as magical for the purposes of overcoming resistances and immunities. The weapon disappears if it is more than 5 ft. away from Ezelga for more than one minute, if she dies or if she dismisses it (no action required).

Sign of Ill Omen (1/day). Ezelga can cast *bestow curse* using a spell slot.

Tinker. Ezelga can spend 1 hour and 10 gp worth of materials to construct a tiny clockwork device. The device ceases to function within 24 hours unless she spends one hour repairing it to keep the device functioning. She can disassemble the device to reclaim the materials. Ezelga can have up to 3 devices at a time. She can either create a clockwork toy, a firestarter, or a music box.

Witch Sight. Ezelga can see the true form of any shapechanger, or creature concealed by illusion or transmutation magic, while the creature is within 30 feet of her and within line of sight.

Actions

Thirsting Blade. Ezelga makes two Pact Rapier attacks.

Pact Rapier. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 4 necrotic damage.

Slinger. *Ranged Weapon Attack:* +10 to hit, range 80/320 ft., one target. *Hit:* 10 (1d10 + 5) acid or fire damage.

Weapons, Armor & Items

Slinger, 10 fire vials, 10 acid vials, studded leather armor, 200 gp, 23 sp, 14 cp

Ezelga (Level 20)

Small humanoid (rock gnome), chaotic evil

Class Warlock 20
Background Guild Artisan
Occupation Weaponsmith
Armor Class 17 (std. leather)
Hit Points 103 (20d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	20 (+5)	10 (+0)	14 (+2)	12 (+1)	20 (+5)

Saving Throws Wisdom +7, Charisma +11
Skills Arcana +8, Insight +7, Investigation +8, Nature +8;
Tools tinker's tools
Senses darkvision 60 ft., passive Perception 11
Languages Common, Dwarvish, Gnomish
Challenge 7 (2,900 XP)

Dark One's Blessing. When Ezelga reduces a hostile creature to 0 hit points, she gains 25 temporary hit points.

Dark One's Own Luck (Recharges after a Short or Long Rest). When Ezelga makes an ability check or a saving throw, she may add 1d10 to the roll. She can do so after the initial roll but before determining success or failure.

Eldritch Master (1/day). Ezelga can spend one minute entreating her patron to regain all her expended spell slots from her Pact Magic feature.

Eldritch Sight. Ezelga can cast *detect magic* at will without expending a spell slot.

Eyes of the Rune Keeper. Ezelga can read all writing.

Fiendish Resilience. When Ezelga finishes a long or short rest, she may choose a damage type. She gains resistance to that damage type until she chooses a new one with this feature. Damage from magical weapons or silver weapons overcomes this resistance.

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

Guild Membership. For a monthly payment of 5 gp, Ezelga has the benefits of being part of a weaponsmiths' guild, including lodging and food, funeral expenses, use of a guild hall, legal defense, and access to allied politicians.

Hurl through Hell (1/day). When Ezelga hits a creature with an attack, she can instantly teleport that creature through the lower planes. The creature disappears and hurtles through a nightmarish landscape. At the end of Ezelga's next turn, the target returns to the space it previously occupied or the nearest unoccupied space. If the target is not a fiend, it takes 60 (10d10) psychic damage as it reels from its horrific experience.

Minions of Chaos (1/day). Ezelga can cast *conjure elemental* using a spell slot.

Mire the Mind (1/day). Ezelga can cast *slow* using a spell slot.

Mystic Arcanum. Ezelga may cast *flesh to stone* as a 6th level spell once per day, *etherealness* as a 7th-level spell once per day, *feeblemind* as an 8th-level spell once per day, and *foresight* as a 9th-level spell once per day.

Pact Magic. Ezelga is a 20th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). She regains expended spell slots after a short or long rest, and knows the following warlock spells:

Cantrips: *blade ward, chill touch, mage hand, poison spray*

5th level (3 slots): *banishment, blight, counterspell, dispel magic, expeditious retreat, fire shield, hallow, hold monster, hold person, misty step, scorching ray, scrying, shatter, stinking cloud, unseen servant*

Pact of the Blade (Rapier). Ezelga can use her action to create a pact weapon in a free hand. She is proficient with the weapon and it counts as magical for the purposes of overcoming resistances and immunities. The weapon disappears if it is more than 5 ft. away from Ezelga for more than one minute, if she dies or if she dismisses it (no action required).

Sign of Ill Omen (1/day). Ezelga can cast *bestow curse* using a spell slot.

Tinker. Ezelga can spend 1 hour and 10 gp worth of materials to construct a tiny clockwork device. The device ceases to function within 24 hours unless she spends one hour repairing it to keep the device functioning. She can disassemble the device to reclaim the materials. Ezelga can have up to 3 devices at a time. She can either create a clockwork toy, a firestarter, or a music box.

Witch Sight. Ezelga can see the true form of any shapechanger, or creature concealed by illusion or transmutation magic, while the creature is within 30 feet of her and within line of sight.

Actions

Thirsting Blade. Ezelga makes two Pact Rapier attacks.

Pact Rapier. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 5 necrotic damage.

Slinger. *Ranged Weapon Attack:* +11 to hit, range 80/320 ft., one target. *Hit:* 10 (1d10 + 5) acid or fire damage.

Weapons, Armor & Items

Slinger, 10 fire vials, 10 acid vials, studded leather armor, 200 gp, 223 sp, 14 cp

Fel Kade

Medium humanoid (human), chaotic evil

Class Fighter 1
Background Soldier
Occupation Sellsword
Armor Class 15 (half plate)
Hit Points 12 (1d10 + 2)
Speed 30 ft.

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

Saving Throws Strength +6, Constitution +4
Skills Athletics +6, Insight +4, Intimidation +4, Perception +4;
Tools dice, land vehicles
Senses passive Perception 14
Languages Common, Dwarvish
Challenge 1/2 (100 XP)

Fighting Style (Defense). Fel Kade adds +1 to his AC when wearing armor (included in his stat block).

Military Rank. Fel Kade has the rank of captain. Soldiers loyal to his organization recognize this rank.

Second Wind (Recharges after a Short or Long Rest). On his turn, Fel Kade can use a bonus action to regain 1d10 + 1 hit points.

Actions

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.



Overview

Battle can make or break a man. Fel Kade was a promising solider once; promoted for acts of valor, storming forward when others quavered, inspiring others to do the same. As the war dragged on, although Fel Kade grew crueler and harder, his unit could not be routed.

Until the day they were.

Caught in a crush of stampeding bodies, panicking animals rather than soldiers, Fel Kade was trampled into the churning mud amongst the dead and dying. Clawing his way up, he was surrounded by the enemy. How he survived, not even he knows, but that day he was reborn, caked in gore and filth, bleeding from a dozen wounds, made monstrous by his labor.

Entirely alone, he wandered the path of so many desperate, broken men stranded far from home and turned to banditry, first to fill his stomach, then to equip himself, and finally for amusement. His talent for violence did not go unnoticed, and soon a band of particularly unsavory individuals formed around him; deserters, marauders, and thugs gathered behind this seeming avatar of war, marred by the scars of his own death. Keeping atop the heap has required a further spiral into violence and depravity to keep the attention of his 'unit' focussed on the next prize, rather than turning to infighting as so many similarly barbarous groups do.

Some of his men view him with devotion verging on religious fervor, some see him as a means to act on their own twisted impulses, others live in fear of his wrath, but none dare openly defy him after his previous, brutal put-downs of would-be mutinies.

Personality Traits

"I've forgotten half the towns I've burned, what makes you think I'll remember killing you?" Fel Kade is a man who has become very good at weaponizing terror. His and, by extension, his company's reputation for committing atrocities is often enough to convince enemies to lay down their arms rather than provoke his ire.

Ideals

"Think you scare me? I've died once already." Fel Kade will never back down, or shy away from a conflict.

Bonds

"I bled for them. They'll know my name before they die." Fel Kade does not blame the men in his former unit for routing, but does harbour a grudge against his superiors who gave the command and left him for dead.

Flaws

"What did you say?" Fel Kade is the epitome of a dangerous man. The injuries and betrayals he suffered have left him addled, unstable, and liable to lash out at any perceived insult.

Roleplaying Fel Kade

Fel Kade is uncompromisingly tough, brutal, and violent, especially in front of his men, who he knows he must keep continually reverent and fearful in order to maintain control. He will bear no insult or attempt to undermine his authority, preferring to lose a potential ally or renege on a deal rather than lose face.

Fel Kade's actions are those of a man who has nothing to lose, believing himself to have died and been reborn once already.

"You'd better kill me; I can promise you won't get a second swing."

Weapons, Armor & Items

Greatsword, warhammer, heavy crossbow, 20 bolts, half plate*, *gauntlets of iron command*, 40 sp

*While wearing this armor, Fel Kade has disadvantage on Dexterity (Stealth) checks

Fel Kade (Level 4)

Medium humanoid (human), chaotic evil

Class Fighter 3/ Barbarian 1
Background Soldier
Occupation Sellsword
Armor Class 16 (half plate)
Hit Points 37 (3d10 + 1d12 + 8)
Speed 30 ft.

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

Saving Throws Strength +6, Constitution +4
Skills Athletics +6, Insight +4, Intimidation +4, Perception +4;
Tools dice, land vehicles, woodcarver's tools
Senses passive Perception 14
Languages Common, Dwarvish
Challenge 2 (450 XP)

Action Surge (Recharges after a Short or Long Rest). On his turn, Fel Kade can take an additional action on top of his normal action and possible bonus action.

Rage (2/day). On his turn, Fel Kade can enter a rage as a bonus action. He gains advantage on Strength checks and Strength saving throws, a +2 bonus to damage when making Strength based melee attacks, and resistance to bludgeoning, piercing, and slashing damage. Rage lasts for 1 minute; it ends early if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. He can also choose to end his rage early as a bonus action.

Combat Superiority. Fel Kade has 4 superiority dice. These dice are expended when used and are regained after a short or long rest.

Disarming Attack. Fel Kade can expend 1 superiority die when he hits a creature with a weapon attack to attempt to disarm the target. He adds 1d8 to the attack's damage roll. The target must make a DC 14 Strength saving throw or drop one item of Fel Kade's choice that it's holding.

Feinting Attack. Fel Kade can expend one superiority dice to choose a creature within 5 feet of him. He gains advantage on his next attack roll against that target and adds 1d8 to attack's damage roll on a hit.

Menacing Attack. Fel Kade can expend 1 superiority die when he hits a creature with a weapon attack. He adds 1d8 to the attack's damage roll. The target must make a DC 14 Wisdom saving throw or become frightened of Fel Kade until the end of his next turn.

Fighting Style (Defense). Fel Kade adds +1 to his AC when wearing armor (included in his stat block).

Military Rank. Fel Kade has the rank of captain. Soldiers loyal to his organization recognize this rank.

Second Wind (Recharges after a Short or Long Rest). On his turn, Fel Kade can use a bonus action to regain 1d10 + 3 hit points.

Actions

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Weapons, Armor & Items

Greatsword, warhammer, heavy crossbow, 20 bolts, half plate*, *gauntlets of iron command*, 40 sp, 30 cp

*While wearing this armor, Fel Kade has disadvantage on Dexterity (Stealth) checks

Reunion

"Kellock," rasped the voice in the darkness.

The captain whipped around, and looked as though he had seen a ghost.

"You? I thought you... The rout, you were..."

"I was," came the wheezing reply as the figure stepped into the light of the fire. "Been a long time, Kellock. Looks like you're the unit my boys have been sent to reinforce."

Kellock's face lost most of its color, whether from the reputation of his new reinforcements or the shape now made monstrously clear by the firelight, it was difficult to say. He gathered himself enough to begin to offer a place by the fire, but the man was already hunched on a stool, shadows dancing in the crags of his ruined face.

"Got beer?"

"Wine."

The man sneered at the proffered cup—or perhaps that was simply the curve of the gash he had in place of a mouth—but snatched it nonetheless and took a deep draught, a thin trickle of red dribbling between the yellowed teeth left naked by his missing lip.

"I thought it was strange enough seeing Ander again; even more full of himself than when he had our command now he's g-"

"Valiente's here?"

"'Scorchheart' he calls himself now, not that he has all that much to say to a common foot-soldier like me these days-"

But Fel Kade was already on his feet, marching towards the distant command tent, a path clearing before him.

"Thanks for the drink."

Fel Kade (Level 8)

Medium humanoid (human), chaotic evil

Class Fighter 5/ Barbarian 3
Background Soldier
Occupation Sellsword
Armor Class 16 (half plate)
Hit Points 71 (5d10 + 3d12 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	15 (+2)	10 (+0)	14 (+2)	14 (+2)

Saving Throws Strength +8, Constitution +5
Skills Athletics +8, Insight +5, Intimidation +5, Perception +5;
Tools dice, land vehicles, woodcarver's tools
Senses passive Perception 15
Languages Common, Dwarvish
Challenge 3 (700 XP)

Action Surge (Recharges after a Short or Long Rest). On his turn, Fel Kade can take an additional action on top of his normal action and possible bonus action.

Rage (3/day). On his turn, Fel Kade can enter a rage as a bonus action. He gains advantage on Strength checks and Strength saving throws, a +2 bonus to damage when making Strength based melee attacks, and resistance to bludgeoning, piercing, and slashing damage. Rage lasts for 1 minute; it ends early if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. He can also choose to end his rage early as a bonus action.

Combat Superiority. Fel Kade has 4 superiority dice. These dice are expended when used and are regained after a short or long rest.

Disarming Attack. Fel Kade can expend 1 superiority die when he hits a creature with a weapon attack to attempt to disarm the target. He adds 1d8 to the attack's damage roll. The target must make a DC 16 Strength saving throw or drop one item of Fel Kade's choice that it's holding.

Feinting Attack. Fel Kade can expend one superiority dice to choose a creature within 5 feet of him. He gains advantage on his next attack roll against that target and adds 1d8 to attack's damage roll on a hit.

Menacing Attack. Fel Kade can expend 1 superiority die when he hits a creature with a weapon attack. He adds 1d8 to the attack's damage roll. The target must make a DC 16 Wisdom saving throw or become frightened of Fel Kade until the end of his next turn.

Danger Sense. Fel Kade has advantage on Dexterity saving throws against effects he can see, such as traps and spells, as long as he is not blinded, deafened, or incapacitated.

Fighting Style (Defense). Fel Kade adds +1 to his AC when wearing armor (included in his stat block).

Frenzy. When raging, Fel Kade can make a single melee weapon attack on each of his turns as a bonus action. When his rage ends he suffers one level of exhaustion.

Military Rank. Fel Kade has the rank of captain. Soldiers loyal to his organization recognize this rank.

Reckless Attack. When making his first attack on his turn, Fel Kade may choose to attack recklessly, giving him advantage on all Strength-based attacks during his turn, but granting advantage to all attacks made against him until his next turn.

Second Wind (Recharges after a Short or Long Rest). On his turn, Fel Kade can use a bonus action to regain 1d10 + 5 hit points.

Actions

Multiattack. Fel Kade makes two weapon attacks.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Warhammer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage, or 10 (1d10 + 5) damage if used with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Weapons, Armor & Items

Greatsword, warhammer, heavy crossbow, 20 bolts, half plate*, *gauntlets of iron command*, 12 gp, 40 sp, 30 cp

*While wearing this armor, Fel Kade has disadvantage on Dexterity (Stealth) checks

Fel Kade in your Game

As a one-off adversary, the party might encounter Fel Kade in a roadside ambush, leading Carrion Company to attack a likely looking target. Depending on how many rumors abound of the fallen, heroic captain he was in his past life, Fel Kade can either present a simple, blunt-force physical threat, or a tragic figure; perhaps one of the player characters with a military background served in his unit and knew the man he used to be.

Quest Hook: Fel Kade has tracked down the final commander responsible for his disastrous last charge (perhaps Ander *(p.132)*, who could potentially be guarded by Rosalind *(p.112)*). If the party is friendly with the commander, will they respect Fel Kade's call for single combat? Should he succeed, what does Fel Kade do; can he seek redemption (with the party's guidance), or is he too far down his road of rage to turn back?

Fel Kade (Level 12)

Medium humanoid (human), chaotic evil

Class Fighter 9/ Barbarian 3
Background Soldier
Occupation Sellsword
Armor Class 16 (half plate)
Hit Points 115 (9d10 + 3d12 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	17 (+3)	10 (+0)	15 (+2)	15 (+2)

Saving Throws Strength +9, Constitution +7
Skills Athletics +9, Insight +6, Intimidation +6, Perception +6;
Tools dice, land vehicles, woodcarver's tools
Senses passive Perception 16
Languages Common, Dwarvish
Challenge 6 (2,300 XP)

Action Surge (Recharges after a Short or Long Rest). On his turn, Fel Kade can take an additional action on top of his normal action and possible bonus action.

Rage (3/day). On his turn, Fel Kade can enter a rage as a bonus action. He gains advantage on Strength checks and Strength saving throws, a +2 bonus to damage when making Strength based melee attacks, and resistance to bludgeoning, piercing, and slashing damage. Rage lasts for 1 minute; it ends early if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. He can also choose to end his rage early as a bonus action.

Combat Superiority. Fel Kade has 5 superiority dice. These dice are expended when used and are regained after a short or long rest.

Disarming Attack. Fel Kade can expend 1 superiority die when he hits a creature with a weapon attack to attempt to disarm the target. He adds 1d8 to the attack's damage roll. The target must make a DC 17 Strength saving throw or drop one item of Fel Kade's choice that it's holding.

Feinting Attack. Fel Kade can expend one superiority die to choose a creature within 5 feet of him. He gains advantage on his next attack roll against that target and adds 1d8 to attack's damage roll on a hit.

Menacing Attack. Fel Kade can expend 1 superiority die when he hits a creature with a weapon attack. He adds 1d8 to the attack's damage roll. The target must make a DC 17 Wisdom saving throw or become frightened of Fel Kade until the end of his next turn.

Riposte. Fel Kade can use his reaction and expend 1 superiority die when missed by a creature's melee attack to make a melee weapon attack against it and adds 1d8 to attack's damage roll on a hit.

Trip Attack. Fel Kade may expend 1 superiority die when he hits a creature with a weapon attack to attempt to knock the target down. He adds 1d8 to the attack's damage roll. If it is Large or smaller, the target must make a DC 17 Strength saving throw or fall prone.

Danger Sense. Fel Kade has advantage on Dexterity saving throws against effects he can see, such as traps and spells, as long as he is not blinded, deafened, or incapacitated.

Fighting Style (Defense). Fel Kade adds +1 to his AC when wearing armor (included in his stat block).

Frenzy. When raging, Fel Kade can make a single melee weapon attack on each of his turns as a bonus action. When his rage ends, he suffers one level of exhaustion.

Indomitable (1/day). Fel Kade can reroll a failed saving throw.

Know Your Enemy. Fel Kade can learn certain information about a creature's capabilities, compared to his own, if he spends at least one minute observing or interacting with it outside of combat. He can discern if the creature is his equal, superior, or inferior in up to two categories: Strength score, Dexterity score, Constitution score, Armor Class, current hit points, total class levels, or Fighter class levels.

Military Rank. Fel Kade has the rank of captain. Soldiers loyal to his organization recognize this rank.

Reckless Attack. When making his first attack on his turn, Fel Kade may choose to attack recklessly, giving him advantage on all Strength-based attacks during his turn, but granting advantage to all attacks made against him until his next turn.

Second Wind (Recharges after a Short or Long Rest). On his turn, Fel Kade can use a bonus action to regain 1d10 + 9 hit points.

Actions

Multiattack. Fel Kade makes two weapon attacks.

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

Warhammer. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage, or 10 (1d10 + 5) damage if used with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Weapons, Armor & Items

Greatsword, warhammer, heavy crossbow, 20 bolts, half plate*, *gauntlets of iron command*, 35 gp, 90 sp, 30 cp

*While wearing this armor, Fel Kade has disadvantage on Dexterity (Stealth) checks

Fel Kade (Level 16)

Medium humanoid (human), chaotic evil

Class Fighter 13/ Barbarian 3
Background Soldier
Occupation Sellsword
Armor Class 16 (half plate)
Hit Points 151 (13d10 + 3d12 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	17 (+3)	10 (+0)	16 (+3)	16 (+3)

Saving Throws Strength +10, Constitution +8
Skills Athletics +10, Insight +8, Intimidation +8, Perception +8;
Tools dice, land vehicles, woodcarver's tools
Senses passive Perception 18
Languages Common, Dwarvish
Challenge 8 (3,900 XP)

Action Surge (Recharges after a Short or Long Rest). On his turn, Fel Kade can take an additional action on top of his normal action and possible bonus action.

Rage (3/day). On his turn, Fel Kade can enter a rage as a bonus action. He gains advantage on Strength checks and Strength saving throws, a +2 bonus to damage when making Strength based melee attacks, and resistance to bludgeoning, piercing, and slashing damage. Rage lasts for 1 minute; it ends early if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. He can also choose to end his rage early as a bonus action.

Combat Superiority. Fel Kade has 5 superiority dice. These dice are expended when used and are regained after a short or long rest.

Disarming Attack. Fel Kade can expend 1 superiority die when he hits a creature with a weapon attack to attempt to disarm the target. He adds 1d8 to the attack's damage roll. The target must make a DC 18 Strength saving throw or drop one item of Fel Kade's choice that it's holding.

Feinting Attack. Fel Kade can expend one superiority die to choose a creature within 5 feet of him. He gains advantage on his next attack roll against that target and adds 1d10 to attack's damage roll on a hit.

Goading Attack. Fel Kade can expend 1 superiority die when he hits a creature with a weapon attack to attempt to goad the target. He adds 1d10 to the attack's damage roll. The target must make a DC 18 Wisdom saving throw or have disadvantage on attack rolls against all targets other than him until the end of his next turn.

Menacing Attack. Fel Kade can expend 1 superiority die when he hits a creature with a weapon attack. He adds 1d10 to the attack's damage roll. The target must make a DC 18 Wisdom saving throw or become frightened of Fel Kade until the end of his next turn.

Parry. Fel Kade can use his reaction to expend 1 superiority die when damaged by another creature's melee attack, reducing the damage taken by 1d10.

Riposte. Fel Kade can use his reaction and expend 1 superiority die when missed by a creature's melee attack to make a melee weapon attack against it and adds 1d10 to attack's damage roll on a hit.

Trip Attack. Fel Kade may expend 1 superiority die when he hits a creature with a weapon attack to attempt to knock the target down. He adds 1d10 to the attack's damage roll. If it is Large or smaller, the target must make a DC 18 Strength saving throw or fall prone.

Danger Sense. Fel Kade has advantage on Dexterity saving throws against effects he can see, such as traps and spells, as long as he is not blinded, deafened, or incapacitated.

Fighting Style (Defense). Fel Kade adds +1 to his AC when wearing armor (included in his stat block).

Frenzy. When raging, Fel Kade can make a single melee weapon attack on each of his turns as a bonus action. When his rage ends, he suffers one level of exhaustion.

Indomitable (2/day). Fel Kade can reroll a failed saving throw.

Know Your Enemy. Fel Kade can learn certain information about a creature's capabilities, compared to his own, if he spends at least one minute observing or interacting with it outside of combat. He can discern if the creature is his equal, superior, or inferior in up to two categories: Strength score, Dexterity score, Constitution score, Armor Class, current hit points, total class levels, or Fighter class levels.

Military Rank. Fel Kade has the rank of captain. Soldiers loyal to his organization recognize this rank.

Reckless Attack. When making his first attack on his turn, Fel Kade may choose to attack recklessly, giving him advantage on all Strength-based attacks during his turn, but granting advantage to all attacks made against him until his next turn.

Second Wind (Recharges after a Short or Long Rest). On his turn, Fel Kade can use a bonus action to regain 1d10 + 13 hit points.

Actions

Multiattack. Fel Kade makes three weapon attacks.

Greatsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Warhammer. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage, or 10 (1d10 + 5) damage if used with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Weapons, Armor & Items

Greatsword, warhammer, heavy crossbow, 20 bolts, half plate*, *gauntlets of iron command*, 85 gp, 190 sp, 30 cp

*While wearing this armor, Fel Kade has disadvantage on Dexterity (Stealth) checks

Fel Kade (Level 20)

Medium humanoid (human), chaotic evil

Class Fighter 17/ Barbarian 3
Background Soldier
Occupation Sellsword
Armor Class 17 (half plate)
Hit Points 227 (17d10 + 3d12 + 100)
Speed 30 ft.

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

Saving Throws Strength +11, Constitution +11
Skills Athletics +11, Insight +9, Intimidation +9, Perception +9;
Tools dice, land vehicles, woodcarver's tools
Senses passive Perception 19
Languages Common, Dwarvish
Challenge 10 (5,900 XP)

Action Surge (2/day; Recharges after a Short or Long Rest). On his turn, Fel Kade can take an additional action on top of his normal action and possible bonus action.

Rage (3/day). On his turn, Fel Kade can enter a rage as a bonus action. He gains advantage on Strength checks and Strength saving throws, a +2 bonus to damage when making Strength based melee attacks, and resistance to bludgeoning, piercing, and slashing damage. Rage lasts for 1 minute; it ends early if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. He can also choose to end his rage early as a bonus action.

Combat Superiority. Fel Kade has 6 superiority dice. These dice are expended when used and are regained after a short or long rest. When Fel Kade rolls initiative and has no superiority dice remaining, he gains 1 superiority die.

Commander's Strike. Fel Kade can expend 1 superiority die when taking the attack action. He forgoes one of his attacks and uses a bonus action to allow a friendly creature who can see or hear him to use its reaction to make one weapon attack, adding 1d10 to the attack roll.

Distracting Strike. Fel Kade can expend 1 superiority die when he hits a creature with a weapon attack to distract the target. He adds 1d10 to the attack's damage roll. The next attack made against the target by a creature other than him before the start of her next turn has advantage.

Disarming Attack. Fel Kade can expend 1 superiority die when he hits a creature with a weapon attack to attempt to disarm the target. He adds 1d8 to the attack's damage roll. The target must make a DC 19 Strength saving throw or drop one item of Fel Kade's choice that it's holding.

Feinting Attack. Fel Kade can expend one superiority die to choose a creature within 5 feet of him. He gains advantage on his next attack roll against that target and adds 1d10 to attack's damage roll on a hit.

Goading Attack. Fel Kade can expend 1 superiority die when he hits a creature with a weapon attack to attempt to goad the target. He adds 1d10 to the attack's damage roll. The target must make a DC 19 Wisdom saving throw or have disadvantage on attack rolls against all targets other than him until the end of his next turn.

Menacing Attack. Fel Kade can expend 1 superiority die when he hits a creature with a weapon attack. He adds 1d10 to the attack's damage roll. The target must make a DC 19 Wisdom saving throw or become frightened of Fel Kade until the end of his next turn.

Parry. Fel Kade can use his reaction to expend 1 superiority die when damaged by another creature's melee attack, reducing the damage taken by 1d10.

Riposte. Fel Kade can use his reaction and expend 1 superiority die when missed by a creature's melee attack to make a melee weapon attack against it and adds 1d10 to attack's damage roll on a hit.

Trip Attack. Fel Kade may expend 1 superiority die when he hits a creature with a weapon attack to attempt to knock the target down. He adds 1d10 to the attack's damage roll. If it is Large or smaller, the target must make a DC 19 Strength saving throw or fall prone.

Danger Sense. Fel Kade has advantage on Dexterity saving throws against effects he can see, such as traps and spells, as long as he is not blinded, deafened, or incapacitated.

Fighting Style (Defense). Fel Kade adds +1 to his AC when wearing armor (included in his stat block).

Frenzy. When raging, Fel Kade can make a single melee weapon attack on each of his turns as a bonus action. When his rage ends, he suffers one level of exhaustion.

Indomitable (3/day). Fel Kade can reroll a failed saving throw.

Know Your Enemy. Fel Kade can learn certain information about a creature's capabilities, compared to his own, if he spends at least one minute observing or interacting with it outside of combat. He can discern if the creature is his equal, superior, or inferior in up to two categories: Strength score, Dexterity score, Constitution score, Armor Class, current hit points, total class levels, or Fighter class levels.

Military Rank. Fel Kade has the rank of captain. Soldiers loyal to his organization recognize this rank.

Reckless Attack. When making his first attack on his turn, Fel Kade may choose to attack recklessly, giving him advantage on all Strength-based attacks during his turn, but granting advantage to all attacks made against him until his next turn.

Second Wind (Recharges after a Short or Long Rest). On his turn, Fel Kade can use a bonus action to regain 1d10 + 17 hit points.

Actions

Multiattack. Fel Kade makes three weapon attacks.

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

Warhammer. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage, or 10 (1d10 + 5) damage if used with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Weapons, Armor & Items

Greatsword, warhammer, heavy crossbow, 20 bolts, half plate*, *gauntlets of iron command*, 185 gp, 390 sp, 30 cp

*While wearing this armor, Fel Kade has disadvantage on Dexterity (Stealth) checks

Kley Tukangkutsuu

Medium humanoid (tiefling), neutral evil

Class Rogue 1
Background Guild Artisan
Occupation Weapons Dealer
Armor Class 13 (leather)
Hit Points 8 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	15 (+2)	10 (+0)	15 (+2)	14 (+2)	17 (+3)

Saving Throws Dexterity +4, Intelligence +4
Skills Deception +7, Insight +4, Intimidation +5, Perception +4, Persuasion +7, Sleight of Hand +4;
Tools cobbler's tools, thieves' tools
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 14
Languages Common, Dwarvish, Infernal, Thieves' Cant
Challenge 1/4 (50 XP)

Sneak Attack (1/turn). Kley can deal an extra 1d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Guild Membership. For a monthly payment of 5 gp, Kley has the benefits of being part of a traders' guild, including lodging and food, funeral expenses, use of a guild hall, legal defense, and access to allied politicians.

Expertise (Deception and Persuasion). Kley doubles his proficiency bonus (+4) to checks with his Expertise skills.

Infernal Legacy. Kley can cast the *thaumaturgy* cantrip using Charisma as his spellcasting modifier (spell save DC 13).

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.



Overview

For as long as he can remember, Kley has wanted Aniyo Giya. He would call it love, and perhaps it was once; perhaps his attempts to win her came from a place of affection, not possessiveness. Perhaps.

He was no suitable match for her, certainly. A low-born cobbler's son couldn't hope for the hand of the daughter of a noble house, even were he handsome, witty, and intelligent (Kley, as it happened, lacked all these qualities, though he did possess a certain cunning). Wealth, however, speaks for itself; self-made might be less desirable than inherited, but with enough coin the distinction becomes blurry. Kley knew he could make enough; he had a nose for these things.

War is inevitable, and armies need, well ...arming. Kley started to stockpile whatever arms he could, selling off other stock for a song to buy armor destined for the scrap heap and fixing it up just enough to be saleable (some smiths owed him a favor). When profits began to roll in, he took over a forge, and began working the smiths night and day to churn out product.

As soon as he was able, Kley started to buy additional foundries under false names, allowing him to drive up prices as he fancied. He fabricated bidding wars and professional rivalries, striking up lucrative exclusive contracts with wealthy buyers through various fronts. Secretly, he even owns some slave-operated forges, enabling him to keep prices as low as possible.

Kley is now a wealthy man, and he frequently arranges lavish parties to show off his riches. He plans one day to invite Giya and her noble father, revenge himself upon their disdain and win her hand in one fell swoop, but the details must be exactly right, and his plate-spinning professional life leaves little time to plan.

Personality Traits

"I can get them, but it'll cost double." Kley is crafty and never passes up a bargain. However, his megalomaniacal bent in trying to amass as much wealth as possible has caused him to cross lines most businessmen wouldn't.

Ideals

"I will not live my life in the gutter." Kley sees himself as above his peers and worthy of a place among the elite echelons of society.

Bonds

"She'd be lucky to have me." Giya represents everything Kley believes should be rightfully his, and a marriage into the Aniyo family would validate his delusions of grandeur.

Flaws

"She's mine, damnit! It's all for her!" Kley is prickly and prideful, and sees his ultimate endeavour of winning Giya as noble and inevitable. Insinuations that his motivations are less than gallant (or certain) puncture through to the insecurity beneath the bravado.

Roleplaying Kley

Kley presents himself as a suave, sophisticated businessman who can get anything done for the right price. He is crass in his displays of wealth, having the notion the upper classes are expected to behave as such, and masking his own insecurities about his precarious lifestyle.

Kley prefers to have others do his fighting for him, and has enough coin to sustain a guard. However, he can hold his own using moves he has learnt for weapon demonstrations. Like all things, he somewhat overestimates his talent for combat, but his self-preservation will normally outweigh his pride should things turn for the worse.

"Like what you see? I can outfit 1000 men with them in a month, a fortnight if you pay up-front."

Weapons, Armor & Items

2 shortswords, light crossbow, 20 bolts, leather armor, fine clothes, *appropriate change*

Kley Tukangkutsuu (Level 4)

Medium humanoid (tiefling), neutral evil

Class Rogue 4
Background Guild Artisan
Occupation Weapons Dealer
Armor Class 14 (leather)
Hit Points 23 (4d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	16 (+3)	10 (+0)	15 (+2)	14 (+2)	18 (+4)

Saving Throws Dexterity +5, Intelligence +4
Skills Deception +8, Insight +4, Intimidation +6, Perception +4, Persuasion +8, Sleight of Hand +5;
Tools cobbler's tools, thieves' tools
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 14
Languages Common, Dwarvish, Infernal, Thieves' Cant
Challenge 1 (200 XP)

Sneak Attack (1/turn). Kley can deal an extra 2d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. Kley can take a bonus action on each of his turns during combat. He can use this action to use the Dash, Disengage, Hide, or Use an Object action. Alternatively, he can make a Sleight of Hand check, or use his thieves' tools, to disarm a trap or open a lock.

Expertise (Deception and Persuasion). Kley doubles his proficiency bonus (+4) to checks with his Expertise skills.

Guild Membership. For a monthly payment of 5 gp, Kley has the benefits of being part of a traders' guild, including lodging and food, funeral expenses, use of a guild hall, legal defense, and access to allied politicians.

Infernal Legacy. Kley can cast the *thaumaturgy* cantrip, and *hellish rebuke* as a 2nd-level spell using Charisma as his spellcasting modifier (spell save DC 14). Once he casts *hellish rebuke*, he must complete a long rest before he can cast it again.

Second-Story Work. Kley can climb without expending extra movement. In addition, when he makes a running jump, the distance he covers increases by 3 feet.

Actions

Two-Weapon Fighting. When Kley makes a Shortsword attack, as a bonus action he can make a second Shortsword attack. On a hit, this attack deals 3 (1d6) piercing damage.

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

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

Weapons, Armor & Items

2 shortswords, light crossbow, 20 bolts, leather armor, fine clothes, *appropriate change*

Stick to the Last

The bear huffed and snorted through missing teeth as it shuffled from foot to foot with the beat of the band. Kley watched it, barely hiding the scowl he'd worn since the morning's news; one of his workshops had suffered a mishap, with his product and the slaves manufacturing it burnt to ashes. He'd ordered anyone found responsible made an example of, but the loss of productivity was galling. Still, there were always more slaves.

It wasn't as amusing as Kley had hoped, but one can't have revels without a dancing bear they had said, and every extravagance must be on display. The bear was the least of it; tumblers and mages-in-motley, roasted peacocks in their feathers, a pie filled with live parakeets (which now screeched in the rafters, occasionally gracing the shoulders of the assembled nobility with flecks of guano), it had cost him a pretty penny, but he was determined to impress.

Through the clamor of guests; once-strapping generals gone to red-faced suet, nobles and their toadies, rough-faced mercenaries in finery, Kley saw him. Taking a goblet from a passing servant, he weaved through the crowd and presented himself with a bow.

"My lord of Aniyo, be welcome, please have a drink."

Aniyo curled his lip at the vintage and surveyed the soiree as a whole with similar distaste.

"Was this... *folly* for my benefit?"

"I had hoped-"

"Your designs on my daughter, yes," Aniyo sniffed and pointed to his supple leather boots. "Your father made me these boots. They have served me well and I am far more positively-inclined towards them than I am anything else of his creation."

"Sir-"

"You're an up-jumped, grubby little cobbler with no more place in my family than that," he inclined his head to the bear, "has in a ballroom."

Aniyo turned on his heel and left without another word. Kley stood in silence, refused drink still in hand, teeth grinding. Striding over to one of his men, he threw the goblet to the floor and it shattered in a pool of overpriced red.

"Chain that bear and find me some hounds. I need to kill something."

Kley Tukangkutsuu (Level 8)

Medium humanoid (tiefling), neutral evil

Class Rogue 8
Background Guild Artisan
Occupation Weapons Dealer
Armor Class 14 (leather)
Hit Points 43 (8d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	17 (+3)	10 (+0)	16 (+3)	14 (+2)	18 (+4)

Saving Throws Dexterity +6, Intelligence +6
Skills Deception +10, Insight +8, Intimidation +7, Perception +8, Persuasion +10, Sleight of Hand +6;
Tools cobbler's tools, thieves' tools
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 18
Languages Common, Dwarvish, Infernal, Thieves' Cant
Challenge 2 (450 XP)

Sneak Attack (1/turn). Kley can deal an extra 4d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. Kley can take a bonus action on each of his turns during combat. He can use this action to use the Dash, Disengage, Hide, or Use an Object action. Alternatively, he can make a Sleight of Hand check, or use his thieves' tools, to disarm a trap or open a lock.

Evasion. When Kley is subjected to an effect that allows him to make a Dexterity saving throw to only take half damage, he takes no damage on a successful saving throw and half damage on a failed one.

Expertise (Deception, Insight, Perception, Persuasion). Kley doubles his proficiency bonus (+6) to checks with his Expertise skills.

Guild Membership. For a monthly payment of 5 gp, Kley has the benefits of being part of a traders' guild, including lodging and food, funeral expenses, use of a guild hall, legal defense, and access to allied politicians.

Infernal Legacy. Kley can cast the *thaumaturgy* cantrip, *darkness*, and *hellish rebuke* as a 2nd-level spell, using Charisma as his spellcasting modifier (spell save DC 15). Once he casts a spell, he can't cast it again until he completes a long rest.

Second-Story Work. Kley can climb without expending extra movement. In addition, when he makes a running jump, the distance he covers increases by 3 feet.

Actions

Two-Weapon Fighting. When Kley makes a Shortsword attack, as a bonus action he can make a second Shortsword attack. On a hit, this attack deals 3 (1d6) piercing damage.

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

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

Reactions

Uncanny Dodge. When Kley is hit with an attack from an attacker that he can see, he can halve the attack's damage.

Weapons, Armor & Items

2 shortswords, light crossbow, 20 bolts, leather armor, fine clothes, *appropriate change*

Kley in your Game

Kley is most likely to be encountered by the party as a straightforward weapons merchant; his double-dealing, war profiteering, use of slave-powered workshops and market rigging becoming clear only by discovering his influence further afield.

The party may make a number of decisions upon their discovery, and no option will be easy; Kley's network is wide-spread and airtight—no one part of the operation knows about many or, occasionally, any of the others. Some are even legitimate, unaware of foul-play along the production line and reliant on Kley's business to sustain their livelihood. Any skilled crafts or salesperson may be offered work by Kley himself, or one of his intermediaries. Do the party attempt to bring down his operation? Ally with or blackmail him for a cut of the profits? Or is it none of their business?

Quest Hook: After a disastrous dinner party, Kley now believes the only thing standing in the way of Giya's love is her father. He needs him removed from power and prestige, but Aniyo's fall mustn't be traced back to him. He asks the party to help bring Aniyo down in the eyes of his peers; and with true love on the line, who could refuse?

Kley Tukangkutsuu (Level 12)

Medium humanoid (tiefling), neutral evil

Class Rogue 12
Background Guild Artisan
Occupation Weapons Dealer
Armor Class 16 (std. leather)
Hit Points 63 (12d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	18 (+4)	10 (+0)	16 (+3)	15 (+2)	20 (+5)

Saving Throws Dexterity +8, Intelligence +7
Skills Deception +13, Insight +10, Intimidation +9, Perception +10, Persuasion +13, Sleight of Hand +8;
Tools cobbler's tools, thieves' tools
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 20
Languages Common, Dwarvish, Infernal, Thieves' Cant
Challenge 4 (1,100 XP)

Sneak Attack (1/turn). Kley can deal an extra 6d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. Kley can take a bonus action on each of his turns during combat. He can use this action to use the Dash, Disengage, Hide, or Use an Object action. Alternatively, he can make a Sleight of Hand check, or use his thieves' tools, to disarm a trap or open a lock.

Evasion. When Kley is subjected to an effect that allows him to make a Dexterity saving throw to only take half damage, he takes no damage on a successful saving throw and half damage on a failed one.

Expertise (Deception, Insight, Perception, Persuasion). Kley doubles his proficiency bonus (+8) to checks with his Expertise skills.

Guild Membership. For a monthly payment of 5 gp, Kley has the benefits of being part of a traders' guild, including lodging and food, funeral expenses, use of a guild hall, legal defense, and access to allied politicians.

Infernal Legacy. Kley can cast the *thaumaturgy* cantrip, *darkness*, and *hellish rebuke* as a 2nd-level spell, using Charisma as his spellcasting modifier (spell save DC 17). Once he casts a spell, he can't cast it again until he completes a long rest.

Reliable Talent. When Kley makes an ability check that lets him add his proficiency bonus, he can treat a d20 roll of a 9 or lower as a 10.

Second-Story Work. Kley can climb without expending extra movement. In addition, when he makes a running jump, the distance he covers increases by 4 feet.

Supreme Sneak. Kley has advantage on Stealth checks if he moves no more than half his speed on the same turn.

Actions

Two-Weapon Fighting. When Kley makes a Shortsword attack, as a bonus action he can make a second Shortsword attack. On a hit, this attack deals 3 (1d6) piercing damage.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage.

Reactions

Uncanny Dodge. When Kley is hit with an attack from an attacker that he can see, he can halve the attack's damage.

Weapons, Armor & Items

2 shortswords, light crossbow, 20 bolts, studded leather armor, fine clothes, *appropriate change*

Kley Tukangkutsuu (Level 16)

Medium humanoid (tiefling), neutral evil

Class Rogue 16
Background Guild Artisan
Occupation Weapons Dealer
Armor Class 16 (std. leather)
Hit Points 83 (16d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	18 (+4)	10 (+0)	17 (+3)	16 (+3)	20 (+5)

Saving Throws Dexterity +9, Intelligence +8, Wisdom +8
Skills Deception +15, Insight +13, Intimidation +10, Perception +13, Persuasion +15, Sleight of Hand +9;
Tools cobbler's tools, thieves' tools
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 23
Languages Common, Dwarvish, Infernal, Thieves' Cant
Challenge 5 (1,800 XP)

Sneak Attack (1/turn). Kley can deal an extra 8d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Blindsense. If Kley is able to hear, he is aware of the location of any hidden or invisible creatures within 10 feet of him.

Cunning Action. Kley can take a bonus action on each of his turns during combat. He can use this action to use the Dash, Disengage, Hide, or Use an Object action. Alternatively, he can make a Sleight of Hand check, or use his thieves' tools, to disarm a trap or open a lock.

Evasion. When Kley is subjected to an effect that allows him to make a Dexterity saving throw to only take half damage, he takes no damage on a successful saving throw and half damage on a failed one.

Expertise (Deception, Insight, Perception, Persuasion). Kley doubles his proficiency bonus (+10) to checks with his Expertise skills.

Guild Membership. For a monthly payment of 5 gp, Kley has the benefits of being part of a traders' guild, including lodging and food, funeral expenses, use of a guild hall, legal defense, and access to allied politicians.

Infernal Legacy. Kley can cast the *thaumaturgy* cantrip, *darkness*, and *hellish rebuke* as a 2nd-level spell, using Charisma as his spellcasting modifier (spell save DC 18). Once he casts a spell, he can't cast it again until he completes a long rest.

Reliable Talent. When Kley makes an ability check that lets him add his proficiency bonus, he can treat a d20 roll of a 9 or lower as a 10.

Second-Story Work. Kley can climb without expending extra movement. In addition, when he makes a running jump, the distance he covers increases by 4 feet.

Supreme Sneak. Kley has advantage on Stealth checks if he moves no more than half his speed on the same turn.

Use Magic Device. Kley ignores all class, race, and level requirements for the use of magic items.

Actions

Two-Weapon Fighting. When Kley makes a Shortsword attack, as a bonus action he can make a second Shortsword attack. On a hit, this attack deals 3 (1d6) piercing damage.

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage.

Reactions

Uncanny Dodge. When Kley is hit with an attack from an attacker that he can see, he can halve the attack's damage.

Weapons, Armor & Items

2 shortswords, light crossbow, 20 bolts, studded leather armor, fine clothes, *appropriate change*



Kley Tukangkutsuu (Level 20)

Medium humanoid (tiefling), neutral evil

Class Rogue 20
Background Guild Artisan
Occupation Weapons Dealer
Armor Class 16 (std. leather)
Hit Points 103 (20d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	18 (+4)	10 (+0)	18 (+4)	17 (+3)	20 (+5)

Saving Throws Dexterity +10, Intelligence +10, Wisdom +9
Skills Deception +17, Insight +15, Intimidation +11, Perception +15, Persuasion +17, Sleight of Hand +10;
Tools cobbler's tools, thieves' tools
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 25
Languages Common, Dwarvish, Infernal, Thieves' Cant
Challenge 6 (2,300 XP)

Sneak Attack (1/turn). Kley can deal an extra 10d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Blindsense. If Kley is able to hear, he is aware of the location of any hidden or invisible creatures within 10 feet of him.

Cunning Action. Kley can take a bonus action on each of his turns during combat. He can use this action to use the Dash, Disengage, Hide, or Use an Object action. Alternatively, he can make a Sleight of Hand check, or use his thieves' tools, to disarm a trap or open a lock.

Elusive. No attack roll can have advantage against Kley, unless he is incapacitated.

Evasion. When Kley is subjected to an effect that allows him to make a Dexterity saving throw to only take half damage, he takes no damage on a successful saving throw and half damage on a failed one.

Expertise (Deception, Insight, Perception, Persuasion). Kley doubles his proficiency bonus (+12) to checks with his Expertise skills.

Guild Membership. For a monthly payment of 5 gp, Kley has the benefits of being part of a traders' guild, including lodging and food, funeral expenses, use of a guild hall, legal defense, and access to allied politicians.

Infernal Legacy. Kley can cast the *thaumaturgy* cantrip, *darkness*, and *hellish rebuke* as a 2nd-level spell, using Charisma as his spellcasting modifier (spell save DC 19). Once he casts a spell, he can't cast it again until he completes a long rest.

Reliable Talent. When Kley makes an ability check that lets him add his proficiency bonus, he can treat a d20 roll of a 9 or lower as a 10.

Second-Story Work. Kley can climb without expending extra movement. In addition, when he makes a running jump, the distance he covers increases by 4 feet.

Stroke of Luck (Recharges after a Short or Long Rest). If Kley's 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.

Supreme Sneak. Kley has advantage on Stealth checks if he moves no more than half his speed on the same turn.

Thief's Reflexes. Kley can take two turns during the first round of any 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 is surprised.

Use Magic Device. Kley ignores all class, race, and level requirements for the use of magic items.

Actions

Two-Weapon Fighting. When Kley makes a Shortsword attack, as a bonus action he can make a second Shortsword attack. On a hit, this attack deals 3 (1d6) piercing damage.

Shortsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +10 to hit, range 80/320 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage.

Reactions

Uncanny Dodge. When Kley is hit with an attack from an attacker that he can see, he can halve the attack's damage.

Weapons, Armor & Items

2 shortswords, light crossbow, 20 bolts, studded leather armor, fine clothes, *appropriate change*

Mathias Cole

Medium humanoid (human), neutral evil

Class Bard 1
Background Entertainer
Occupation Troubadour
Armor Class 13 (leather)
Hit Points 8 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	12 (+1)	11 (+0)	14 (+2)	11 (+0)	16 (+3)

Saving Throws Dexterity +3, Charisma +5
Skills Deception +5, Insight +2, Investigation +4, Performance +5, Sleight of Hand +3; **Tools** disguise kit, hurdy-gurdy
Senses passive Perception 10
Languages Common, Elvish
Challenge 1/2 (100 XP)

Bardic Inspiration (3/day). Mathias can use his bonus action to give a creature within 60 feet his Bardic Inspiration die. Once, within the next 10 minutes, the creature can roll 1d6 and add the number rolled to one ability check, attack roll, or saving throw it makes.

By Popular Demand. Mathias can always find a place to perform, and can expect free food and lodging at the venue for each performance day.

Spellcasting. Mathias is a 1st-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He knows the following bard spells:

Cantrips: *friends, vicious mockery*

1st level (2 slots): *disguise self, dissonant whispers, hideous laughter, sleep*

Actions

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

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



Overview

Mathias Cole was an idealist once, a tavern singer looking to make his name in entertainment. When war broke out, and the soldiers moved in, he was thrilled: an audience for heroic ballads of brave knights, of shining armor, of selfless bravery in the face of certain death. The soldiers preferred drinking, brawling, and forcing themselves on locals. On the day he was beaten half to death for not knowing one of their favorite bawdy songs, he traveled to the enemy camp—surely those opposing these thugs must be better.

The opposing camp was just more of the same; more animals in armor boasting to each other of the things they'd done to villages like his, to men like him. This then was the world: brutes fighting brutes, with idealistic morons like him caught up in the flames. An epiphany such as this might have spurred or inspired some men into righteous action. Mathias Cole felt nothing but apathy.

He now travels from camp to camp, battlefield to siege to occupation, presenting himself as a staunch supporter to all, stoking their bloodlust, patriotism and hatred. The more he can rouse the rabble, the heavier his pockets become, and the more his old character is eaten away. Who cares who wins and who dies when the world would do well to be shot of the lot of them?

In his loftier moments, Mathias might think himself an idealist, a champion of the common man, ridding the world of the filth that fill it with death and destruction, but the truth is far from it. Mathias is a cynic through and through, with no higher purpose than filling his purse at any cost to his character, and no plan grander than those of the circling crows that grow fat on war.

Personality Traits

"To hell with them and good riddance. Care for a song?" Mathias lacks a moral compass; he will take the easiest route in any given situation, caring little for maintaining relationships, knowing he can simply make new friends at the next tavern.

Ideals

"Take your pleasures where you can; you'll be dead tomorrow." Mathias will gravitate towards comfort, profit and an easy life. If things start to get hairy, or if he is simply bored of one place, he will move on.

Bonds

"Raise your voices—the scum on the other side hate this song." Mathias' bonds are fleeting and transitory; he will do and say anything to get himself in the good graces of the current crowd, and cut them dead in an instant.

Flaws

"Which of you miserable sods wants a song?" Mathias' nihilism can cause him to swing from deep bouts of melancholy to self-destructive, reckless behavior.

Roleplaying Mathias

Mathias is a man with no greater ideal or conviction than himself; he is more than happy to rub shoulders with the lowest of the low, even sing songs of their virtue if it will get him a free drink, and equally happy to insult them to the next crowd he meets if he thinks it will win their favor. Similarly, if faced with conflict, he has no sense of honor at stake, and will say or do anything to weasel out of a fight, occasionally using information he has gleaned about enemies or allies to distract attention from himself to escape.

"Honor and glory;
for all the songs, they seem to be in a sorry state."

Weapons, Armor & Items

Rapier, 4 daggers, leather armor, hurdy-gurdy, 16 sp

Mathias Cole (Level 4)

Medium humanoid (human), neutral evil

Class Bard 4 **Armor Class** 14 (chain shirt)
Background Entertainer **Hit Points** 23 (4d8)
Occupation Troubadour **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	12 (+1)	11 (+0)	14 (+2)	11 (+0)	18 (+4)

Saving Throws Dexterity +3, Charisma +6
Skills Deception +8, Insight +2, Investigation +4, Performance +8, Sleight of Hand +3; **Tools** disguise kit, hurdy-gurdy
Senses passive Perception 11
Languages Common, Elvish
Challenge 1 (200 XP)

Bardic Inspiration (4/day). Mathias can use his bonus action to give a creature within 60 feet his Bardic Inspiration die. Once, within the next 10 minutes, the creature can roll 1d6 and add the number rolled to one ability check, attack roll, or saving throw it makes.

By Popular Demand. Mathias can always find a place to perform, and can expect free food and lodging at the venue for each performance day.

Expertise (Deception, Performance). Mathias doubles his proficiency bonus (+4) to checks with his Expertise skills.

Jack of all Trades. Mathias can add half his proficiency bonus (+1) to any ability check he makes that doesn't already include his proficiency bonus.

Song of Rest. During a short rest, when Mathias or any friendly creature who can hear him regains hit points by spending Hit Dice, each creature regains an additional 1d6 hit points.

Spellcasting. Mathias is a 4th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He knows the following bard spells:

Cantrips: *friends, message, vicious mockery*

1st level (4 slots): *bane, disguise self, dissonant whispers, hideous laughter, sleep*

2nd level (3 slots): *calm emotions, crown of madness*

Actions

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

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

Weapons, Armor & Items

Rapier, 4 daggers, chain shirt, hurdy-gurdy, 11 gp, 16 sp

The Coin

Some men would feel joy in their victory. The inn, though patched and singed, had been spared the worst of it, and was currently packed with celebratory soldiers, along with the accompanying stink of stale beer, dried blood, and unwashed bodies.

"This next one is a new composition. Those buggers thought they had us. Thought they could kick us around like they've kicked around everyone else who got in their way. We've all heard the stories, haven't we?" Jeering and boos. "But they didn't count on our steel, our mettle, or our fire, did they?" A great cheer. Mathias turned the crank and, with a wheezing sigh, the drone began.

'*A giant came a-marching, with plunder on his mind.*
Spoils lined his saddlebags, and death lay all behind.

No foe could stand against him, brute strength was on his side,
But he lacked for wit and cunning, a wise man could turn the tide.

Ander had a cunning plan, Ander said "I'll find,
A way to lure him in with trickery, and take him from behind.'"

The fools cheered at Ander's name, raising slopping tankards in a toast, hooting laughter at the barest of bawdy connotations.

'*The hammers stood on hilltops, the anvil stood below.*
With a clang and a bang and a flash of flame, the giant caught a blow.

He fled, the foolish giant, and said "You're most unkind!
I'll be back for vengeance, Ander, once I've iced my sore behind!'"

The inn exploded with laughter and crude mimes. Some were yelling at each other with their own exploits in the battle, as if they'd had any kind of significance to its outcome.

***

Some men would feel sad at their fall. They sat dejected on their packs, most of them nursing wounds, whether sword, fire, or simply the weight of what they had seen.

"This next one is a new composition. They're laughing now. Laughing as they look over the scorched field of our brave dead. They may have won the day with their vile trickery, but we'll never give up, will we?" A muted cheer. "We'll have our revenge, and the head of the man responsible!" Jeering and boos. Mathias turned the crank and, with a wheezing sigh, the drone began.

'*The schemer sat in darkness, books open, maps unrolled,*
And though his name was Scorchheart, his heart was black and cold.

He envied our brave soldiers, though before us he did flee,
Where an honest man would stand and fight, no honest man was he.'

The fools were getting angry, riled by the very mention of his name. Some spat and cursed, others simply stared darkly.

'*Scorchheart dealt in trickery, and sorcery and lies,*
Falsehoods set his vile trap, and devils won his prize.

Brave friends roasted in their armor, while Scorchheart watched and laughed,
"I'll march upon your families next, to hone my wicked craft!'"

Their dull eyes now showed resolve where once there had been despondency. Those who might have wavered on the point of desertion were revived with fury at the dark deeds of their enemy.

Some men would feel contradictory.

Mathias felt nothing at all.

Mathias Cole (Level 8)

Medium humanoid (human), neutral evil

Class Bard 6/Rogue 2 **Armor Class** 14 (chain shirt)
Background Entertainer **Hit Points** 43 (8d8)
Occupation Troubadour **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	12 (+1)	11 (+0)	14 (+2)	11 (+0)	18 (+4)

Saving Throws Dexterity +4, Charisma +7
Skills Deception +10, Insight +6, Investigation +5, Performance +10, Sleight of Hand +7, Stealth +4;
Tools disguise kit, hurdy-gurdy, thieves' tools
Senses passive Perception 11
Languages Common, Elvish
Challenge 2 (450 XP)

Bardic Inspiration (4/day; Recharges After a Short or Long Rest). Mathias can use his bonus action to give a creature within 60 feet his Bardic Inspiration die. Once, within the next 10 minutes, the creature can roll 1d8 and add the number rolled to one ability check, attack roll, weapon damage roll, or saving throw it makes. Alternatively, if the creature is targeted by an attack, it can use its reaction to add 1d8 to its AC against that attack.

Sneak Attack (1/turn). Mathias can deal an extra 1d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

By Popular Demand. Mathias can always find a place to perform, and can expect free food and lodging at the venue for each performance day.

Cunning Action. On his turn, as a bonus action, Mathias can take a Dash, Dodge, Disengage, or Hide action.

Expertise (Deception, Insight, Performance, Sleight of Hand). Mathias doubles his proficiency bonus (+6) to checks with his Expertise skills.

Jack of all Trades. Mathias can add half his proficiency bonus (+1) to any ability check he makes that doesn't already include his proficiency bonus.

Song of Rest. During a short rest, when Mathias or any friendly creature who can hear him regains hit points by spending Hit Dice, each creature regains an additional 1d6 hit points.

Spellcasting. Mathias is a 6th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He knows the following bard spells:

Cantrips: *friends, message, vicious mockery*

1st level (4 slots): *bane, disguise self, dissonant whispers, hideous laughter, sleep*

2nd level (3 slots): *calm emotions, crown of madness*

3rd level (3 slots): *dispel magic, fear*

Actions

Multiattack. Mathias makes two weapon attacks.

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

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Countercharm. Mathias starts a performance that lasts until his next turn. During that time, he and any friendly creature within 30 feet of him have advantage on saving throws against being frightened or charmed.

Weapons, Armor & Items

Rapier, 4 daggers, chain shirt, hurdy-gurdy, 11 gp, 16 sp, 14 cp

Mathias in your Game

Mathias, unaligned as he is, may be found in any communal area or building like a mess tent or campfire, but is most likely found in the tavern, where his audience are easier to rile, looser of lip and freer with their coppers. Mathias has a smile and a song for anyone, especially those with a pretty face or a fat coin purse, but his experiences have made him permanently cynical and he has no interest in making lasting bonds. He gets around and may have heard all manner of interesting bits of information but will not be helpful without adequate compensation.

Quest Hook: In a run-down inn, Mathias sings songs praising the bravery of the army. A drunken traveler confronts him, shouting that he was singing a very different tune in a tavern occupied by the enemy a few nights ago. Do the party defend Mathias, believing his claim that there has been some misunderstanding, or do they throw their lot in with the loyalist?

Mathias Cole (Level 12)

Medium humanoid (human), neutral evil

Class Bard 7/Rogue 5 **Armor Class** 15 (chain shirt)
Background Entertainer **Hit Points** 63 (12d8)
Occupation Troubadour **Speed** 30 ft.

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

Saving Throws Dexterity +6, Charisma +8
Skills Deception +12, Insight +8, Investigation +6, Performance +12, Sleight of Hand +10, Stealth +6;
Tools disguise kit, hurdy-gurdy, thieves' tools
Senses passive Perception 12
Languages Common, Elvish
Challenge 3 (700 XP)

Bardic Inspiration (4/day; Recharges After a Short or Long Rest). Mathias can use his bonus action to give a creature within 60 feet his Bardic Inspiration die. Once, within the next 10 minutes, the creature can roll 1d8 and add the number rolled to one ability check, attack roll, weapon damage roll, or saving throw it makes. Alternatively, if the creature is targeted by an attack, it can use its reaction to add 1d8 to its AC against that attack.

Sneak Attack (1/turn). Mathias can deal an extra 3d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

By Popular Demand. Mathias can always find a place to perform, and can expect free food and lodging at the venue for each performance day.

Cunning Action. On his turn, as a bonus action, Mathias can take a Dash, Dodge, Disengage, Hide, or Use an Object action. Alternatively, he can make a Sleight of Hand check, or use his thieves' tools, to disarm a trap or open a lock.

Expertise (Deception, Insight, Performance, Sleight of Hand). Mathias doubles his proficiency bonus (+8) to checks with his Expertise skills.

Jack of all Trades. Mathias can add half his proficiency bonus (+2) to any ability check he makes that doesn't already include his proficiency bonus.

Second-Story Work. Mathias can climb without expending extra movement. In addition, when he makes a running jump, the distance he covers increases by 2 feet.

Song of Rest. During a short rest, when Mathias or any friendly creature who can hear him regains hit points by spending Hit Dice, each creature regains an additional 1d6 hit points.

Spellcasting. Mathias is a 7th-level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). He knows the following bard spells:

Cantrips: *friends, message, vicious mockery*

1st level (4 slots): *bane, disguise self, dissonant whispers, hideous laughter, sleep*

2nd level (3 slots): *calm emotions, crown of madness*

3rd level (3 slots): *dispel magic, fear*

4th level (1 slot): *confusion*

Actions

Multiattack. Mathias makes two weapon attacks.

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

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Countercharm. Mathias starts a performance that lasts until his next turn. During that time, he and any friendly creature within 30 feet of him have advantage on saving throws against being frightened or charmed.

Reactions

Uncanny Dodge. When Mathias is hit with an attack from an attacker that he can see, he can halve the attack's damage.

Weapons, Armor & Items

Rapier, 4 daggers, chain shirt, hurdy-gurdy, 21 gp, 16 sp, 14 cp

Mathias Cole (Level 16)

Medium humanoid (human), neutral evil

Class Bard 11/Rogue 5 **Armor Class** 15 (chain shirt)
Background Entertainer **Hit Points** 83 (16d8)
Occupation Troubadour **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	16 (+3)	11 (+0)	14 (+2)	11 (+0)	18 (+4)

Saving Throws Dexterity +8, Charisma +9
Skills Deception +14, Insight +10, Investigation +12, Performance +14, Sleight of Hand +13, Stealth +13;
Tools disguise kit, hurdy-gurdy, thieves' tools
Senses passive Perception 12
Languages Common, Elvish
Challenge 5 (1,800 XP)

Bardic Inspiration (4/day; Recharges After a Short or Long Rest). Mathias can use his bonus action to give a creature within 60 feet his Bardic Inspiration die. Once, within the next 10 minutes, the creature can roll 1d10 and add the number rolled to one ability check, attack roll, weapon damage roll, or saving throw it makes. Alternatively, if the creature is targeted by an attack, it can use its reaction to add 1d10 to its AC against that attack.

Sneak Attack (1/turn). Mathias can deal an extra 3d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

By Popular Demand. Mathias can always find a place to perform, and can expect free food and lodging at the venue for each performance day.

Cunning Action. On his turn, as a bonus action, Mathias can take a Dash, Dodge, Disengage, Hide, or Use an Object action. Alternatively, he can make a Sleight of Hand check, or use his thieves' tools, to disarm a trap or open a lock.

Expertise (Deception, Insight, Investigation, Performance, Sleight of Hand, Stealth). Mathias doubles his proficiency bonus (+10) to checks with his Expertise skills.

Jack of all Trades. Mathias can add half his proficiency bonus (+2) to any ability check he makes that doesn't already include his proficiency bonus.

Second-Story Work. Mathias can climb without expending extra movement. In addition, when he makes a running jump, the distance he covers increases by 3 feet.

Song of Rest. During a short rest, when Mathias or any friendly creature who can hear him regains hit points by spending Hit Dice, each creature regains an additional 1d8 hit points.

Spellcasting. Mathias is an 11th-level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). He knows the following bard spells:

Cantrips: *blade ward, friends, message, vicious mockery*

1st level (4 slots): *bane, disguise self, dissonant whispers, hideous laughter, sleep*

2nd level (3 slots): *calm emotions, crown of madness*

3rd level (3 slots): *bestow curse, dispel magic, fear*

4th level (3 slots): *blight, confusion*

5th level (2 slots): *dream, mislead*

6th level (1 slot): *mass suggestion*

Actions

Multiattack. Mathias makes two weapon attacks.

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

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Countercharm. Mathias starts a performance that lasts until his next turn. During that time, he and any friendly creature within 30 feet of him have advantage on saving throws against being frightened or charmed.

Reactions

Uncanny Dodge. When Mathias is hit with an attack from an attacker that he can see, he can halve the attack's damage.

Weapons, Armor & Items

Rapier, 4 daggers, chain shirt, hurdy-gurdy, 91 gp, 16 sp, 14 cp

Mathias Cole (Level 20)

Medium humanoid (human), neutral evil

Class Bard 15/Rogue 5 **Armor Class** 15 (chain shirt)
Background Entertainer **Hit Points** 103 (20d8)
Occupation Troubadour **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	16 (+3)	11 (+0)	14 (+2)	11 (+0)	20 (+5)

Saving Throws Dexterity +9, Charisma +11
Skills Deception +17, Insight +12, Investigation +14, Performance +17, Sleight of Hand +15, Stealth +15;
Tools disguise kit, hurdy-gurdy, thieves' tools
Senses passive Perception 13
Languages Common, Elvish
Challenge 7 (2,900 XP)

Bardic Inspiration (5/day; Recharges After a Short or Long Rest). Mathias can use his bonus action to give a creature within 60 feet his Bardic Inspiration die. Once, within the next 10 minutes, the creature can roll 1d12 and add the number rolled to one ability check, attack roll, weapon damage roll, or saving throw it makes. Alternatively, if the creature is targeted by an attack, it can use its reaction to add 1d12 to its AC against that attack.

Sneak Attack (1/turn). Mathias can deal an extra 3d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

By Popular Demand. Mathias can always find a place to perform, and can expect free food and lodging at the venue for each performance day.

Cunning Action. On his turn, as a bonus action, Mathias can take a Dash, Dodge, Disengage, Hide, or Use an Object action. Alternatively, he can make a Sleight of Hand check, or use his thieves' tools, to disarm a trap or open a lock.

Expertise (Deception, Insight, Investigation, Performance, Sleight of Hand, Stealth). Mathias doubles his proficiency bonus (+12) to checks with his Expertise skills.

Jack of all Trades. Mathias can add half his proficiency bonus (+3) to any ability check he makes that doesn't already include his proficiency bonus.

Second-Story Work. Mathias can climb without expending extra movement. In addition, when he makes a running jump, the distance he covers increases by 3 feet.

Song of Rest. During a short rest, when Mathias or any friendly creature who can hear him regains hit points by spending Hit Dice, each creature regains an additional 1d10 hit points.

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

Cantrips: *blade ward, friends, message, vicious mockery*

1st level (4 slots): *bane, disguise self, dissonant whispers, hideous laughter, sleep*

2nd level (3 slots): *calm emotions, crown of madness*

3rd level (3 slots): *bestow curse, dispel magic, fear*

4th level (3 slots): *blight, confusion, freedom of movement*

5th level (2 slots): *dream, geas, mislead*

6th level (1 slot): *mass suggestion*

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

8th level (1 slot): *feeblemind*

Actions

Multiattack. Mathias makes two weapon attacks.

Battle Magic. Mathias casts a spell and can make one weapon attack as a bonus action.

Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Countercharm. Mathias starts a performance that lasts until his next turn. During that time, he and any friendly creature within 30 feet of him have advantage on saving throws against being frightened or charmed.

Reactions

Uncanny Dodge. When Mathias is hit with an attack from an attacker that he can see, he can halve the attack's damage.

Weapons, Armor & Items

Rapier, 4 daggers, chain shirt, hurdy-gurdy, 161 gp, 16 sp, 14 cp

Mercy

Medium humanoid (tiefling), chaotic evil

Class Sorcerer 1
Background Criminal
Occupation Conscript
Armor Class 14 (unarmored)
Hit Points 9 (1d6 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	12 (+1)	15 (+2)	13 (+1)	12 (+1)	17 (+3)

Saving Throws Constitution +4, Charisma +5
Skills Deception +5, Insight +3, Intimidation +5, Stealth +3;
Tools dragonchess, thieves' tools
Senses darkvision 60 ft., passive Perception 11
Damage Resistances fire
Languages Common, Draconic, Infernal
Challenge 1/2 (100 XP)

Criminal Contact. Mercy has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Dragon Ancestor. Mercy doubles her proficiency bonus (+4) to Charisma checks when interacting with dragons, if applicable.

Spellcasting. Mercy is a 1st-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She knows the following sorcerer spells:

Cantrips: *acid splash, fire bolt, poison spray, shocking grasp, thaumaturgy*

1st level (2 slots): *burning hands, witch bolt*

Actions

Chains. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.



Overview

Whether they admit it or not, the good can always find use for a monster.

Once an infamous killer, whose mutilated victims littered the streets and psyche of an entire city for a few terrifying months, Mercy was tracked down, captured (with great difficulty), and scheduled for public execution. On the eve of her final day, an officer approached her bound in her cell, explained that war was coming, that the army needed every weapon it could muster, and offered her a choice—to be smuggled out in chains now, or to face the rope come morning. Smirking through her restraints, Mercy chose the chains.

Mercy's life is a series of long, grinding periods of boredom chained and gagged in the back of a wagon, punctuated by brief, gloriously violent moments of catharsis when she is unleashed on the enemy. Mercy has always had a talent for killing people and, the more her innate powers grow, the more she relishes it.

For the most part, she is treated better than a prisoner of war, but only by a slim margin; the images of her previous victims, and of what she does when she is let off her leash, are seared into the minds of her captors, and they are loathe to give her any level of freedom lest they join her body-count.

Mercy enjoys the fear she instills in her gaolers, and does all she can to stoke their terror, doing nothing to overturn their impression of her as a monster; it is, more or less, her only form of entertainment in the space between battles. She believes that her being honest about her evil nature places her in a position above her hypocritical captors, who claim to fight for righteousness but are more than willing to stoop to using her powers when it suits them.

Personality Traits

"My mind is my own. Stay out of it, or yours gets sprayed across this cell." Mercy is perfectly content to be a pariah, and is happy to accept the condemnation of those she herself despises. However, she is immediately suspicious of any attempt to befriend or understand her.

Ideals

"You bore me. The last person who bored me was found in four different alleyways." In both her previous life as a serial killer and her current 'employment', Mercy's aim is entertainment. She is most entertained by killing, and can't abide boredom.

Bonds

"Gag me all you like; I say all I need to just sitting here." Mercy could easily turn on her captors when they release her to fight, but remains to undermine them; her very presence shows only that they are as bad as the evils they claim to fight.

Flaws

"Is the big, strong soldier afraid of little me?" Mercy enjoys needling at people's weaknesses and insecurities; if she causes someone to lose their temper she sees it as a victory, especially enjoyable as her tactical significance means she cannot be harmed.

Roleplaying Mercy

Mercy is a once-impulsive woman who has been forced to learn very quickly how to be patient. While undoubtedly psychologically damaged, she is not unthinking or deranged, but a calculating creature who enjoys the suffering of others, both mental and physical. While bound and unable to cast spells, she is reserved, sarcastic, and cutting, content to attempt to unnerve and deconstruct her gaolers. When unleashed, her euphoria as she slaughters her enemies is obvious.

"The mind wanders in captivity. I think about trees, flowers, what face you'll make when I kill you..."

Weapons, Armor & Items

Chains, *spellguard restraints*

Mercy (Level 4)

Medium humanoid (tiefling), chaotic evil

Class Sorcerer 4 **Armor Class** 14 (unarmored)
Background Criminal **Hit Points** 34 (4d6 + 16)
Occupation Conscript **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	12 (+1)	16 (+3)	13 (+1)	12 (+1)	18 (+4)

Saving Throws Constitution +5, Charisma +6
Skills Deception +6, Insight +3, Intimidation +6, Stealth +3;
Tools dragonchess, thieves' tools
Senses darkvision 60 ft., passive Perception 11
Damage Resistances fire
Languages Common, Draconic, Infernal
Challenge 1 (200 XP)

Font of Magic. Mercy has 4 sorcery points, which are expended when used and are regained after a long rest. She can use a bonus action on her turn and expend 2 sorcery points to create a 1st level spell slot, 3 for 2nd level, 5 for 3rd level, 6 for 4th level, or 7 for 5th level. Additionally, she can use a bonus action on her turn and expend a spell slot to gain a number of sorcery points equal to the slot's level.

Heightened Spell. Mercy can expend 3 sorcery points when she casts a spell which forces a creature to make a saving throw to resist its effects to give the creature disadvantage on its first saving throw against the spell.

Twinned Spell. When Mercy casts a spell which targets only one creature other than herself, she can spend a number of sorcery points equal to the spell's level to target another creature in range.

Criminal Contact. Mercy has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Dragon Ancestor. Mercy doubles her proficiency bonus (+4) to Charisma checks when interacting with dragons, if applicable.

Infernal Legacy. Mercy can cast *hellish rebuke* as a 2nd-level spell using Charisma as her spellcasting modifier (spell save DC 14). Once she casts it, she can't cast it again until she completes a long rest.

Spellcasting. Mercy is a 4th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She knows the following sorcerer spells:

Cantrips: *acid splash, fire bolt, poison spray, ray of frost, shocking grasp, thaumaturgy*

1st level (4 slots): *burning hands, thunderwave, witch bolt*

2nd level (3 slots): *crown of madness, scorching ray*

Actions

Chains. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Weapons, Armor & Items

Chains, *spellguard restraints*

The Visage of Offence

Mercy sat. She spent a lot of time sitting and had become exceedingly good at it; straight-backed and poised, like a cat wanting the observer to know just how much effort it is putting in to looking effortless.

The surroundings left something to be desired. The wagon was better than the cell, and certainly better than the gallows. They had graciously allowed her some of her effects; the hangings and pillows gave a certain boudoir aesthetic she was not entirely opposed to, though they couldn't disguise the black wrought-iron ring set into the floor to which her chains attached.

Her hands itched interminably, as they always did from the moment they were fastened to the moment the catches were released. It had been a while now; they were probably beginning to smell as well, but the sourness tended to burn off fairly quickly.

Not even any fun to be had with the help today. Wrinkled old Gressen stationed outside was half deaf; her voice, muffled as it was, barely registered to him at all. Other days, well, her very existence rankled the crusty, old halfling, she knew, and, with a few whispers, she could have the lion-helmed knight impotently furious, or the priestess praying. Bowlde would deliver her meal later (soup, always) and she would leave him blushing to the tips of his ears, but he was just too easy.

Bored. The word rattled around her head like a wasp in a jar. Bored and itchy. Perhaps she could try and convince someone to kill Gressen. That would pass the time.

"You're wanted," the old man grunted, poking her with the butt of his spear. Mercy fixed him a withering stare as he unhooked the chain. Nobody *poked* her.

She was led through the press of retreating, ragged militia, the few who knew her looking as though they'd rather be back at the front than meet her gaze. The cries and clattering steel grew louder, but the sweetest sound of all was the click of the lock. She flexed her fingers, already glowing with a pleasant warmth, and reached up to unfasten the muzzle. Gressen had already backed away; she'd bitten a finger off the last guard who had tried to remove it for her, and word had spread. Her jaw freed, she spoke at a level the old man could hear.

Her eyes were fire. Gressen's widened with confusion, before beginning to stream as he choked, thick black smoke pouring from his gasping mouth. No one moved as he collapsed to his knees.

"You'll ask nicely next time," she said, stroking the back of his head. "You'll say 'please, Mercy', won't you?"

"Pl... Merz..." he managed.

Satisfied the lesson would be remembered when he awoke in agony some time later, Mercy made her way towards the fighting. The reserves made way when they saw who was coming, rank by rank opening her path to the front, she graced a few with a light brush of her fingers to a cheek and some were well-behaved enough to shudder.

The shouts were louder now; anger, fear, the noisy business of dying. Mercy stood in the midst of it and smiled.

"Ah, peace."

And the world went red.

Mercy (Level 8)

Medium humanoid (tiefling), chaotic evil

Class Sorcerer 8
Background Criminal
Occupation Conscript
Armor Class 14 (unarmored)
Hit Points 66 (8d6 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	12 (+1)	16 (+3)	13 (+1)	12 (+1)	20 (+5)

Saving Throws Constitution +6, Charisma +8
Skills Deception +8, Insight +4, Intimidation +8, Stealth +4;
Tools dragonchess, thieves' tools
Senses darkvision 60 ft., passive Perception 11
Damage Resistances fire
Languages Common, Draconic, Infernal
Challenge 2 (450 XP)

Font of Magic. Mercy has 8 sorcery points, which are expended when used and are regained after a long rest. She can use a bonus action on her turn and expend 2 sorcery points to create a 1st level spell slot, 3 for 2nd level, 5 for 3rd level, 6 for 4th level, or 7 for 5th level. Additionally, she can use a bonus action on her turn and expend a spell slot to gain a number of sorcery points equal to the slot's level.

Heightened Spell. Mercy can expend 3 sorcery points when she casts a spell which forces a creature to make a saving throw to resist its effects to give the creature disadvantage on its first saving throw against the spell.

Twinned Spell. When Mercy casts a spell which targets only one creature other than herself, she can spend a number of sorcery points equal to the spell's level to target another creature in range.

Criminal Contact. Mercy has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Dragon Ancestor. Mercy doubles her proficiency bonus (+6) to Charisma checks when interacting with dragons, if applicable.

Elemental Affinity. When Mercy casts a spell which deals fire damage, she adds +5 to the damage roll.

Infernal Legacy. Mercy can cast *darkness* and *hellish rebuke* as a 2nd-level spell using Charisma as her spellcasting modifier (spell save DC 16). Once she casts a spell, she can't cast it again until she completes a long rest.

Spellcasting. Mercy is an 8th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She knows the following sorcerer spells:

Cantrips: *acid splash, fire bolt, poison spray, ray of frost, shocking grasp, thaumaturgy*

1st level (4 slots): *burning hands, thunderwave, witch bolt*

2nd level (3 slots): *crown of madness, scorching ray*

3rd level (3 slots): *fear, lightning bolt*

4th level (2 slots): *ice storm, wall of fire*

Actions

Chains. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Weapons, Armor & Items

Chains, *spellguard restraints*

Mercy in your Game

Mercy is a time bomb. To begin with, she can serve to demonstrate that the commanders are not as virtuously squeaky-clean as they might want people to believe, but it is only a matter of time before she escapes to cause all manner of destruction. If the party is made up of empathetic sorts, Mercy might attempt to take advantage of their good natures and engineer a breakout.

Should she break free (or be set loose), Mercy will be more interested in pursuing her freedom and settling grudges (however trivial) than wantonly killing; though she would be untroubled by collateral damage, unless the party actively stands in her way, she is unlikely to pay them much mind. Quality matters more than quantity when it comes to slaking her bloodlust.

Quest Hook: A dogmatic would-be hero is determined to kill Mercy, and plans to strike as she is being transported to another camp. At the same time, The Sons of Mercy attempt to break her out. Do the party help the caravan guards fend off both assaults, or do they agree that Mercy's captivity needs to end, one way or another?

Mercy (Level 12)

Medium humanoid (tiefling), chaotic evil

Class Sorcerer 12
Background Criminal
Occupation Conscript
Armor Class 15 (unarmored)
Hit Points 98 (12d6 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	16 (+3)	13 (+1)	12 (+1)	20 (+5)

Saving Throws Constitution +7, Charisma +9
Skills Deception +9, Insight +5, Intimidation +9, Stealth +6;
Tools dragonchess, thieves' tools
Senses darkvision 60 ft., passive Perception 11
Damage Resistances fire
Languages Common, Draconic, Infernal
Challenge 4 (1,100 XP)

Font of Magic. Mercy has 12 sorcery points, which are expended when used and are regained after a long rest. She can use a bonus action on her turn and expend 2 sorcery points to create a 1st level spell slot, 3 for 2nd level, 5 for 3rd level, 6 for 4th level, or 7 for 5th level. Additionally, she can use a bonus action on her turn and expend a spell slot to gain a number of sorcery points equal to the slot's level.

Empowered Spell. Mercy can expend a sorcery point when she casts a spell to reroll up to 5 of the damage dice and take the new results.

Heightened Spell. Mercy can expend 3 sorcery points when she casts a spell which forces a creature to make a saving throw to resist its effects to give the creature disadvantage on its first saving throw against the spell.

Twinned Spell. When Mercy casts a spell which targets only one creature other than herself, she can spend a number of sorcery points equal to the spell's level to target another creature in range.

Criminal Contact. Mercy has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Dragon Ancestor. Mercy doubles her proficiency bonus (+8) to Charisma checks when interacting with dragons, if applicable.

Elemental Affinity. When Mercy casts a spell which deals fire damage, she adds +5 to the damage roll.

Infernal Legacy. Mercy can cast *darkness* and *hellish rebuke* as a 2nd-level spell using Charisma as her spellcasting modifier (spell save DC 17). Once she casts a spell, she can't cast it again until she completes a long rest.

Spellcasting. Mercy is a 12th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). She knows the following sorcerer spells:

Cantrips: *acid splash, chill touch, fire bolt, poison spray, ray of frost, shocking grasp, thaumaturgy*

1st level (4 slots): *burning hands, thunderwave, witch bolt*

2nd level (3 slots): *crown of madness, scorching ray*

3rd level (3 slots): *fear, lightning bolt*

4th level (3 slots): *ice storm, wall of fire*

5th level (2 slots): *cloudkill, cone of cold*

6th level (1 slot): *chain lightning*

Actions

Chains. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Weapons, Armor & Items

Chains, *spellguard restraints*

Mercy (Level 16)

Medium humanoid (tiefling), chaotic evil

Class Sorcerer 16
Background Criminal
Occupation Conscript
Armor Class 16 (unarmored)
Hit Points 130 (16d6 + 64)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	16 (+3)	16 (+3)	13 (+1)	12 (+1)	20 (+5)

Saving Throws Constitution +8, Charisma +10
Skills Deception +10, Insight +6, Intimidation +10, Stealth +8;
Tools dragonchess, thieves' tools
Senses darkvision 60 ft., passive Perception 11
Damage Resistances fire
Languages Common, Draconic, Infernal
Challenge 6 (2,300 XP)

Font of Magic. Mercy has 16 sorcery points, which are expended when used and are regained after a long rest. She can use a bonus action on her turn and expend 2 sorcery points to create a 1st level spell slot, 3 for 2nd level, 5 for 3rd level, 6 for 4th level, or 7 for 5th level. Additionally, she can use a bonus action on her turn and expend a spell slot to gain a number of sorcery points equal to the slot's level.

Empowered Spell. Mercy can expend a sorcery point when she casts a spell to reroll up to 5 of the damage dice and take the new results.

Heightened Spell. Mercy can expend 3 sorcery points when she casts a spell which forces a creature to make a saving throw to resist its effects to give the creature disadvantage on its first saving throw against the spell.

Twinned Spell. When Mercy casts a spell which targets only one creature other than herself, she can spend a number of sorcery points equal to the spell's level to target another creature in range.

Criminal Contact. Mercy has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Dragon Ancestor. Mercy doubles her proficiency bonus (+10) to Charisma checks when interacting with dragons, if applicable.

Dragon Wings. On her turn, as a bonus action, Mercy can grow wings, granting her a flying speed of 30 feet, or dismiss them.

Elemental Affinity. When Mercy casts a spell which deals fire damage, she adds +5 to the damage roll.

Infernal Legacy. Mercy can cast *darkness* and *hellish rebuke* as a 2nd-level spell using Charisma as her spellcasting modifier (spell save DC 18). Once she casts a spell, she can't cast it again until she completes a long rest.

Spellcasting. Mercy is a 16th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). She knows the following sorcerer spells:

Cantrips: *acid splash, chill touch, fire bolt, poison spray, ray of frost, shocking grasp, thaumaturgy*

1st level (4 slots): *burning hands, thunderwave, witch bolt*

2nd level (3 slots): *crown of madness, scorching ray*

3rd level (3 slots): *fear, lightning bolt*

4th level (3 slots): *ice storm, wall of fire*

5th level (2 slots): *cloudkill, cone of cold*

6th level (1 slot): *chain lightning*

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

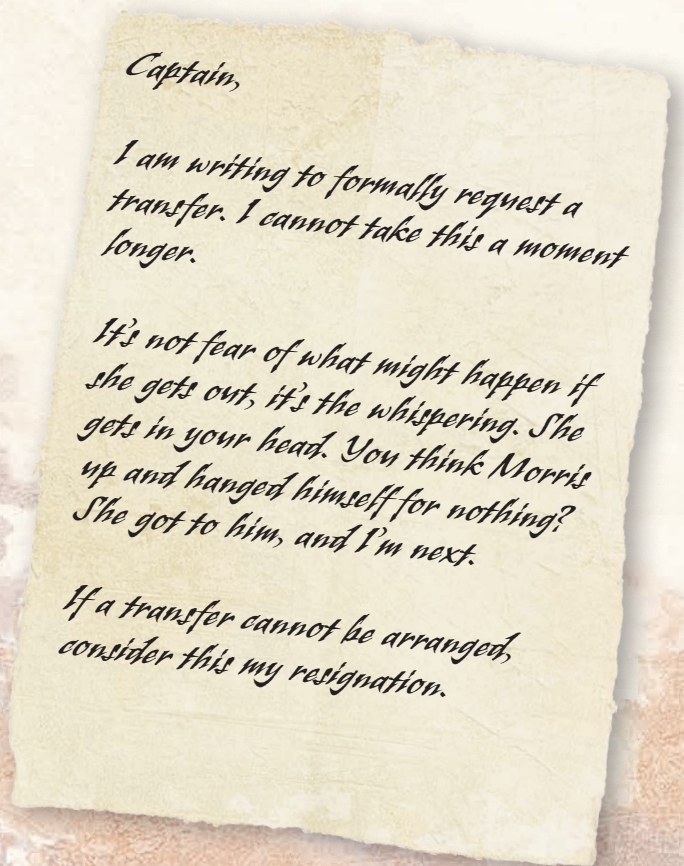
8th level (1 slot): *incendiary cloud*

Actions

Chains. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Weapons, Armor & Items

Chains, *spellguard restraints*



Mercy (Level 20)

Medium humanoid (tiefling), chaotic evil

Class Sorcerer 20
Background Criminal
Occupation Conscript
Armor Class 17 (unarmored)
Hit Points 162 (20d6 + 80)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	18 (+4)	16 (+3)	13 (+1)	12 (+1)	20 (+5)

Saving Throws Constitution +9, Charisma +11
Skills Deception +11, Insight +7, Intimidation +11, Stealth +10;
Tools dragonchess, thieves' tools
Senses darkvision 60 ft., passive Perception 11
Damage Resistances fire
Languages Common, Draconic, Infernal
Challenge 9 (5,000 XP)

Font of Magic. Mercy has 20 sorcery points, which are expended when used and are regained after a long rest. She can use a bonus action on her turn and expend 2 sorcery points to create a 1st level spell slot, 3 for 2nd level, 5 for 3rd level, 6 for 4th level, or 7 for 5th level. Additionally, she can use a bonus action on her turn and expend a spell slot to gain a number of sorcery points equal to the slot's level. When Mercy finishes a short rest, she regains 4 sorcery points.

Empowered Spell. Mercy can expend a sorcery point when she casts a spell to reroll up to 5 of the damage dice and take the new results.

Heightened Spell. Mercy can expend 3 sorcery points when she casts a spell which forces a creature to make a saving throw to resist its effects to give the creature disadvantage on its first saving throw against the spell.

Subtle Spell. Mercy can expend a sorcery point when casting a spell to cast it without somatic or verbal components.

Twinned Spell. When Mercy casts a spell which targets only one creature other than herself, she can spend a number of sorcery points equal to the spell's level to target another creature in range.

Criminal Contact. Mercy has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Dragon Ancestor. Mercy doubles her proficiency bonus (+12) to Charisma checks when interacting with dragons, if applicable.

Dragon Wings. On her turn, as a bonus action, Mercy can grow wings, granting her a flying speed of 30 feet, or dismiss them.

Elemental Affinity. When Mercy casts a spell which deals fire damage, she adds +5 to the damage roll.

Infernal Legacy. Mercy can cast *darkness* and *hellish rebuke* as a 2nd-level spell using Charisma as her spellcasting modifier (spell save DC 19). Once she casts a spell, she can't cast it again until she completes a long rest.

Spellcasting. Mercy is a 20th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). She knows the following sorcerer spells:

Cantrips: *acid splash, chill touch, fire bolt, poison spray, ray of frost, shocking grasp, thaumaturgy*

1st level (4 slots): *burning hands, thunderwave, witch bolt*

2nd level (3 slots): *crown of madness, scorching ray*

3rd level (3 slots): *fear, lightning bolt*

4th level (3 slots): *ice storm, wall of fire*

5th level (2 slots): *cloudkill, cone of cold*

6th level (2 slots): *chain lightning*

7th level (2 slots): *fire storm*

8th level (1 slot): *incendiary cloud*

9th level (1 slot): *meteor swarm*

Actions

Chains. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Draconic Presence. Mercy projects the dread presence of her draconic ancestry, expending 5 sorcery points to create a 60-foot aura of fear or awe. For one minute, or until Mercy loses her concentration, each hostile creature that starts its turn in the aura must make a DC 19 Wisdom saving throw. Creatures that fail their saving throw are either charmed or frightened by her until the aura ends. Creatures that succeed their saving throw are immune to the effects of the aura for 24 hours.

Weapons, Armor & Items

Chains, *spellguard restraints*

Shirak

Medium humanoid (dragonborn), neutral evil

Class Fighter 1
Background Soldier
Occupation Scout
Armor Class 17 (chainmail)
Hit Points 11 (1d10 + 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	12 (+1)	10 (+0)	14 (+2)	18 (+4)

Saving Throws Strength +4, Constitution +3
Skills Athletics +4, Deception +6, Insight +4, Intimidation +6;
Tools land vehicles, playing cards
Damage Resistances poison
Senses passive Perception 12
Languages Common, Draconic
Challenge 1 (200 XP)

Fighting Style (Defense). Shirak adds +1 to her AC when wearing armor (included in her stat block).

Military Rank. Shirak has the rank of captain. Soldiers loyal to her organization recognize this rank.

Second Wind (Recharges after a Short or Long Rest). On her turn, Shirak can use a bonus action to regain 1d10 + 1 hit points.

Actions

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Breath Weapon (Recharges after a Short or Long Rest). Shirak breathes poison out in a 15-foot-cone. Each creature in the area must make a DC 11 Constitution saving throw, taking 2d6 poison damage on a failed saving throw, or half on a successful one.



Overview

Scouting is an essential part of warfare. Knowledge of enemy numbers and positioning, what provisions can be found in the immediate area, and the disposition of nearby settlements is vital. Scouting also gives Shirak first pick of any spoils she finds, and plenty of unsuspecting prey to take them from with no witnesses.

The tales Shirak spins of her exploits are many, and invariably false; by the time she got to the town, the enemy had already ransacked it, the villagers hid secret banners which showed their treacherous intent, there was a skirmish, during which a fire was started, anything to excuse or distract from her violence and theft and, if possible, net some additional danger pay.

Shirak leads a group of like-minded thugs. Those who criticize her orders fight bravely, but die at the hands of enemy scouts on a mission, or so she tells her superiors. Reputed for being bad company, they are a rough, dangerous lot who keep to themselves. Shirak's superiors know that she is not exactly a model of virtue, but see her as too skilled and too valuable to fuss over what they think are a few ruthless tendencies. They have little idea of the full extent of her transgressions, and she takes pains to keep it that way.

Personality Traits

"They forced my hand; I had to put them down." Lies come as naturally to Shirak as breathing, and she is adept at acting the false friend, whether temporarily or as part of a longer game. This, coupled with her ruthless and bullish determination, allow her to always serve her own interests and cover her tracks.

Ideals

"If I don't take it, someone else will." Shirak believes in the rule of the strong; those who have goods they cannot defend don't deserve to keep them.

Bonds

"You're with us now, and you stay with us or we put you in the ground." Shirak trusts her cronies completely, they wouldn't still be alive otherwise, but she wouldn't hesitate to cut them dead if they threatened to compromize her schemes through betrayal or carelessness.

Flaws

"Please, those morons wouldn't see a manticore if it was chewing on their arses." The ease with which Shirak maintains her web of lies has bred arrogance that blinds her to the fact that her superiority is built on a fragile foundation.

Roleplaying Shirak

Shirak has no greater purpose in life than to make a quick bit of gold, and has no concern for anyone she harms along the way. Others are idiots for not noticing her actions, weaklings to be preyed upon, or threats to be removed. She has become very good at living her double life and always has a reasonable explanation for the scenes of destruction she leaves behind her.

Shirak likes to attack from ambush, to take her enemies unawares. Once battle is joined, she is fearless and aggressive, hoping to intimidate her foes for a quick victory. This tactic serves her well against the lightly-armed peasant militias she typically faces, but against better-equipped forces, she is not too proud to pull back to lick her wounds.

"With the right attitude, someone like you could stand to make themselves very comfortable."

Weapons, Armor & Items

Longsword, heavy crossbow, 20 bolts, chainmail*, playing cards

*While wearing this armor, Shirak has disadvantage on Dexterity (Stealth) checks

Shirak (Level 4)

Medium humanoid (dragonborn), neutral evil

Class Fighter 3/Ranger 1 **Armor Class** 17 (chainmail)
Background Soldier **Hit Points** 32 (4d10 + 4)
Occupation Scout **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	12 (+1)	10 (+0)	14 (+2)	18 (+4)

Saving Throws Strength +4, Constitution +3
Skills Athletics +4, Deception +6, Insight +4, Intimidation +6, Stealth +3; **Tools** land vehicles, playing cards
Damage Resistances poison
Senses passive Perception 12
Languages Common, Draconic, Elvish
Challenge 2 (450 XP)

Action Surge (Recharges after a Short or Long Rest). On her turn, Shirak can take an additional action on top of her normal action and possible bonus action.

Favored Enemy (Elves, Humans). Shirak has advantage on survival checks made when tracking her favored enemies, as well as advantage on Intelligence checks to recall information about them.

Fighting Style (Defense). Shirak adds +1 to her AC when wearing armor (included in her stat block).

Military Rank. Shirak has the rank of captain. Soldiers loyal to her organization recognize this rank.

Natural Explorer (Grassland). Shirak is adept at traversing her favored terrain and doubles her proficiency bonus (+4) when making Intelligence or Wisdom checks about such areas. In favored terrain, difficult terrain doesn't slow her group's travel, her group can't get lost except by magical means, she can engage in another activity such as foraging or tracking and remain alert to danger, she can move stealthily at a normal pace if traveling alone, finds twice as much food as normal while foraging and, when tracking other creatures, she learns their exact number, sizes, and how long ago they passed through the area.

Second Wind (Recharges after a Short or Long Rest). On her turn, Shirak can use a bonus action to regain 1d10 + 3 hit points.

Actions

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Breath Weapon (Recharges after a Short or Long Rest). Shirak breathes poison out in a 15-foot-cone. Each creature in the area must make a DC 11 Constitution saving throw, taking 2d6 poison damage on a failed saving throw, or half on a successful one.

Weapons, Armor & Items

Longsword, heavy crossbow, 20 bolts, chainmail*, playing cards

*While wearing this armor, Shirak has disadvantage on Dexterity (Stealth) checks

False Shepherd

This is the easiest part of every job, Shirak thought, as the sheep clustered together, emptying pockets and purses of their last few coppers. Fear. Fear is the greatest weapon in any war. People will believe everything, pay anything and trust anyone if they think it will keep them safe.

"There's dangerous folk out there. Folk who'll stop at nothing. Folk who only me and my soldiers can keep you safe from. But we need clothes on our backs and food in our bellies, same as any of you. We're risking our hides protecting you, seems fair you make a contribution to the cause."

She saw a face she recognized, eyes averted, a gold coin in the wrinkled, outstretched hand.

"Last time I was here, you said you had nothing," she growled, snatching the coin. "What's this then? Where's this from? What else have you got hidden away?" She punctuated with jabs from her shortsword, but the old man made no move to reply.

"I gave it to him," came the voice from the doorway. "Your days of exploiting these people are over."

Steel whispered against leather as the stranger drew his sword.

***

"It broke my heart to cut him down, after the trust the peasants had placed on him," Shirak recounted later to command. More sheep, she thought, just sheep with delusions of grandeur.

"I couldn't even bring myself to tell them the full details of his crimes. He had been paying local bandits to send raiding parties so that he could repel them and look the hero. He had been taking what little hard-earned silver they had in return for his false protection. The audacity! I told those helpless souls that they were under my protection now, and they would no longer have to worry about anyone else."

The last part was true. One or two of them had even wept.

The sheep looked suitably impressed and bleated their shock and approval to each other.

Captain Kellock rose. "Shirak, I don't know if we give you enough credit for your service. Whatever the peril, you always pull through with grace and humility. I, for one, would like to let you know how much we appreciate your efforts. Look out for yourself out there."

"I always do, sir," she murmured, exiting. "I always do."

Shirak (Level 8)

Medium humanoid (dragonborn), neutral evil

Class Fighter 6/Ranger 2
Background Soldier
Occupation Scout
Armor Class 17 (chainmail)
Hit Points 60 (8d10 + 8)
Speed 30 ft.

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

Saving Throws Strength +6, Constitution +4
Skills Athletics +6, Deception +8, Insight +5, Intimidation +8, Stealth +4; **Tools** land vehicles, playing cards
Damage Resistances poison
Senses passive Perception 12
Languages Common, Draconic, Elvish
Challenge 4 (1,100 XP)

Action Surge (Recharges after a Short or Long Rest). On her turn, Shirak can take an additional action on top of her normal action and possible bonus action.

Favored Enemy (Elves, Humans). Shirak has advantage on survival checks made when tracking her favored enemies, as well as advantage on Intelligence checks to recall information about them.

Fighting Style (Archery). Shirak gains a +2 to attack rolls with ranged weapons (included in the attack).

Fighting Style (Defense). Shirak adds +1 to her AC when wearing armor (included in her stat block).

Improved Critical. Shirak scores critical hits on rolls of 19 and 20.

Military Rank. Shirak has the rank of captain. Soldiers loyal to her organization recognize this rank.

Natural Explorer (Grassland). Shirak is adept at traversing her favored terrain and doubles her proficiency bonus (+6) when making Intelligence or Wisdom checks about such areas. In favored terrain, difficult terrain doesn't slow her group's travel, her group can't get lost except by magical means, she can engage in another activity such as foraging or tracking and remain alert to danger, she can move stealthily at a normal pace if traveling alone, finds twice as much food as normal while foraging and, when tracking other creatures, she learns their exact number, sizes, and how long ago they passed through the area.

Second Wind (Recharges after a Short or Long Rest). On her turn, Shirak can use a bonus action to regain 1d10 + 6 hit points.

Spellcasting. Shirak is a 1st-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She knows the following ranger spells:

1st level (2 slots): *hunter's mark, longstrider*

Actions

Multiattack. Shirak makes two weapon attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Breath Weapon (Recharges after a Short or Long Rest). Shirak breathes poison out in a 15-foot-cone. Each creature in the area must make a DC 12 Constitution saving throw, taking 3d6 poison damage on a failed saving throw, or half on a successful one.

Weapons, Armor & Items

Longsword, heavy crossbow, 20 bolts, chainmail*, playing cards

*While wearing this armor, Shirak has disadvantage on Dexterity (Stealth) checks

Shirak in your Game

Shirak is a villainous character the party may have to work with, or at least adjacent to, for an extended period of time. They may be partnered with her squad, aware of her methods (or not) or may encounter her on a mission. She is trusted by high command, so the party will require some very definite evidence of her misdeeds in order to prove her guilt, should they wish to. She might approach any morally-questionable character and offer them a place on her next mission, giving them an ultimatum of 'join us or die' before returning to camp.

Quest Hook: The party happens upon a lone survivor of a village Shirak has 'scouted'. They are barely hanging on to life, but are the only evidence which can be leveraged against her. Are the party able to keep them alive long enough to testify against Shirak to high command, or will their injuries, or Shirak's cronies get to them first?

Shirak (Level 12)

Medium humanoid (dragonborn), neutral evil

Class Fighter 9/Ranger 3
Background Soldier
Occupation Scout
Armor Class 18 (splint)
Hit Points 100 (12d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	10 (+0)	14 (+2)	20 (+5)

Saving Throws Strength +7, Constitution +6
Skills Athletics +7, Deception +9, Insight +6, Intimidation +9, Stealth +5; **Tools** land vehicles, playing cards
Damage Resistances poison
Senses passive Perception 12
Languages Common, Draconic, Elvish
Challenge 6 (2,300 XP)

Action Surge (Recharges after a Short or Long Rest). On her turn, Shirak can take an additional action on top of her normal action and possible bonus action.

Favored Enemy (Elves, Humans). Shirak has advantage on survival checks made when tracking her favored enemies, as well as advantage on Intelligence checks to recall information about them.

Fighting Style (Archery). Shirak gains a +2 to attack rolls with ranged weapons (included in the attack).

Fighting Style (Defense). Shirak adds +1 to her AC when wearing armor (included in her stat block).

Improved Critical. Shirak scores critical hits on rolls of 19 and 20.

Horde Breaker (1/turn). When Shirak makes a weapon attack, she may make another attack with the same weapon against a different creature within 5 feet of the original target and within ranger of her weapon.

Indomitable (1/day). Shirak can reroll a failed saving throw.

Military Rank. Shirak has the rank of captain. Soldiers loyal to her organization recognize this rank.

Natural Explorer (Grassland). Shirak is adept at traversing her favored terrain and doubles her proficiency bonus (+8) when making Intelligence or Wisdom checks about such areas. In favored terrain, difficult terrain doesn't slow her group's travel, her group can't get lost except by magical means, she can engage in another activity such as foraging or tracking and remain alert to danger, she can move stealthily at a normal pace if traveling alone, finds twice as much food as normal while foraging and, when tracking other creatures, she learns their exact number, sizes, and how long ago they passed through the area.

Remarkable Athlete. Shirak can add half her proficiency bonus (+2) to any Strength, Dexterity, or Constitution check that doesn't already use her proficiency bonus. Additionally, the distance Shirak covers with a running long jump increases by 3 feet.

Second Wind (Recharges after a Short or Long Rest). On her turn, Shirak can use a bonus action to regain 1d10 + 9 hit points.

Spellcasting. Shirak is a 1st-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She knows the following ranger spells:

1st level (3 slots): *fog cloud, hunter's mark, longstrider*

Actions

Multiattack. Shirak makes two weapon attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Breath Weapon (Recharges after a Short or Long Rest). Shirak breathes poison out in a 15-foot-cone. Each creature in the area must make a DC 14 Constitution saving throw, taking 4d6 poison damage on a failed saving throw, or half on a successful one.

Primeval Awareness. Shirak expends 1 ranger spell slot to focus on the region around her. For 1 minute per level of the spell slot expended, she can sense whether there are any aberrations, celestials, dragons, elementals, fey, fiends or undead within a mile of her current location, or within 6 miles if Shirak is in grassland.

Weapons, Armor & Items

Longsword, heavy crossbow, 20 bolts, splint armor*, playing cards

*While wearing this armor, Shirak has disadvantage on Dexterity (Stealth) checks

Shirak (Level 16)

Medium humanoid (dragonborn), neutral evil

Class Fighter 13/ Ranger 3
Background Soldier
Occupation Scout

Armor Class 18 (splint)
Hit Points 123 (16d10 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	10 (+0)	14 (+2)	20 (+5)

Saving Throws Strength +9, Constitution +7
Skills Athletics +9, Deception +10, Insight +7, Intimidation +10, Stealth +6; **Tools** land vehicles, playing cards
Damage Resistances poison
Senses passive Perception 12
Languages Common, Draconic, Elvish
Challenge 8 (3,900 XP)

Action Surge (Recharges after a Short or Long Rest). On her turn, Shirak can take an additional action on top of her normal action and possible bonus action.

Favored Enemy (Elves, Humans). Shirak has advantage on survival checks made when tracking her favored enemies, as well as advantage on Intelligence checks to recall information about them.

Fighting Style (Archery). Shirak gains a +2 to attack rolls with ranged weapons (included in the attack).

Fighting Style (Defense). Shirak adds +1 to her AC when wearing armor (included in her stat block).

Fighting Style (Great Weapon). When Shirak rolls a 1 or 2 on a damage die for an attack she makes with a melee weapon that she is wielding with two hands, she can reroll the die and must use the new roll, even if it is a 1 or a 2.

Horde Breaker (1/turn). When Shirak makes a weapon attack, she may make another attack with the same weapon against a different creature within 5 feet of the original target and within ranger of her weapon.

Improved Critical. Shirak scores critical hits on rolls of 19 and 20.

Indomitable (2/day). Shirak can reroll a failed saving throw.

Military Rank. Shirak has the rank of captain. Soldiers loyal to her organization recognize this rank.

Natural Explorer (Grassland). Shirak is adept at traversing her favored terrain and doubles her proficiency bonus (+10) when making Intelligence or Wisdom checks about such areas. In favored terrain, difficult terrain doesn't slow her group's travel, her group can't get lost except by magical means, she can engage in another activity such as foraging or tracking and remain alert to danger, she can move stealthily at a normal pace if traveling alone, finds twice as much food as normal while foraging and, when tracking other creatures, she learns their exact number, sizes, and how long ago they passed through the area.

Remarkable Athlete. Shirak can add half her proficiency bonus (+3) to any Strength, Dexterity, or Constitution check that doesn't already use her proficiency bonus. Additionally, the distance Shirak covers with a running long jump increases by 4 feet.

Second Wind (Recharges after a Short or Long Rest). On her turn, Shirak can use a bonus action to regain 1d10 + 13 hit points.

Spellcasting. Shirak is a 1st-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). She knows the following ranger spells:

1st level (3 slots): *fog cloud, hunter's mark, longstrider*

Actions

Multiattack. Shirak makes three weapon attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +8 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Breath Weapon (Recharges after a Short or Long Rest). Shirak breathes poison out in a 15-foot-cone. Each creature in the area must make a DC 15 Constitution saving throw, taking 5d6 poison damage on a failed saving throw, or half on a successful one.

Primeval Awareness. Shirak expends 1 ranger spell slot to focus on the region around her. For 1 minute per level of the spell slot expended, she can sense whether there are any aberrations, celestials, dragons, elementals, fey, fiends or undead within a mile of her current location, or within 6 miles if Shirak is in grassland.

Weapons, Armor & Items

Longsword, heavy crossbow, 20 bolts, splint armor*, playing cards

*While wearing this armor, Shirak has disadvantage on Dexterity (Stealth) checks

Shirak (Level 20)

Medium humanoid (dragonborn), neutral evil

Class Fighter 17/ Ranger 3
Background Soldier
Occupation Scout

Armor Class 18 (splint)
Hit Points 204 (20d10 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	10 (+0)	14 (+2)	20 (+5)

Saving Throws Strength +10, Constitution +10
Skills Athletics +10, Deception +11, Insight +8, Intimidation +11, Stealth +8; **Tools** land vehicles, playing cards
Damage Resistances poison
Senses passive Perception 12
Languages Common, Draconic, Elvish
Challenge 9 (5,000 XP)

Action Surge (2/day; Recharges after a Short or Long Rest). On her turn, Shirak can take an additional action on top of her normal action and possible bonus action.

Favored Enemy (Elves, Humans). Shirak has advantage on survival checks made when tracking her favored enemies, as well as advantage on Intelligence checks to recall information about them.

Fighting Style (Archery). Shirak gains a +2 to attack rolls with ranged weapons (included in the attack).

Fighting Style (Defense). Shirak adds +1 to her AC when wearing armor (included in her stat block).

Fighting Style (Great Weapon). When Shirak rolls a 1 or 2 on a damage die for an attack she makes with a melee weapon that she is wielding with two hands, she can reroll the die and must use the new roll, even if it is a 1 or a 2.

Horde Breaker (1/turn). When Shirak makes a weapon attack, she may make another attack with the same weapon against a different creature within 5 feet of the original target and within ranger of her weapon.

Indomitable (3/day). Shirak can reroll a failed saving throw.

Military Rank. Shirak has the rank of captain. Soldiers loyal to her organization recognize this rank.

Natural Explorer (Grassland). Shirak is adept at traversing her favored terrain and doubles her proficiency bonus (+12) when making Intelligence or Wisdom checks about such areas. In favored terrain, difficult terrain doesn't slow her group's travel, her group can't get lost except by magical means, she can engage in another activity such as foraging or tracking and remain alert to danger, she can move stealthily at a normal pace if traveling alone, finds twice as much food as normal while foraging and, when tracking other creatures, she learns their exact number, sizes, and how long ago they passed through the area.

Remarkable Athlete. Shirak can add half her proficiency bonus (+3) to any Strength, Dexterity, or Constitution check that doesn't already use her proficiency bonus. Additionally, the distance Shirak covers with a running long jump increases by 4 feet.

Second Wind (Recharges after a Short or Long Rest). On her turn, Shirak can use a bonus action to regain 1d10 + 17 hit points.

Spellcasting. Shirak is a 1st-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). She knows the following ranger spells:

1st level (3 slots): *fog cloud, hunter's mark, longstrider*

Superior Critical. Shirak scores critical hits on rolls of 18 – 20.

Actions

Multiattack. Shirak makes three weapon attacks.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) damage if used with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +10 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 2) piercing damage.

Breath Weapon (Recharges after a Short or Long Rest). Shirak breathes poison out in a 15-foot-cone. Each creature in the area must make a DC 18 Constitution saving throw, taking 5d6 poison damage on a failed saving throw, or half on a successful one.

Primeval Awareness. Shirak expends 1 ranger spell slot to focus on the region around her. For 1 minute per level of the spell slot expended, she can sense whether there are any aberrations, celestials, dragons, elementals, fey, fiends or undead within a mile of her current location, or within 6 miles if Shirak is in grassland.

Weapons, Armor & Items

Longsword, heavy crossbow, 20 bolts, splint armor*, playing cards

*While wearing this armor, Shirak has disadvantage on Dexterity (Stealth) checks

Silva

Medium humanoid (half orc), neutral evil

Class Fighter 1
Background Soldier
Occupation Elite Infantry
Armor Class 15 (std. leather)
Hit Points 12 (1d10 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	15 (+2)	11 (+0)	8 (–1)

Saving Throws Strength +3, Constitution +4
Skills Acrobatics +5, Athletics +3, Insight +2, Intimidation +1;
Tools land vehicles, playing cards
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 1/2 (100 XP)

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Silva deals +2 damage with that weapon (included in the attack).

Military Rank. Silva has the rank of lieutenant. Soldiers loyal to her organization recognize this rank.

Relentless Endurance (1/day). When Silva is reduced to 0 hit points, but not killed outright, she can instead drop to 1 hit point.

Savage Attacks. When Silva scores a critical hit with a melee weapon, she may roll one additional weapon damage die when determining the extra damage.

Second Wind (Recharges after a Short or Long Rest). On her turn, Silva can use a bonus action to regain 1d10 + 1 hit points.

Actions

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Overview

Silva hated her brother. Her younger brother. Her *pure* brother.

Her parents doted on the pink little baby, the fat little child, the skinny young man. Their… other child, the one they didn't like to mention, was pushed aside. When he joined the army, well, he was the finest soldier they'd ever seen. He claimed to hate the attention, claimed to respect her and wish their parents could see her as he did; his platitudes were as empty as they were infuriating.

She had signed up herself, to no great fanfare. She was just as good a soldier, and far better at killing people. It was his face she saw when she did it.

She had made up her mind to kill him too and be done with it, when the fool boy fell off his horse and broke his neck. Silva was robbed of her kill, and ashamed for ever wanting it in the first place.



Putting all her pent-up aggression behind each sword thrust, Silva now takes her pain and confusion of feelings out on any who cross her. On paper, Silva is an ordinary, albeit highly skilled, soldier. High command, however, recognize assets where they have them, and use Silva's brutality and bravado to their advantage. Silva may find herself privy to an 'off-the-record' meeting where high-priority targets are named a little too loudly, with officers theatrically lamenting whether they have any soldier up to the task of bringing them down.

Silva is fully aware she is being used, but relishes her 'challenges'. She is content to spill any blood whenever the opportunity arises but, whenever possible, she seeks out renowned targets on the battlefield, eager to prove herself their better in one-on-one combat and put them in their place, if not the ground. Command have one thing less to worry about and Silva's ego gets a little stroke. Everybody wins.

Personality Traits

"Maybe I'll let you off with a scar; something to remember the woman who beat you." Silva enjoys having the power of life and death over others, and is determined to never let someone else have that power over her. She cannot back down from a challenge; too much of her self-identity is her sense of superiority.

Ideals

"I am an artist." Silva constantly strives to improve her martial technique.

Bonds

"He's dead. One way or another, he's dead." Part of Silva questions whether she could have gone through with killing her brother if she had the opportunity. Finding the next target keeps that part quiet.

Flaws

"I'm better than any of you sorry lot." Silva harbors deep feelings of inadequacy from her upbringing, and lashes out (usually physically) at any suggestion she might not be up to a task.

Roleplaying Silva

Silva is proud and confident of her abilities as a warrior, and usually comes across as a cocky, swaggering bravo. However, this masks a deep contempt for those she sees as beneath her, and a sadistic streak which revels at beating people down. She is quick to lay down a challenge, or rise to one, and the veneer quickly slips away to reveal the sheer pleasure she takes from drawing another's blood.

"A lot of men have thought themselves better than me, and a lot of men are in the ground."

Weapons, Armor & Items

Little Brother, hand crossbow, 20 bolts, studded leather armor, cape of rags, 6 gp

Silva (Level 4)

Medium humanoid (half orc), neutral evil

Class Fighter 4
Background Soldier
Occupation Elite Infantry
Armor Class 16 (std. leather)
Hit Points 36 (4d10 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	15 (+2)	11 (+0)	8 (−1)

Saving Throws Strength +3, Constitution +4
Skills Acrobatics +6, Athletics +3, Insight +2, Intimidation +1;
Tools land vehicles, playing cards
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 1 (200 XP)

Action Surge (Recharges after a Short or Long Rest). On her turn, Silva can take an additional action on top of her normal action and possible bonus action.

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Silva deals +2 damage with that weapon (included in the attack).

Military Rank. Silva has the rank of lieutenant. Soldiers loyal to her organization recognize this rank.

Relentless Endurance (1/day). When Silva is reduced to 0 hit points, but not killed outright, she can instead drop to 1 hit point.

Savage Attacks. When Silva scores a critical hit with a melee weapon, she may roll one additional weapon damage die when determining the extra damage.

Second Wind (Recharges after a Short or Long Rest). On her turn, Silva can use a bonus action to regain 1d10 + 4 hit points.

Spellcasting. Silva is a 1st-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips: *blade ward, true strike*

1st level (3 slots): *burning hands, shield, thunderwave, witch bolt*

Weapon Bond. Silva can perform a ritual to bond herself to a weapon over a short rest. Once bonded, she cannot be disarmed of the weapon unless she is incapacitated, and she can cause it to instantly teleport to her hand as a bonus action as long as it is on the same plane of existence as her. She can have up to two weapons bonded to her in this way.

Actions

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

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Weapons, Armor & Items

Little Brother, hand crossbow, 20 bolts, studded leather armor, cape of rags, 16 gp

Sibling Rivalry

As the man's eyes turned to glass behind his helm, Silva allowed herself a moment to admire her work: life into death, man into meat. Around her, soldiers hacked at each other, raining down blows like labourers hammering nails. Silva rarely had to strike twice; where their strikes went, she simply was not, and where a gap presented itself in their armor, there was her blade. She would have been an excellent dancer, had the thought interested her in the slightest.

Fair hair, scar above the eyebrow, green tint to the armor, that's what the captains had said in their absurd little pantomime; some minor lord making a name for himself with an unblemished martial record. Her parents had fawned over her brother's fair hair, just like 'father's'. He wasn't a constant reminder of an unpleasantness they'd rather forget. When she'd ripped out a hank of her brother's perfect hair by the roots, her parents had sent her to bed without supper. Yes, this one would be particularly satisfying.

Out of the corner of her eye, she spotted a flash of blonde, and lashed out. It was a woman, she realized afterwards, and no scar; well, she'd have one now, if she survived.

More bloodshed with little challenge, Silva found herself getting bored. She allowed the next opponent (wearing arguably green armor, but disappointingly dark hair) to take a few swings for the sport of the thing. Her sword flashed, a shield of quicksilver turning every strike. For each blow he missed, Silva rewarded him with a slash to a weak spot until he fell to his knees. He hadn't entertained her enough to bother killing him outright, so she moved on, leaving him to writhe in the dirt.

She flicked the blood from her blade and looked around the melee. The ranks seemed to part to allow their champion through; a towering figure clad in green-tinted plate, fair hair emerging from their helm, a scar just visible beneath his raised visor. For her, the battle fell away in a haze of dust and meaningless noise, reducing to just the two of them. In that moment, all her thoughts, energy and emotions, her years of living in a shadow of insignificance, they all turned to the singular, satisfying purpose of taking this oaf apart.

He barely looked like her brother. The disappointment didn't last for long.

Silva (Level 8)

Medium humanoid (half orc), neutral evil

Class Fighter 8
Background Soldier
Occupation Elite Infantry
Armor Class 17 (std. leather)
Hit Points 76 (8d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	16 (+3)	11 (+0)	8 (–1)

Saving Throws Strength +4, Constitution +6
Skills Acrobatics +8, Athletics +4, Insight +3, Intimidation +2;
Tools land vehicles, playing cards
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 3 (700 XP)

Action Surge (Recharges after a Short or Long Rest). On her turn, Silva can take an additional action on top of her normal action and possible bonus action.

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Silva deals +2 damage with that weapon (included in the attack).

Military Rank. Silva has the rank of lieutenant. Soldiers loyal to her organization recognize this rank.

Relentless Endurance (1/day). When Silva is reduced to 0 hit points, but not killed outright, she can instead drop to 1 hit point.

Savage Attacks. When Silva scores a critical hit with a melee weapon, she may roll one additional weapon damage die when determining the extra damage.

Second Wind (Recharges after a Short or Long Rest). On her turn, Silva can use a bonus action to regain 1d10 + 8 hit points.

Spellcasting. Silva is a 2nd-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips: *blade ward, true strike*

1st level (4 slots): *burning hands, shield, thunderwave, witch bolt*

2nd level (2 slots): *blur, shatter*

Weapon Bond. Silva can perform a ritual to bond herself to a weapon over a short rest. Once bonded, she cannot be disarmed of the weapon unless she is incapacitated, and she can cause it to instantly teleport to her hand as a bonus action as long as it is on the same plane of existence as her. She can have up to two weapons bonded to her in this way.

Actions

Multiattack. Silva makes two weapon attacks.

War Magic. Silva casts a cantrip and can make one weapon attack as a bonus action.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Weapons, Armor & Items

Little Brother, hand crossbow, 20 bolts, studded leather armor, cape of rags, 16 gp, 21 sp

Silva in your Game

Silva can be encountered among the rank and file of the army, and may have been drafted to either side. Regardless of allegiance, she will be antagonistic towards the party, through jealousy if allied, or professional obligation if an enemy. If they find themselves on the opposite side of the battlefield to Silva, the party would surely have been marked as valuable targets in need of elimination. In any case, she will almost certainly attempt to lure or challenge a party member to a duel, most-likely the one she deems to be the strongest or most capable with sword in hand.

Quest Hook: The party is tasked with investigating a string of murders. Each of the bodies is marked with sword wounds, and appears to have put up a fight with their own weapon. The clues lead them towards Silva, who has been practising her skills by forcing others to duel her. Authorities want her brought to justice, but don't want a valuable soldier killed, and Silva is not going to submit without a fight.

Silva (Level 12)

Medium humanoid (half orc), neutral evil

Class Fighter 12
Background Soldier
Occupation Elite Infantry
Armor Class 17 (std. leather)
Hit Points 112 (12d10 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	18 (+4)	11 (+0)	8 (–1)

Saving Throws Strength +5, Constitution +7
Skills Acrobatics +9, Athletics +5, Insight +4, Intimidation +3;
Tools land vehicles, playing cards
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 5 (1,800 XP)

Action Surge (Recharges after a Short or Long Rest). On her turn, Silva can take an additional action on top of her normal action and possible bonus action.

Eldritch Strike. When Silva hits a creature with a weapon attack, it has disadvantage on its next saving throw against a spell cast by Silva before the end of her next turn.

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Silva deals +2 damage with that weapon (included in the attack).

Indomitable (1/day). Silva can reroll a failed saving throw.

Military Rank. Silva has the rank of lieutenant. Soldiers loyal to her organization recognize this rank.

Relentless Endurance (1/day). When Silva is reduced to 0 hit points, but not killed outright, she can instead drop to 1 hit point.

Savage Attacks. When Silva scores a critical hit with a melee weapon, she may roll one additional weapon damage die when determining the extra damage.

Second Wind (Recharges after a Short or Long Rest). On her turn, Silva can use a bonus action to regain 1d10 + 12 hit points.

Spellcasting. Silva is a 4th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips: *blade ward, shocking grasp, true strike*

1st level (4 slots): *burning hands, shield, thunderwave, witch bolt*

2nd level (3 slots): *blur, gust of wind, scorching ray, shatter*

Weapon Bond. Silva can perform a ritual to bond herself to a weapon over a short rest. Once bonded, she cannot be disarmed of the weapon unless she is incapacitated, and she can cause it to instantly teleport to her hand as a bonus action as long as it is on the same plane of existence as her. She can have up to two weapons bonded to her in this way.

Actions

Multiattack. Silva makes three weapon attacks.

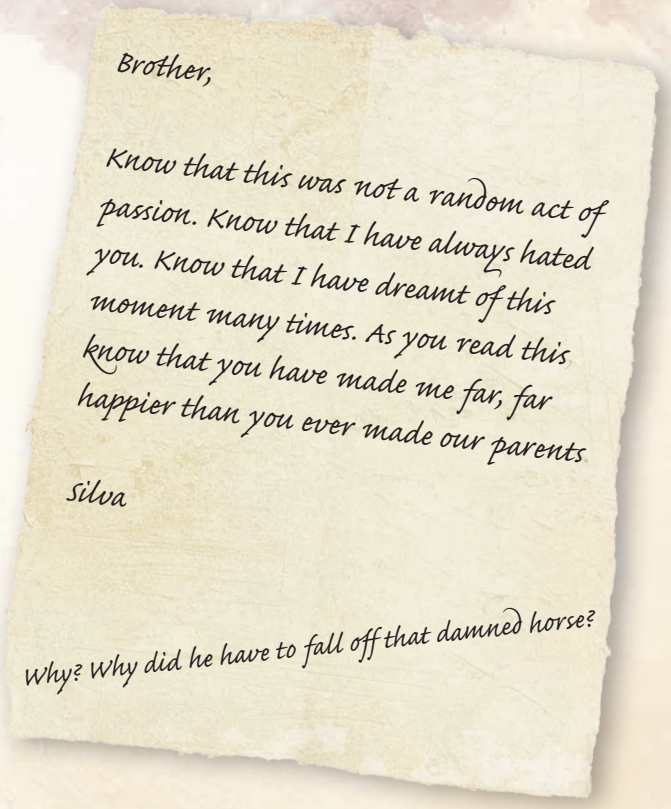
War Magic. Silva casts a cantrip and can make one weapon attack as a bonus action.

Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Weapons, Armor & Items

Little Brother, hand crossbow, 20 bolts, studded leather armor, cape of rags, 16 gp, 41 sp



Silva (Level 16)

Medium humanoid (half orc), neutral evil

Class Fighter 16
Background Soldier
Occupation Elite Infantry
Armor Class 17 (std. leather)
Hit Points 164 (16d10 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	19 (+4)	19 (+4)	11 (+0)	8 (–1)

Saving Throws Strength +6, Constitution +9
Skills Acrobatics +10, Athletics +6, Insight +5, Intimidation +4;
Tools land vehicles, playing cards
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 6 (2,300 XP)

Action Surge (Recharges after a Short or Long Rest). On her turn, Silva can take an additional action on top of her normal action and possible bonus action. Before or after this action, she may teleport up to 30 feet to an unoccupied space she can see.

Eldritch Strike. When Silva hits a creature with a weapon attack, it has disadvantage on its next saving throw against a spell cast by Silva before the end of her next turn.

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Silva deals +2 damage with that weapon (included in the attack).

Indomitable (2/day). Silva can reroll a failed saving throw.

Military Rank. Silva has the rank of lieutenant. Soldiers loyal to her organization recognize this rank.

Relentless Endurance (1/day). When Silva is reduced to 0 hit points, but not killed outright, she can instead drop to 1 hit point.

Savage Attacks. When Silva scores a critical hit with a melee weapon, she may roll one additional weapon damage die when determining the extra damage.

Second Wind (Recharges after a Short or Long Rest). On her turn, Silva can use a bonus action to regain 1d10 + 16 hit points.

Spellcasting. Silva is a 5th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips: *blade ward, shocking grasp, true strike*

1st level (4 slots): *burning hands, shield, thunderwave, witch bolt*

2nd level (3 slots): *blur, gust of wind, scorching ray, shatter*

3rd level (3 slots): *counterspell, lightning bolt, slow*

Weapon Bond. Silva can perform a ritual to bond herself to a weapon over a short rest. Once bonded, she cannot be disarmed of the weapon unless she is incapacitated, and she can cause it to instantly teleport to her hand as a bonus action as long as it is on the same plane of existence as her. She can have up to two weapons bonded to her in this way.

Actions

Multiattack. Silva makes three weapon attacks.

War Magic. Silva casts a cantrip and can make one weapon attack as a bonus action.

Rapier. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +10 to hit, range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Weapons, Armor & Items

Little Brother, hand crossbow, 20 bolts, studded leather armor, cape of rags, 116 gp, 41 sp



Silva (Level 20)

Medium humanoid (half orc), neutral evil

Class Fighter 20
Background Soldier
Occupation Elite Infantry
Armor Class 17 (std. leather)
Hit Points 224 (20d10 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	20 (+5)	20 (+5)	11 (+0)	8 (–1)

Saving Throws Strength +7, Constitution +11
Skills Acrobatics +11, Athletics +7, Insight +6, Intimidation +5;
Tools land vehicles, playing cards
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 9 (5,000 XP)

Action Surge (2/day; Recharges after a Short or Long Rest). On her turn, Silva can take an additional action on top of her normal action and possible bonus action. Before or after this action, she may teleport up to 30 feet to an unoccupied space she can see.

Eldritch Strike. When Silva hits a creature with a weapon attack, it has disadvantage on its next saving throw against a spell cast by Silva before the end of her next turn.

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Silva deals +2 damage with that weapon (included in the attack).

Indomitable (3/day). Silva can reroll a failed saving throw.

Military Rank. Silva has the rank of lieutenant. Soldiers loyal to her organization recognize this rank.

Relentless Endurance (1/day). When Silva is reduced to 0 hit points, but not killed outright, she can instead drop to 1 hit point.

Savage Attacks. When Silva scores a critical hit with a melee weapon, she may roll one additional weapon damage die when determining the extra damage.

Second Wind (Recharges after a Short or Long Rest). On her turn, Silva can use a bonus action to regain 1d10 + 16 hit points.

Spellcasting. Silva is a 6th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips: *blade ward, shocking grasp, true strike*

1st level (4 slots): *burning hands, shield, thunderwave, witch bolt*

2nd level (3 slots): *blur, gust of wind, scorching ray, shatter*

3rd level (3 slots): *counterspell, lightning bolt, slow*

4th level (1 slot): *fire shield, stoneskin*

Weapon Bond. Silva can perform a ritual to bond herself to a weapon over a short rest. Once bonded, she cannot be disarmed of the weapon unless she is incapacitated, and she can cause it to instantly teleport to her hand as a bonus action as long as it is on the same plane of existence as her. She can have up to two weapons bonded to her in this way.

Actions

Multiattack. Silva makes four weapon attacks.

Improved War Magic. Silva casts a cantrip or spell and can make one weapon attack as a bonus action.

Rapier. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +11 to hit, range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Weapons, Armor & Items

Little Brother, hand crossbow, 20 bolts, studded leather armor, cape of rags, 166 gp, 241 sp

Sylas the Jackal

Medium humanoid (human), neutral evil

Class Rogue 1
Background Criminal
Occupation Scavenger

Armor Class 13 (leather)
Hit Points 9 (1d8 + 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	15 (+2)	12 (+1)	13 (+1)	16 (+3)	8 (−1)

Saving Throws Dexterity +4, Intelligence +3
Skills Deception +1, Insight +5, Perception +7, Religion +3, Sleight of Hand +6, Stealth +4; **Tools** dice, thieves' tools
Senses passive Perception 17
Languages Common, Dwarvish, Thieves' Cant
Challenge 1/4 (50 XP)

Sneak Attack (1/turn). Sylas can deal an extra 1d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Criminal Contact. Sylas has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Perception, Sleight of Hand). Sylas doubles his proficiency bonus (+4) to checks with his Expertise skills.



Actions

Two-Weapon Fighting. When Sylas makes a Shortsword attack, as a bonus action he can make a Dagger attack. On a hit, this attack deals 2 (1d4) piercing damage.

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

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

Overview

The churned fields left behind when armies clash are ripe for harvest, and Sylas is sure to move quickly before other scavengers descend. Sifting through the mud, blood, and dying can reveal treasures to those who've the stomach for it. To the right people, quality steel arrowheads are as good as coin. March him long enough and a soldier would sell his mother for a new pair of boots. To those on campaign, Sylas can be a welcome sight, doling out some small home comforts and much-needed supplies, even if they'd rather not think about the source. To those in civilization, Sylas is a deplorable thief who, nonetheless, may have some interesting trinkets at a low price.

Sylas always buries the corpses he robs, if time allows. He sees this as rightful payment and how he squares his lifestyle with the gods. He has familiarized himself with the burial rights of many different races and cultures, and tries to honor these customs in at least a token way.

His relationship with those in the army he follows is complex. While many make use of his services to top up their supplies, most do so reluctantly, some even with outright hostility, and he is loath to form any lasting friendships with any of them, even those who tolerate his company. He would rather pry teeth from the corpses of strangers than friends.

Personality Traits

"Better that we make use of them, I'm sure it's what he would've wanted." Sylas takes no small amount of pride in his work, especially the fact that others would be unable to do the same. That they would be unable to do it through moral compunctions rather than physical difficulty is immaterial to him, and he enjoys needling their sensibilities to fuel his sense of superiority, and simply for entertainment.

Ideals

"Pay your dues, it's only fair." Sylas believes his habit of a token burial makes him a king among his peers; as little as it is, it's more than the rest, and that's all that matters.

Bonds

"And what do you have for me, my beauty?" Transitory by nature and trade, Sylas has few bonds among the living but talks to the corpses of the slain as though they were close friends.

Flaws

"They'll sing no songs for old Sylas, oh no." Sylas is a hypocrite; as much as he acts as if he has no qualms about death, this only applies to other people. He is terrified of his own mortality, and hates the thought of his corpse being treated as he does others.

Roleplaying Sylas

Sylas has a rather twisted sense of humor; both a necessity to keep himself sane with his bleak lifestyle, and as a means to keep others distant to avoid forming attachments. While he would never steal from the living, he is always looking out for future opportunities and will make a quick evaluation of the possessions of anyone he comes across, keeping his valuation in mind should anything... unfortunate happen.

"It ain't right to leave him for the crows, but he won't need those rings where he's going."

Weapons, Armor & Items

Shortsword, dagger, leather armor, finger chopper, thieves' tools, 16 sp

Sylas the Jackal (Level 4)

Medium humanoid (human), neutral evil

Class Rogue 4
Background Criminal
Occupation Scavenger
Armor Class 14 (leather)
Hit Points 27 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	17 (+3)	12 (+1)	13 (+1)	16 (+3)	8 (–1)

Saving Throws Dexterity +5, Intelligence +3
Skills Deception +1, Insight +5, Perception +7, Religion +3, Sleight of Hand +7, Stealth +5; **Tools** dice, thieves' tools
Senses passive Perception 17
Languages Common, Dwarvish, Thieves' Cant
Challenge 1 (200 XP)

Sneak Attack (1/turn). Sylas can deal an extra 2d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Criminal Contact. Sylas has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Cunning Action. Sylas can take a bonus action on each of his turns during combat. He can use this action to use the Dash, Disengage, Hide or Use an Object action. Alternatively, he can make a Sleight of Hand check, or use his thieves' tools, to disarm a trap or open a lock.

Expertise (Perception, Sleight of Hand). Sylas doubles his proficiency bonus (+4) to checks with his Expertise skills.

Second-Story Work. Sylas can climb without expending extra movement. In addition, when he makes a running jump, the distance he covers increases by 3 feet.

Actions

Two-Weapon Fighting. When Sylas makes a Shortsword attack, as a bonus action he can make a Dagger attack. On a hit, this attack deals 2 (1d4) piercing damage.

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

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

Weapons, Armor & Items

Shortsword, dagger, leather armor, finger chopper, thieves' tools, 16 sp, 9 cp

Due for the Dead

The battle was won, but not for them.

They were strewn in all directions; twisted forms scorched into the blackened, blighted earth, jutting from the quagmire of the rout, their standards and sigils trampled unrecognizable in the mud. Lions, griffins, and unicorns all uniformly crusted brown; bitter enemies now lay together, just alike. Crows were already circling, and Sylas knew wolves and worse would take notice soon enough. Mud sucked at his boots as he picked his way over the field, ploughed, seeded, and ripe for harvest.

"Any-rag-and-bone!" he muttered, sing-song to himself. "Old iron! Any old rag b-"

A glint caught his eye; not the tarnished gleam of battered steel, something far more interesting. He was sure he'd seen the ring before; silver, set with a bright, green stone. The dwarf's finger wasn't stiff yet, so there was no need for the knife. Cleaner that way, besides.

"What's this then, my sweet? What've you got for me?"

The dwarf was young, and the braids in his short beard, streaked with blood, identified him as one of the mountain clans.

Sylas reached into his bag, whistling cheerfully the one dwarvish dirge he knew, withdrew a fist-sized chunk of stone, and lay it on the dwarf's chest.

"Not much, my dear, but more than most," he muttered, patting the stone sadly, "more than most..."

He turned the ring over in his hand... certainly familiar...

"I remember this; you didn't think old Sylas would, but he did." Sylas pocketed the ring. "Emerald for your lassy's eyes, you said." He thought back to their transaction; the lad had been so full of hope, with a great, broad smile, and...

He pushed back the boy's lip. Just as he remembered; nice bit of gold.

"Tragic, really."

He rooted around for his pliers.

"'Nuff to make a man weep."

Sylas the Jackal (Level 8)

Medium humanoid (human), neutral evil

Class Rogue 8
Background Criminal
Occupation Scavenger
Armor Class 15 (leather)
Hit Points 51 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	18 (+4)	12 (+1)	13 (+1)	17 (+3)	8 (−1)

Saving Throws Dexterity +7, Intelligence +4
Skills Deception +5, Insight +6, Perception +9, Religion +7, Sleight of Hand +10, Stealth +7; **Tools** dice, thieves' tools
Senses passive Perception 19
Languages Common, Dwarvish, Thieves' Cant
Challenge 2 (450 XP)

Sneak Attack (1/turn). Sylas can deal an extra 4d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Criminal Contact. Sylas has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Cunning Action. Sylas can take a bonus action on each of his turns during combat. He can use this action to use the Dash, Disengage, Hide or Use an Object action. Alternatively, he can make a Sleight of Hand check, or use his thieves' tools, to disarm a trap or open a lock.

Evasion. When Sylas is subjected to an effect that allows him to make a Dexterity saving throw to only take half damage, he takes no damage on a successful saving throw and half damage on a failed one.

Expertise (Deception, Perception, Religion, Sleight of Hand). Sylas doubles his proficiency bonus (+6) to checks with his Expertise skills.

Second-Story Work. Sylas can climb without expending extra movement. In addition, when he makes a running jump, the distance he covers increases by 4 feet.

Actions

Two-Weapon Fighting. When Sylas makes a Shortsword attack, as a bonus action he can make a Dagger attack. On a hit, this attack deals 2 (1d4) piercing damage.

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

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Reactions

Uncanny Dodge. When Sylas is hit with an attack from an attacker that he can see, he can halve the attack's damage.

Weapons, Armor & Items

Shortsword, dagger, leather armor, finger chopper, thieves' tools, 66 sp, 9 cp

Sylas in your Game

Sylas has many wares of various (and often questionable) origins and may happen upon any number of items that the party might find useful, or even essential, in their current plight. In the midst of an ongoing conflict, he might be the only regular source of goods other than the official quartermaster, and may therefore have access to unique, luxury and non-regulation items, potentially at a fraction of the cost, if you're not picky about them being second-hand. Though his practises are morally dubious at best (and repugnant at worst), even the staunchest of law-abiding militia may spring to his defence if he is the only means of providing their home comforts and guilty pleasures. Sylas prides himself on being a businessman, and always has his eyes and ears open for potential bargains or opportunities...

Quest Hook: A grieving noble asks the party to find their family signet ring. It was last worn by her son, and he has not been heard from since a recent battle. Searching the battlefield (perhaps with the help of the Reclaimers *(p.6)*), the party finds a shallow grave, and the son's body. Sylas offers to trade them the ring in return for a favor; there is a bounty on his head after he offended a general, and he wants the party's help to fake his own death, and split the reward money.

Sylas the Jackal (Level 12)

Medium humanoid (human), neutral evil

Class Rogue 12
Background Criminal
Occupation Scavenger
Armor Class 16 (leather)
Hit Points 75 (12d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	20 (+5)	13 (+1)	13 (+1)	18 (+4)	8 (−1)

Saving Throws Dexterity +9, Intelligence +5
Skills Deception +7, Insight +8, Perception +12, Religion +9, Sleight of Hand +13, Stealth +9; **Tools** dice, thieves' tools
Senses passive Perception 22
Languages Common, Dwarvish, Thieves' Cant
Challenge 4 (1,100 XP)

Sneak Attack (1/turn). Sylas can deal an extra 6d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Criminal Contact. Sylas has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Cunning Action. Sylas can take a bonus action on each of his turns during combat. He can use this action to use the Dash, Disengage, Hide or Use an Object action. Alternatively, he can make a Sleight of Hand check, or use his thieves' tools, to disarm a trap or open a lock.

Evasion. When Sylas is subjected to an effect that allows him to make a Dexterity saving throw to only take half damage, he takes no damage on a successful saving throw and half damage on a failed one.

Expertise (Deception, Perception, Religion, Sleight of Hand). Sylas doubles his proficiency bonus (+8) to checks with his Expertise skills.

Reliable Talent. When Sylas makes an ability check that lets him add his proficiency bonus, he can treat a d20 roll of a 9 or lower as a 10.

Second-Story Work. Sylas can climb without expending extra movement. In addition, when he makes a running jump, the distance he covers increases by 5 feet.

Supreme Sneak. Sylas has advantage on Stealth checks if he moves no more than half his speed on the same turn.

Actions

Two-Weapon Fighting. When Sylas makes a Shortsword attack, as a bonus action he can make a Dagger attack. On a hit, this attack deals 2 (1d4) piercing damage.

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

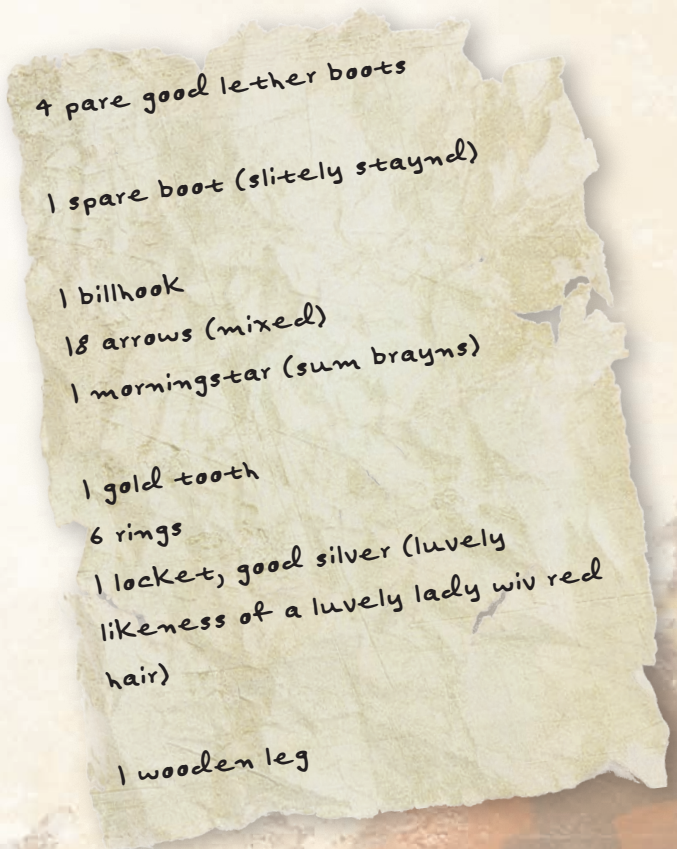
Dagger. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Reactions

Uncanny Dodge. When Sylas is hit with an attack from an attacker that he can see, he can halve the attack's damage.

Weapons, Armor & Items

Shortsword, dagger, leather armor, finger chopper, thieves' tools, 5 gp, 66 sp, 9 cp



Sylas the Jackal (Level 16)

Medium humanoid (human), neutral evil

Class Rogue 16
Background Criminal
Occupation Scavenger
Armor Class 16 (leather)
Hit Points 115 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	20 (+5)	14 (+2)	14 (+2)	18 (+4)	8 (−1)

Saving Throws Dexterity +10, Intelligence +7, Wisdom +9
Skills Deception +9, Insight +9, Perception +14, Religion +12, Sleight of Hand +15, Stealth +10; **Tools** dice, thieves' tools
Senses passive Perception 24
Languages Common, Dwarvish, Thieves' Cant
Challenge 5 (1,800 XP)

Sneak Attack (1/turn). Sylas can deal an extra 8d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Blindsense. If Sylas is able to hear, he is aware of the location of any hidden or invisible creatures within 10 feet of him.

Criminal Contact. Sylas has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Cunning Action. Sylas can take a bonus action on each of his turns during combat. He can use this action to use the Dash, Disengage, Hide or Use an Object action. Alternatively, he can make a Sleight of Hand check, or use his thieves' tools, to disarm a trap or open a lock.

Evasion. When Sylas is subjected to an effect that allows him to make a Dexterity saving throw to only take half damage, he takes no damage on a successful saving throw and half damage on a failed one.

Expertise (Deception, Perception, Religion, Sleight of Hand). Sylas doubles his proficiency bonus (+10) to checks with his Expertise skills.

Reliable Talent. When Sylas makes an ability check that lets him add his proficiency bonus, he can treat a d20 roll of a 9 or lower as a 10.

Second-Story Work. Sylas can climb without expending extra movement. In addition, when he makes a running jump, the distance he covers increases by 5 feet.

Supreme Sneak. Sylas has advantage on Stealth checks if he moves no more than half his speed on the same turn.

Use Magic Device. Sylas ignores all class, race, and level requirements for the use of magic items.

Actions

Two-Weapon Fighting. When Sylas makes a Shortsword attack, as a bonus action he can make a Dagger attack. On a hit, this attack deals 2 (1d4) piercing damage.

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

Dagger. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Reactions

Uncanny Dodge. When Sylas is hit with an attack from an attacker that he can see, he can halve the attack's damage.

Weapons, Armor & Items

Shortsword, dagger, leather armor, finger chopper, thieves' tools, 5 gp, 266 sp, 9 cp

Sylas the Jackal (Level 20)

Medium humanoid (human), neutral evil

Class Rogue 20
Background Criminal
Occupation Scavenger
Armor Class 16 (leather)
Hit Points 163 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	20 (+5)	16 (+3)	14 (+2)	18 (+4)	8 (−1)

Saving Throws Dexterity +11, Intelligence +8, Wisdom +10
Skills Deception +11, Insight +10, Perception +16, Religion +14, Sleight of Hand +17, Stealth +11; **Tools** dice, thieves' tools
Senses passive Perception 26
Languages Common, Dwarvish, Thieves' Cant
Challenge 6 (2,300 XP)

Sneak Attack (1/turn). Sylas can deal an extra 10d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Blindsense. If Sylas is able to hear, he is aware of the location of any hidden or invisible creatures within 10 feet of him.

Criminal Contact. Sylas has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Cunning Action. Sylas can take a bonus action on each of his turns during combat. He can use this action to use the Dash, Disengage, Hide or Use an Object action. Alternatively, he can make a Sleight of Hand check, or use his thieves' tools, to disarm a trap or open a lock.

Elusive. No attack roll can have advantage against Sylas, unless he is incapacitated.

Evasion. When Sylas is subjected to an effect that allows him to make a Dexterity saving throw to only take half damage, he takes no damage on a successful saving throw and half damage on a failed one.

Expertise (Deception, Perception, Religion, Sleight of Hand). Sylas doubles his proficiency bonus (+12) to checks with his Expertise skills.

Reliable Talent. When Sylas makes an ability check that lets him add his proficiency bonus, he can treat a d20 roll of a 9 or lower as a 10.

Second-Story Work. Sylas can climb without expending extra movement. In addition, when he makes a running jump, the distance he covers increases by 5 feet.

Stroke of Luck (Recharges after a Short or Long Rest). If Sylas' 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.

Supreme Sneak. Sylas has advantage on Stealth checks if he moves no more than half his speed on the same turn.

Thief's Reflexes. Sylas can take two turns during the first round of any 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 is surprised.

Use Magic Device. Sylas ignores all class, race, and level requirements for the use of magic items.

Actions

Two-Weapon Fighting. When Sylas makes a Shortsword attack, as a bonus action he can make a Dagger attack. On a hit, this attack deals 2 (1d4) piercing damage.

Shortsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Reactions

Uncanny Dodge. When Sylas is hit with an attack from an attacker that he can see, he can halve the attack's damage.

Weapons, Armor & Items

Shortsword, dagger, leather armor, finger chopper, thieves' tools, 95 gp, 266 sp, 9 cp

Xelia Brand

Medium humanoid (tiefling), lawful evil

Class Paladin 1
Background Soldier
Occupation Garrison Commander
Armor Class 16 (chainmail)
Hit Points 11 (1d10 + 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	13 (+1)	11 (+0)	14 (+2)	16 (+3)

Saving Throws Wisdom +4, Charisma +5
Skills Athletics +5, Insight +4, Intimidation +5, Investigation +2;
Tools dice, land vehicles
Damage Resistances fire
Senses passive Perception 12
Languages Common, Infernal
Challenge 1 (200 XP)

Infernal Legacy. Xelia can cast the *thaumaturgy* cantrip using Charisma as her spellcasting modifier (spell save DC 13).

Lay on Hands. Xelia has a pool of 5 healing points which are expended when used and replenished after a long rest. As an action, she can touch a creature and expend any number of these points, restoring that number of hit points. Alternatively, Xelia can expend 5 points to cure the target of one disease or poison.

Actions

Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

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

Divine Sense (4/day). Xelia knows the location of any celestial, fiend, or undead within 60 feet of her that is not behind total cover until the end of her next turn. She also senses the presence of any place or object that has been consecrated or desecrated.



Overview

Loyalty was at Xelia's core as a soldier, never refusing or questioning orders. This bull-headedness nearly got her killed; only a chance encounter with a healer named Rylan brought her from the brink of death. After the war, Rylan rose to high office, and Xelia saw her opportunity to repay him. Signing on into his service, she brought his opposition to heel, punishing cowardice or disobedience with her maul.

Lord Rylan was pleased, until he learnt of Xelia's methods. His power was unchallenged, but her ruthlessness had made him a tyrant in his people's eyes. His advisors dared not question him, lest Xelia visit while they slept, but he needed honest council. Seeing the risks of keeping her around, yet knowing imprisonment or execution would vex her soldiers (besides, they had been friends once), Rylan sent her unit to man an abandoned outpost on the verge of the wilds—'an assignment of great import'. Xelia lost men every day, yet her loyalty never faltered.

The time came and went for her unit to be relieved. No word came. It did not take long for morale to break. One night Xelia awoke to her few remaining soldiers standing over her, swords drawn, demanding dismissal. Furious, she cut them all down. Now alone, incapable of performing her duty, she returned in disgrace.

She went straight to Lord Rylan to beg forgiveness for failing her task but when he saw her, her erstwhile friend howled in anguish. He was sure she would not survive and thought himself rid of her.

Humiliated, lost and confused Xelia charged at the man she had sworn to serve. Only the shield of Myrna Octavian, his new advisor, saved his life. With the new guard closing in, Xelia fled.

Convinced others' influence in her absence had poisoned Rylan against her, Xelia never forgot her oath. She could not understand how he allowed commoners to speak openly against his ideas and feeble old men to advise and steer him. In her time, they would have been ground under heel. That time would come again. She'd make him see sense.

Personality Traits

"I'm not used to repeating myself." Xelia's experience has left her cold; she calls none 'friend' and isn't looking to start. She believes the slow march towards free speech and open sentiment will only lead to the land's inevitable downfall.

Ideals

"Keep 'em scared." Xelia misses her days of power, when respect was unquestioned and self-worth was counted in the dozens that feared you.

Bonds

"On business for his lordship? Grab a stool…" Though Xelia was betrayed by Rylan, she cannot let go of the debt she feels she owes.

Flaw

"If your next words aren't an apology, you'll be sorry." Xelia rises to the slightest provocation and will strike out at the nearest target. She has little left to be proud of and will tear down anyone who threatens to debase it.

Roleplaying Xelia

Once Xelia sets her mind on a task, nothing deters her. She is unthinkingly loyal once pledged to a cause, and expects the same from others, happily using violence and intimidation to 'encourage' this. Xelia enjoys feeling powerful, but is unsatisfied if even a whiff of dissention remains.

Xelia is fearless and bloodthirsty in battle, especially if backed up by those she trusts. While she is loath to turn her back on a foe, experience has taught her when it is best to retreat, though she is still unlikely to do so unless she is seriously wounded.

"Say that again and your insides are gonna get very sore...go on!"

Weapons, Armor & Items

Maul, light crossbow, 20 bolts, chainmail*, badge of office, *sear-ring*

*While wearing this armor, Xelia has disadvantage on Dexterity (Stealth) checks

Xelia Brand (Level 4)

Medium humanoid (tiefling), lawful evil

Class Paladin 4
Background Soldier
Occupation Garrison Commander
Armor Class 16 (chainmail)
Hit Points 32 (4d10 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	13 (+1)	11 (+0)	14 (+2)	17 (+3)

Saving Throws Wisdom +4, Charisma +5
Skills Athletics +5, Insight +4, Intimidation +5, Investigation +2;
Tools dice, land vehicles
Damage Resistances fire
Senses passive Perception 12
Languages Common, Infernal
Challenge 3 (700 XP)

Divine Smite. When Xelia hits a creature with a melee weapon attack, she can expend a spell slot to deal an additional 2d8 radiant damage, plus 1d8 radiant damage for each level of the spell slot expended above 1st. If the target is a fiend or undead, this damage increases by 1d8.

Divine Health. Xelia is immune to disease.

Fighting Style (Great Weapon). When Xelia rolls a 1 or 2 on a damage die for an attack she makes with a melee weapon that she is wielding with two hands, she can reroll the die and must use the new roll, even if it is a 1 or a 2.

Infernal Legacy. Xelia can cast *hellish rebuke* as a 2nd-level spell using Charisma as her spellcasting modifier (spell save DC 13). Once she casts *hellish rebuke*, she must complete a long rest before she can cast it again.

Lay on Hands. Xelia has a pool of 20 healing points which are expended when used and replenished after a long rest. As an action, she can touch a creature and expend any number of these points, restoring that number of hit points. Alternatively, Xelia can expend 5 points to cure the target of one disease or poison.

Spellcasting. Xelia is a 2nd-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She has the following paladin spells prepared:

Cantrips: *thaumaturgy*

1st level (3 slots): *bane, command, compel duel, hunter's mark, searing smite, thunderous smite, wrathful smite*

Actions

Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

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

Channel Divinity (Recharges after a Short or Long Rest). Xelia chooses one of the following two options:

Abjure Enemy. Xelia chooses a creature she can see within 60 feet of her, which must make a DC 13 Wisdom saving throw. If the target is a fiend or undead, it has disadvantage on this saving throw. If the creature fails its save, it is frightened, its speed is reduced to 0, and it cannot benefit from any bonuses to its speed. If a creature succeeds on its save, its speed is halved. These effects last for one minute or until the creature takes any damage. A creature immune to being frightened is unaffected by this feature.

Vow of Enmity. As a bonus action, Xelia chooses a creature she can see within 10 feet of her. She gains advantage on attack rolls against the creature for one minute or until it drops to 0 hit points or falls unconscious.

Divine Sense (4/day). Xelia knows the location of any celestial, fiend, or undead within 60 feet of her that is not behind total cover until the end of her next turn. She also senses the presence of any place or object that has been consecrated or desecrated.

Weapons, Armor & Items

Maul, light crossbow, 20 bolts, chainmail*, badge of office, *sear-ring*

*While wearing this armor, Xelia has disadvantage on Dexterity (Stealth) checks

Duty

The marketplace was a fleshless carcass. War had drawn the meat from it, and left only the old and the frail, cowards and oathbreakers, weaklings and children. The worthless masses.

And Xelia. Hooded, her eyes darted from face to face as she wound through the stalls. Poor fare, but the contents did not interest her nearly so much as those crowding around it.

"Bailiff says it's not up for debate," a crook-backed farmer was yammering to a toothless fishwife. "Half my harvest's to go to the war effort. I says I've mouths to feed at home!"

Xelia made a note of the seditionist's face. In her time, he would have been swallowing teeth before he could get another word out. Rylan truly had allowed things to slip in her absence. The influence of the dwarf, she knew. She could still see her smirking face, feel the hard edge of the shield on her skull, hear the crack as her horn snapped. Xelia ground her teeth, imagining the dwarf marching to battle by Rylan's side, in the place which should, by rights, be hers.

"...making weapons for the enemy."

Xelia snapped out of her reverie, as the gossipers 'ooh my'ed and 'well I never'ed.

"Ooh yes, uses the old barn as a foundry. Said he'd tell the watch 'less he approves nuptials with his daughter. Lovely thing, she is..."

Xelia had no interest in learning more about the specific loveliness of a traitor's daughter. She would visit this old barn tonight.

***

Slaves, she knew immediately as she stole up to the window. She curled her lip. Their meek eyes betrayed their pitiful, craven nature. Some hammered steel, others hefted iron bars, either could be weapons in the hands of one who desired freedom and was strong enough to earn it. They deserved their fate, as did the overseer who had allowed himself to become fat and complacent.

A collapsed timber shed provided wood to block the door, and an abandoned stable plenty of straw to pile around the walls. A well-placed spark, and all that was left was to wait. As the flames caught, she thought of Lord Rylan. The barricade held until the battering and screaming stopped. Only ashes would remain of this treachery.

He would be proud of her.

Xelia Brand (Level 8)

Medium humanoid (tiefling), lawful evil

Class Paladin 8
Background Soldier
Occupation Garrison Commander
Armor Class 16 (chainmail)
Hit Points 60 (8d10 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	13 (+1)	11 (+0)	14 (+2)	18 (+4)

Saving Throws Wisdom +5, Charisma +7
Skills Athletics +7, Insight +5, Intimidation +7, Investigation +3;
Tools dice, land vehicles
Damage Resistances fire
Senses passive Perception 12
Languages Common, Infernal
Challenge 4 (1,100 XP)

Divine Smite. When Xelia hits a creature with a melee weapon attack, she can expend a spell slot to deal an additional 2d8 radiant damage, plus 1d8 radiant damage for each level of the spell slot expended above 1st. If the target is a fiend or undead, this damage increases by 1d8.

Aura of Protection. When Xelia or a friendly creature within 10 feet of her must make a saving throw, they gain a +4 bonus as long as she is conscious.

Divine Health. Xelia is immune to disease.

Fighting Style (Great Weapon). When Xelia rolls a 1 or 2 on a damage die for an attack she makes with a melee weapon that she is wielding with two hands, she can reroll the die and must use the new roll, even if it is a 1 or a 2.

Infernal Legacy. Xelia can cast *darkness* and *hellish rebuke* as a 2nd-level spell using Charisma as her spellcasting modifier (spell save DC 15). Once she casts a spell, she can't cast it again until she completes a long rest.

Lay on Hands. Xelia has a pool of 40 healing points which are expended when used and replenished after a long rest. As an action, she can touch a creature and expend any number of these points, restoring that number of hit points. Alternatively, Xelia can expend 5 points to cure the target of one disease or poison.

Spellcasting. Xelia is a 4th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She has the following paladin spells prepared:

Cantrips: *thaumaturgy*

1st level (4 slots): *bane, command, compel duel, hunter's mark, searing smite, thunderous smite, wrathful smite*

2nd level (3 slots): *branding smite, hold person, locate object, misty step, zone of truth*

Actions

Multiattack. Xelia makes two weapon attacks.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

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

Channel Divinity (Recharges after a Short or Long Rest). Xelia chooses one of the following two options:

Abjure Enemy. Xelia chooses a creature she can see within 60 feet of her, which must make a DC 13 Wisdom saving throw. If the target is a fiend or undead, it has disadvantage on this saving throw. If the creature fails its save, it is frightened, its speed is reduced to 0, and it cannot benefit from any bonuses to its speed. If a creature succeeds on its save, its speed is halved. These effects last for one minute or until the creature takes any damage. A creature immune to being frightened is unaffected by this feature.

Vow of Enmity. As a bonus action, Xelia chooses a creature she can see within 10 feet of her. She gains advantage on attack rolls against the creature for one minute or until it drops to 0 hit points or falls unconscious.

Divine Sense (5/day). Xelia knows the location of any celestial, fiend, or undead within 60 feet of her that is not behind total cover until the end of her next turn. She also senses the presence of any place or object that has been consecrated or desecrated.

Reactions

Relentless Avenger. When Xelia hits a creature with an opportunity attack, she can move up to half her speed as part of the same reaction. This movement does not provoke opportunity attacks.

Weapons, Armor & Items

Maul, light crossbow, 20 bolts, chainmail*, badge of office, *sear-ring*

*While wearing this armor, Xelia has disadvantage on Dexterity (Stealth) checks

Xelia in your Game

Xelia is detained within a civilian life—and is not happy about it. Exiled from the lands of her lord, the party may encounter her when away from camp, perhaps in town, or out on a mission that takes them away from the field. Though she is certainly of questionable sanity, and often has nefarious intentions and methods, the party may find themselves in an uneasy truce with Xelia if they are allied with Lord Rylan as, despite her numerous faults, she has, what she believes to be, his best interests at heart.

Quest Hook: Through her underground contacts, Xelia has learned of an attempt on Lord Rylan's life. She believes foiling this will be the perfect way to get back in his good graces, and asks for the party's help to get her into Rylan's estate. Are the party willing to risk breaking the law and aid such a questionable individual to save Lord Rylan?

Xelia Brand (Level 12)

Medium humanoid (tiefling), lawful evil

Class Paladin 12
Background Soldier
Occupation Garrison Commander
Armor Class 17 (splint)
Hit Points 100 (12d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	14 (+2)	11 (+0)	14 (+2)	18 (+4)

Saving Throws Wisdom +6, Charisma +8
Skills Athletics +8, Insight +6, Intimidation +8, Investigation +4;
Tools dice, land vehicles
Damage Resistances fire
Senses passive Perception 12
Languages Common, Infernal
Challenge 7 (2,900 XP)

Divine Smite. When Xelia hits a creature with a melee weapon attack, she can expend a spell slot to deal an additional 2d8 radiant damage, plus 1d8 radiant damage for each level of the spell slot expended above 1st. If the target is a fiend or undead, this damage increases by 1d8.

Aura of Courage. Xelia and friendly creatures within 10 feet of her cannot be frightened as long as she is conscious.

Aura of Protection. When Xelia or a friendly creature within 10 feet of her must make a saving throw, they gain a +4 bonus as long as she is conscious.

Divine Health. Xelia is immune to disease.

Fighting Style (Great Weapon). When Xelia rolls a 1 or 2 on a damage die for an attack she makes with a melee weapon that she is wielding with two hands, she can reroll the die and must use the new roll, even if it is a 1 or a 2.

Infernal Legacy. Xelia can cast *darkness* and *hellish rebuke* as a 2nd-level spell using Charisma as her spellcasting modifier (spell save DC 16). Once she casts a spell, she can't cast it again until she completes a long rest.

Lay on Hands. Xelia has a pool of 60 healing points which are expended when used and replenished after a long rest. As an action, she can touch a creature and expend any number of these points, restoring that number of hit points. Alternatively, Xelia can expend 5 points to cure the target of one disease or poison.

Spellcasting. Xelia is a 6th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She has the following paladin spells prepared:

Cantrips: *thaumaturgy*

1st level (4 slots): *bane, command, compel duel, hunter's mark, searing smite, thunderous smite, wrathful smite*

2nd level (3 slots): *branding smite, hold person, locate object, misty step, zone of truth*

3rd level (3 slots): *blinding smite, dispel magic, haste, protection from energy*

Actions

Multiattack. Xelia makes two weapon attacks.

Maul. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, plus 4 (1d8) radiant damage.

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

Channel Divinity (Recharges after a Short or Long Rest). Xelia chooses one of the following two options:

Abjure Enemy. Xelia chooses a creature she can see within 60 feet of her, which must make a DC 16 Wisdom saving throw. If the target is a fiend or undead, it has disadvantage on this saving throw. If the creature fails its save, it is frightened, its speed is reduced to 0, and it cannot benefit from any bonuses to its speed. If a creature succeeds on its save, its speed is halved. These effects last for one minute or until the creature takes any damage. A creature immune to being frightened is unaffected by this feature.

Vow of Enmity. As a bonus action, Xelia chooses a creature she can see within 10 feet of her. She gains advantage on attack rolls against the creature for one minute or until it drops to 0 hit points or falls unconscious.

Divine Sense (5/day). Xelia knows the location of any celestial, fiend, or undead within 60 feet of her that is not behind total cover until the end of her next turn. She also senses the presence of any place or object that has been consecrated or desecrated.

Reactions

Relentless Avenger. When Xelia hits a creature with an opportunity attack, she can move up to half her speed as part of the same reaction. This movement does not provoke opportunity attacks.

Weapons, Armor & Items

Maul, light crossbow, 20 bolts, splint armor*, badge of office, *sear-ring*

*While wearing this armor, Xelia has disadvantage on Dexterity (Stealth) checks

Xelia Brand (Level 16)

Medium humanoid (tiefling), lawful evil

Class Paladin 16
Background Soldier
Occupation Garrison Commander
Armor Class 17 (splint)
Hit Points 132 (16d10 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	15 (+2)	11 (+0)	14 (+2)	18 (+4)

Saving Throws Wisdom +7, Charisma +9
Skills Athletics +10, Insight +7, Intimidation +9, Investigation +5;
Tools dice, land vehicles
Damage Resistances fire
Senses passive Perception 12
Languages Common, Infernal
Challenge 9 (5,000 XP)

Divine Smite. When Xelia hits a creature with a melee weapon attack, she can expend a spell slot to deal an additional 2d8 radiant damage, plus 1d8 radiant damage for each level of the spell slot expended above 1st. If the target is a fiend or undead, this damage increases by 1d8.

Aura of Courage. Xelia and friendly creatures within 10 feet of her cannot be frightened as long as she is conscious.

Aura of Protection. When Xelia or a friendly creature within 10 feet of her must make a saving throw, they gain a +4 bonus as long as she is conscious.

Divine Health. Xelia is immune to disease.

Fighting Style (Great Weapon). When Xelia rolls a 1 or 2 on a damage die for an attack she makes with a melee weapon that she is wielding with two hands, she can reroll the die and must use the new roll, even if it is a 1 or a 2.

Infernal Legacy. Xelia can cast *darkness* and *hellish rebuke* as a 2nd-level spell using Charisma as her spellcasting modifier (spell save DC 17). Once she casts a spell, she can't cast it again until she completes a long rest.

Lay on Hands. Xelia has a pool of 80 healing points which are expended when used and replenished after a long rest. As an action, she can touch a creature and expend any number of these points, restoring that number of hit points. Alternatively, Xelia can expend 5 points to cure the target of one disease or poison.

Spellcasting. Xelia is an 8th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). She has the following paladin spells prepared:

Cantrips: *thaumaturgy*

1st level (4 slots): *bane, command, compel duel, hunter's mark, searing smite, thunderous smite, wrathful smite*

2nd level (3 slots): *branding smite, hold person, locate object, misty step, zone of truth*

3rd level (3 slots): *blinding smite, dispel magic, haste, protection from energy*

4th level (2 slots): *banishment, dimension door, locate creature, staggering smite*

Actions

Multiattack. Xelia makes two weapon attacks.

Maul. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage, plus 4 (1d8) radiant damage.

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

Channel Divinity (Recharges after a Short or Long Rest). Xelia chooses one of the following two options:

Abjure Enemy. Xelia chooses a creature she can see within 60 feet of her, which must make a DC 17 Wisdom saving throw. If the target is a fiend or undead, it has disadvantage on this saving throw. If the creature fails its save, it is frightened, its speed is reduced to 0, and it cannot benefit from any bonuses to its speed. If a creature succeeds on its save, its speed is halved. These effects last for one minute or until the creature takes any damage. A creature immune to being frightened is unaffected by this feature.

Vow of Enmity. As a bonus action, Xelia chooses a creature she can see within 10 feet of her. She gains advantage on attack rolls against the creature for one minute or until it drops to 0 hit points or falls unconscious.

Cleansing Touch (4/day). Xelia ends one spell affecting herself or a willing creature she touches.

Divine Sense (5/day). Xelia knows the location of any celestial, fiend, or undead within 60 feet of her that is not behind total cover until the end of her next turn. She also senses the presence of any place or object that has been consecrated or desecrated.

Reactions

Relentless Avenger. When Xelia hits a creature with an opportunity attack, she can move up to half her speed as part of the same reaction. This movement does not provoke opportunity attacks.

Soul of Vengeance. When a creature under the effect of Xelia's Vow of Enmity makes an attack, Xelia can make a melee attack against it, if it is within reach.

Weapons, Armor & Items

Maul, light crossbow, 20 bolts, splint armor*, badge of office, *sear-ring*

*While wearing this armor, Xelia has disadvantage on Dexterity (Stealth) checks

Xelia Brand (Level 20)

Medium humanoid (tiefling), lawful evil

Class Paladin 20
Background Soldier
Occupation Garrison Commander
Armor Class 17 (splint)
Hit Points 184 (20d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	11 (+0)	14 (+2)	19 (+4)

Saving Throws Wisdom +8, Charisma +10
Skills Athletics +11, Insight +8, Intimidation +10, Investigation +6;
Tools dice, land vehicles
Damage Resistances fire
Senses passive Perception 12
Languages Common, Infernal
Challenge 10 (5,900 XP)

Divine Smite. When Xelia hits a creature with a melee weapon attack, she can expend a spell slot to deal an additional 2d8 radiant damage, plus 1d8 radiant damage for each level of the spell slot expended above 1st. If the target is a fiend or undead, this damage increases by 1d8.

Aura of Courage. Xelia and friendly creatures within 30 feet of her cannot be frightened as long as she is conscious.

Aura of Protection. When Xelia or a friendly creature within 30 feet of her must make a saving throw, they gain a +4 bonus as long as she is conscious.

Divine Health. Xelia is immune to disease.

Fighting Style (Great Weapon). When Xelia rolls a 1 or 2 on a damage die for an attack she makes with a melee weapon that she is wielding with two hands, she can reroll the die and must use the new roll, even if it is a 1 or a 2.

Infernal Legacy. Xelia can cast *darkness* and *hellish rebuke* as a 2nd-level spell using Charisma as her spellcasting modifier (spell save DC 18). Once she casts a spell, she can't cast it again until she completes a long rest.

Lay on Hands. Xelia has a pool of 100 healing points which are expended when used and replenished after a long rest. As an action, she can touch a creature and expend any number of these points, restoring that number of hit points. Alternatively, Xelia can expend 5 points to cure the target of one disease or poison.

Spellcasting. Xelia is a 10th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). She has the following paladin spells prepared:

Cantrips: *thaumaturgy*

1st level (4 slots): *bane, command, compel duel, hunter's mark, searing smite, thunderous smite, wrathful smite*

2nd level (3 slots): *branding smite, hold person, locate object, misty step, zone of truth*

3rd level (3 slots): *blinding smite, dispel magic, haste, protection from energy*

4th level (3 slots): *banishment, dimension door, locate creature, staggering smite*

5th level (2 slots): *destructive smite, geas, hold monster, scrying*

Actions

Multiattack. Xelia makes two weapon attacks.

Maul. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage, plus 4 (1d8) radiant damage.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one creature. *Hit:* 5 (1d8) piercing damage.

Avenging Angel (1/day). For one hour, Xelia gains a flying speed of 60 feet, and creates a 30-foot aura of fear Each hostile creature that starts its turn in the aura must make a DC 18 Wisdom saving throw. Creatures that fail their saving throw are frightened, and attack rolls against them have advantage. These effects last for one minute or until the creature takes any damage.

Channel Divinity (Recharges after a Short or Long Rest). Xelia chooses one of the following two options:

Abjure Enemy. Xelia chooses a creature she can see within 60 feet of her, which must make a DC 18 Wisdom saving throw. If the target is a fiend or undead, it has disadvantage on this saving throw. If the creature fails its save, it is frightened, its speed is reduced to 0, and it cannot benefit from any bonuses to its speed. If a creature succeeds on its save, its speed is halved. These effects last for one minute or until the creature takes any damage. A creature immune to being frightened is unaffected by this feature.

Vow of Enmity. As a bonus action, Xelia chooses a creature she can see within 10 feet of her. She gains advantage on attack rolls against the creature for one minute or until it drops to 0 hit points or falls unconscious.

Cleansing Touch (4/day). Xelia ends one spell affecting herself or a willing creature she touches.

Divine Sense (5/day). Xelia knows the location of any celestial, fiend, or undead within 60 feet of her that is not behind total cover until the end of her next turn. She also senses the presence of any place or object that has been consecrated or desecrated.

Reactions

Relentless Avenger. When Xelia hits a creature with an opportunity attack, she can move up to half her speed as part of the same reaction. This movement does not provoke opportunity attacks.

Soul of Vengeance. When a creature under the effect of Xelia's Vow of Enmity makes an attack, Xelia can make a melee attack against it, if it is within reach.

Weapons, Armor & Items

Maul, light crossbow, 20 bolts, splint armor*, badge of office, *sear-ring*

*While wearing this armor, Xelia has disadvantage on Dexterity (Stealth) checks

Generic NPCs

This section contains examples of unnamed NPCs that can be used individually or in groups. Their attributes, skills, features, and actions have been carefully chosen to provide many different encounter possibilities with different challenge ratings.

Individual Encounter Table

The following table can be used to generate a random NPC from this section. They are arranged by challenge rating if you are looking to fit a particular encounter.

d100	CR	Name	Page
1-2	0	Conscripted Farmhand	194
3-4	1/8	Belligerent Lumberjack	195
5-6	1/8	Fresh-Faced Recruit	198
7-8	1/4	Phalanx Soldier	199
9-10	1/4	Quick-Witted Fisher	195
11-12	1/4	Street Patrol	202
13-14	1/2	Armed Blacksmith	195
15-16	1/2	Gate Sentinel	203
17-18	1/2	Infantry Archer	199
19-20	1	Enforcer	203
21-22	1	Hardened Sellsword	206
23-24	1	Heavy Infantry	199
25-26	1	Retired Soldier	195
27-28	1	Squire at Arms	210
29-30	2	Combat Mage	214
31-32	2	Light Cavalry Trooper	200
33-34	2	Master Hunter	196
35-36	2	Palace Guard	203
37-38	3	Bladebound Mystic	215
39-40	3	Demagogue Priest	196
41-42	3	Elite Bodyguard	203
43-44	3	Loyal Retainer	211
45-46	3	Nimble Fencer	207
47-48	3	Old War Hero	197
49-50	4	Army Herald	200
51-52	4	Spellborne Shock Trooper	215
53-54	4	War Falconer	211
55-56	4	Watchmaster	204
57-58	4	Whirling Dervish	207
59-60	5	Cad Duelist	207
61-62	5	Field Commander	201
63-64	5	Field Diviner	215
65-66	5	Valiant Champion	211
67-68	6	Battlefield Executioner	208
69-70	6	Official Investigator	204
71-72	7	Horrific Butcher	208
73-74	7	Noble Lancer	212
75-76	7	Warsinger	216
77-78	8	Glaive Dancer	209
79-80	9	Grand General	201
81-82	9	Way of Greed Disciple	209
83-84	10	Grand Aegis	205
85-86	10	Seasoned Warlord	212
87-88	11	Master of the Sword	213
89-90	12	Knight Exemplar	213
91-92	12	Skycaster	216
93-94	13	Arcane Blademaster	217
95-96	17	Siege Sorcerer	217
97-100	-	Roll twice, ignoring results of 97-100	-

Group Encounter Tables

For generating encounter groups quickly and easily, you have the following tables. You can either generate the group randomly by rolling a d8 or choose a group according to the cumulative challenge rating. If you want to add a bit more challenge to any group, consider adding a named character from the earlier chapters in this book, or one of the mini bosses found in each sub-category of generic NPCs.

Militia

A group of militia may be those left behind at a settlement organizing to defend their home, raw recruits undergoing their basic combat training, or an armed and angry mob.

d8	CR	Group Members
1	1	**Commoner Gang:** 1 Belligerent Lumberjack, 4 Conscripted Farmhands
2	2	**Militant Mob:** 2 Quick-Witted Fishers, 3 Belligerent Lumberjacks, 4 Conscripted Farmhands
3	3	**Able Volunteers:** 3 Armed Blacksmiths, 4 Belligerent Lumberjacks
4	4	**Village Defense:** 1 Retired Soldier, 2 Armed Blacksmiths, 2 Quick-Witted Fishers, 4 Conscripted Farmhands
5	5	**Worker Rabble:** 1 Armed Blacksmith, 2 Quick-Witted Fishers, 4 Belligerent Lumberjacks, 10 Conscripted Farmhands
6	6	**Woodsman Ambush:** 1 Master Hunter, 4 Quick-Witted Fishers, 4 Belligerent Lumberjacks
7	8	**Veteran Unit:** 1 Old War Hero, 6 Retired Soldiers, 2 Armed Blacksmiths
8	9	**Roused Flock:** 1 Demagogue Priest, 2 Retired Soldiers, 3 Armed Blacksmiths, 6 Belligerent Lumberjacks, 10 Conscripted Farmhands

Soldiers

Soldiers are most often found in groups, as they usually lack the training to venture into a dangerous situation alone. A small unit away from the main force could be scouting the area or, more dangerously, a group of desperate deserters.

d8	CR	Group Members
1	1	**Trainee Squad:** 6 Fresh-Faced Recruits
2	3	**Phalanx Unit:** 8 Phalanx Soldiers
3	6	**Heavy Defense:** 8 Heavy Infantry
4	8	**Cavalry Charge:** 4 Light Cavalry Troopers on Riding Horses
5	9	**Banneret's Line:** 1 Army Herald, 10 Phalanx Soldiers, 8 Infantry Archers
6	11	**Infantry Formation:** 8 Phalanx Soldiers, 8 Infantry Archers, 6 Heavy Infantry
7	12	**Battlefield Command:** 1 Field Commander, 8 Heavy Infantry, 8 Infantry Archers
8	15	**General's Retinue:** 1 Grand General on Warhorse, 4 Light Cavalry Troopers on Riding Horses, 8 Heavy Infantry

Guards

Guards can be found employed anywhere there is something worth... well... guarding. A small number might protect a person of importance, while large numbers can be found patrolling settlements.

d8	CR	Group Members
1	2	**Town Patrol:** 4 Street Patrols
2	3	**Gatewatch:** 2 Gate Sentinels, 4 Street Patrols
3	5	**Guard Raid:** 4 Enforcers, 6 Street Patrols
4	8	**Palace Patrol:** 3 Palace Guards, 2 Enforcers
5	9	**Public Presence:** 1 Watchmaster, 2 Enforcers, 4 Gate Sentinels, 8 Street Patrols
6	12	**Official Investigation:** 1 Investigator, 4 Gate Sentinels, 4 Enforcers, 4 Street Patrols
7	14	**Armed Escort:** 1 Watchmaster, 4 Elite Bodyguards, 2 Palace Guards, 6 Gate Sentinels, 8 Street Patrols
8	18	**Royal Bodyguard:** 1 Grand Aegis, 3 Elite Bodyguards, 4 Palace Guards

Mercenaries

Mercenaries of one kind or another can be found almost anywhere, from a handful of sellswords hired to guard a location or rough up a rival, to whole units of soldiers-for-hire to bolster an army.

d8	CR	Group Members
1	5	**Hired Troop:** 5 Hardened Bailiffs
2	8	**Sellsword Squad:** 1 Cad Duelist, 4 Hardened Bailiffs
3	11	**Mercenary Band:** 1 Cad Duelist, 1 Whirling Dervish, 1 Nimble Fencer, Hardened Bailiff
4	14	**Elegant Maneuver:** 3 Whirling Dervishes, 4 Nimble Fencers
5	15	**Brute Gang:** 1 Battlefield Executioner, 3 Cad Duelists, 4 Hardened Bailiffs
6	19	**Butcher's Shop:** 1 Horrific Butcher, 2 Battlefield Executioners, 2 Cad Duelists
7	21	**Battle Cavalcade:** 1 Glaive Dancer, 6 Whirling Dervishes, 6 Nimble Fencers
8	22	**Elite Company:** 1 Way of Greed Disciple, 2 Battlefield Executioners, 2 Cad Duelists, 4 Whirling Dervishes

Knights

Knights often work alone or in small groups, really only coming together in large numbers during times of all-out war. A few knights might work together having sworn to bring a wrongdoer to justice, or for revenge against a mutual foe.

d8	CR	Group Members
1	8	**Knight Errant:** 1 Noble Lancer on Warhorse, 2 Squires at Arms on Riding Horses
2	10	**Loyal Vassalage:** 4 Loyal Retainers
3	12	**Noble Band:** 1 Valiant Champion, 1 War Falconer with Hawk, 2 Loyal Retainers
4	18	**Valorous Spearhead:** 3 Valiant Champions, 4 Loyal Retainers
5	21	**Crusader Lance:** 6 Noble Lancers on Warhorses
6	22	**Lord's Retinue:** 1 Seasoned Warlord, 2 Valiant Champions, 2 War Falconers with Hawks, 6 Loyal Retainers
7	23	**Masters' Company:** 1 Master of the Sword, 4 Noble Lancers on Warhorses, 4 Valiant Champions
8	24	**Martyr's Fellowship:** Knight Exemplar, 6 Noble Lancers on Warhorses, 6 Loyal Retainers

Warmages

Due to their rarity, warmages are most commonly encountered as auxiliaries to a larger unit. However, larger groups may be sent on important missions requiring a knowledge of the arcane, or against foes resistant to sword and arrow.

d8	CR	Group Members
1	8	**Mage Squad:** 4 Combat Mages
2	11	**Eldritch Strike Team:** 5 Bladebound Mystics
3	12	**Arcane Task Force:** 2 Spellborne Shock Troopers, 5 Combat Mages
4	13	**Support Magic Unit:** 1 Warsinger, 2 Field Diviners
5	15	**Magic Advance Party:** 1 Warsinger, 3 Spellborne Shock Troopers
6	16	**Mystic Advisory:** 1 Skycaster, 1 Warsinger, 1 Field Diviner
7	20	**Arcane Assault Section:** 1 Arcane Blademaster, 6 Bladebound Mystics, 8 Combat Mages
8	22	**Magic Artillery:** 1 Siege Sorcerer, 1 Field Diviner, 6 Spellborne Shock Troopers



Militia

Commoners conscripted during times of war are, more often than not, a sign of the magnitude of the conflict; nobles like to keep their peasants farming the land rather than fighting for it. However, militia can also form as a casual defensive force during peace time, or to take up the slack if most of the fighting force of a nation is deployed elsewhere.

Being mostly made up of those deemed too old, young, infirm, or unreliable for armed service, militia are not an ideal option for any military organization, except those in need of bodies to throw at a problem.

Militia are usually armed with whatever farming implements or household tools can be used as a weapon, and carry only these and a few personal effects as reminders of home:

d12	Item(s)
1-5	A coin purse with 1d4 cp
6-8	A coin purse with 1d6 cp, and 1d4 sp
9-10	A roughly-carved wooden figure on a necklace
11	1 gp in a concealed pocket, lining of a coat, or toe of a boot
12	Roll twice for this loot drop

Conscripted Farmhand

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 5 (1d8 + 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	10 (+0)	11 (+0)	8 (−1)

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 0 (10 XP)

Actions

Farming Tools. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Belligerent Lumberjack

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 11 (2d8 + 2)
Speed 30 ft.

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

Skills Athletics +3
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

Actions

Lumber Axe. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) damage if used with two hands.

Quick-Witted Fisher

Medium humanoid (any race), any alignment

Armor Class 12
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	11 (+0)	13 (+1)	12 (+1)	10 (+0)

Skills Athletics +2
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 1/4 (50 XP)

Actions

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

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

Armed Blacksmith

Medium humanoid (any race), any alignment

Armor Class 11 (leather armor)
Hit Points 19 (3d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	10 (+0)	13 (+1)	10 (+0)

Skills Perception +3, Stealth +2, Survival +3; **Tools** smith's tools
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

Actions

Multiattack. The blacksmith makes two attacks: one with their blacksmith's hammer and one with their handaxe.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

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

Retired Soldier

Medium humanoid (any race), any alignment

Armor Class 14 (chain shirt)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	11 (+0)	14 (+2)	9 (−1)

Skills Athletics +5, Perception +4
Senses passive Perception 14
Languages any one language (usually Common)
Challenge 1 (400 XP)

Actions

Multiattack. The retired soldier makes two melee attacks.

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

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Master Hunter

Medium humanoid (any race), any alignment

Armor Class 14 (leather armor)
Hit Points 49 (9d8 + 9)
Speed 30 ft.

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

Saving Throws Dex +5, Int +4
Skills Nature +4, Perception +5, Stealth +7, Survival +7
Senses passive Perception 15
Languages any two languages
Challenge 2 (450 XP)

Archer's Precision. The master hunter gains a +2 bonus on attack rolls made with ranged weapons (included in the attack).

Colossus Slayer (1/turn). When the master hunter hits a creature with a weapon attack, the creature takes an extra 4 (1d8) damage if it's below its hit point maximum.

Actions

Multiattack. The master hunter makes two attacks.

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

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

Demagogue Priest

Medium humanoid (any race), any alignment

Armor Class 12
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	10 (+0)	11 (+0)	16 (+3)

Saving Throws Con +4, Cha +5
Skills Intimidation +5, Performance +5, Religion +4
Senses passive Perception 10
Languages any two languages
Challenge 3 (700 XP)

Reckless Attack. At the start of their turn, the demagogue priest can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against them have advantage until the start of their next turn.

Zealous Wrath (1/day). As a bonus action, the demagogue priest can enter a state of ecstatic wrath. While in this state, the demagogue priest gains a +2 bonus on melee weapon damage rolls and resistance to bludgeoning, piercing and slashing damage. This state lasts for 1 minute and ends early if the demagogue priest is knocked unconscious or ends their turn without having attacked or taken damage since their previous turn.

Actions

Multiattack. The demagogue priest makes two melee attacks.

Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage or 11 (2d6 + 5) bludgeoning damage during zealous wrath.

Old War Hero

Medium humanoid (any race), any alignment

Armor Class 17 (chain shirt, shield)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	12 (+1)	15 (+2)	13 (+2)

Saving Throws Str +5, Con +4
Skills Athletics +5, Intimidation +4, Perception +4
Senses passive Perception 14
Languages any one language (usually Common)
Challenge 3 (700 XP)

Action Surge (1/day). On their turn, the old war hero can take an additional action on top of their normal action and possible bonus action.

Second Wind (1/day). On their turn, the old war hero can use a bonus action to regain 15 hit points.

Actions

Multiattack. The old war hero makes two attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if wielded in two hands.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.





Soldiers

The rank-and-file backbone of any fighting force, soldiers suffice to get the job done in most cases. Most soldiers have fairly extensive training to work effectively as a unit but, depending on the current need for troops, may be sent into combat with little in the way of individual experience. Soldiers are loyal foremost to their commanding noble rather than having any great stake in their cause, so groups of soldiers ostensibly on the same side can be fractious and even come to blows.

Soldiers make up the bulk of any general fighting force, though more famous and infamous organizations tend to prefer specialists and those of proven merit rather than simple grunts. Members of The Gallows Boys, for example, are usually given only the basic training needed to become a soldier, as the expectation is that they will not last long.

Soldiers are professionals, but many are drafted with promises of payment or boons after their job is done (a share of the spoils for example). Some unscrupulous soldiers supplement their pay on campaign by raiding and pillaging the countryside as they go, but this behavior is harshly punished by any decent commander.

d20	Item(s)
1-4	A coin purse with 3d4 cp.
5-7	A coin purse with 4d6 cp, and 3d4 sp.
8-9	A coin purse with 4d8 cp, 3d6 sp, and 2d4 ep.
10	A coin purse with 4d10 cp, 3d8 sp, 2d6 ep, and 1d4 gp.
11-13	A set of gambling dice made from human knucklebones
14-16	A small charcoal drawing of a sweetheart in a locket
17-19	A scrap of paper with names and locations of 'Folks to Tell I'm Gone'
20	Roll twice for this loot drop.

Fresh-Faced Recruit

Medium humanoid (any race), any alignment

Armor Class 13 (padded armor, shield)
Hit Points 5 (1d8 + 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	10 (+0)	12 (+1)	9 (−1)

Senses passive Perception 11
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Phalanx Soldier

Medium humanoid (any race), any alignment

Armor Class 15 (padded armor, shield)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

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

Skills Athletics +4
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 1/4 (50 XP)

Shield Wall. While the phalanx soldier is within 5 feet of at least two other creatures with this trait and they are all wielding shields, the phalanx soldier gains a +2 bonus to their AC and to Dexterity saving throws.

Actions

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Infantry Archer

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

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

Skills Perception +4
Senses passive Perception 14
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

Arrow Volley. The infantry archer uses the Ready action to prepare to loose an arrow volley on the command of a chosen creature. The commander designates a target when they give the command, and each creature with this trait who has readied and can see the target shoots their arrow. If at least 5 arrows are shot this way, creatures within 5 feet of the target must make a DC 12 Dexterity saving throw, taking 9 (2d8) piercing damage on a failed save or half as much damage on a successful one. For every 5 additional arrows launched, the area of effect increases by 5 feet.

Actions

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

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

Heavy Infantry

Medium humanoid (any race), any alignment

Armor Class 16 (chainmail)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +5
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1 (200 XP)

Line Defense. If the line infantry is within 5 feet of at least two other creatures with this trait, they can use their reaction to make a single melee weapon attack against a target when that target enters the line infantry's reach.

Actions

Halberd. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Light Cavalry Trooper

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)
Hit Points 43 (7d8 + 12)
Speed 30 ft.

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

Skills Animal Handling +3, Perception +3
Senses passive Perception 14
Languages any one language (usually Common)
Challenge 2 (450 XP)

Coordinated Charge. While mounted, if the light cavalry trooper begins or ends their turn within 10 feet of at least two other mounted creatures with this trait, the trooper can make a coordinated charge.

During a coordinated charge, if they move at least 20 feet straight toward a target, the light cavalry trooper gains advantage on the first attack roll they make against that target.

Actions

Multiattack. The light cavalry trooper makes two attacks.

Lance. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage. Attacks made with this weapon against targets within 5 feet have disadvantage on the attack roll.

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Reactions

Mounted Combatant. When the light cavalry trooper's mount is targeted with an attack, the trooper can choose to become the target of the attack instead.

Army Herald

Medium humanoid (any race), any alignment

Armor Class 16 (halfplate)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

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

Saving Throws Dex +3, Wis +4, Cha +5
Skills Acrobatics +3, Athletics +5
Senses passive Perception 12
Languages any two languages
Challenge 4 (1,100 XP)

Army Standard Bearer. As long as the army herald is not incapacitated, and their standard is within 5 feet of them, friendly creatures with an Intelligence score of 5 or higher who can see the army herald or their standard have advantage on saving throws against being charmed or frightened.

Combat Inspiration (3/day). The army herald can use a bonus action to inspire a creature within 60 feet. Once, within the next 10 minutes, the creature can roll 1d8 and add the number rolled to one ability check, attack roll, weapon damage roll, or saving throw it makes. A creature can have only be inspired by one army herald at a time.

Actions

Multiattack. The army herald makes two attacks.

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage or 8 (1d10 + 3) bludgeoning damage if used with two hands.

Standard Spike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. The standard has to be wielded in two hands to make attacks with it. The spike can also be used to plant the banner in the ground using the army herald's object interaction (some floors may be too hard to plant the banner, depending on the GM's discretion).

Field Commander

Medium humanoid (any race), any alignment

Armor Class 18 (studded leather, shield)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	12 (+1)	15 (+2)	13 (+1)

Saving Throws Str +4, Con +5
Skills Acrobatics +7, Perception +5
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 5 (1,800 XP)

Action Surge (1/day). On their turn, the field commander can take an additional action on top of their normal action and possible bonus action.

Commander's Strike (3/day). When the field commander hits a creature with a melee attack, they can use their bonus action to choose an ally. If the chosen ally can see and hear they commander, they can either move up to their speed directly toward the target of the attack or make a single melee attack against it.

Second Wind (1/day). On their turn, the field commander can use a bonus action to regain 20 hit points.

Actions

Multiattack. The field commander makes two attacks.

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



Grand General

Medium humanoid (any race), any alignment

Armor Class 19 (halfplate, shield)
Hit Points 195 (26d8 + 78)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	15 (+2)	16 (+3)	17 (+3)

Saving Throws Con +7, Wis +7, Cha +7
Skills Perception +7
Senses passive Perception 17
Languages any two languages
Challenge 9 (5,000 XP)

Voice of Command (1/day). As a bonus action, the grand general commands their troops to get back in the fight. Each ally within 60 feet that can hear the grand general and is currently charmed, frightened, incapacitated, paralyzed, or stunned immediately makes a save against that condition with advantage, ending the effect on itself on a success. If the effect normally has no save or DC associated with it, they make a DC 20 Wisdom saving throw instead.

If a creature is affected by multiple effects that cause such conditions, it makes only one save against one effect of its choice.

Bolstering Presence. Allies within 60 feet of the grand general can use the grand general's Wisdom and Charisma saving throw bonuses instead of their own.

Actions

Multiattack. The grand general makes three attacks.

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

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

Coordinated Assault. The grand general chooses a point they can see within 120 feet of themselves. Allies that start the turn within 60 feet of the grand general that can see and hear the grand general gain a +2 bonus on attack rolls against targets within 60 feet of the chosen point until the start of the grand general's next turn.



Guards

A cut above the average soldier, guards are full-time professionals who may be tasked with protecting a settlement, providing law-enforcement, or acting as bodyguards for significant persons. As benefits a full-time position, guards are well-trained in group and individual combat, often emphasizing non-lethal options; a city guard should not be killing every thief when a fine or gaol would suffice, and a personal bodyguard might find a prisoner more liable to answer questions of motive and employ than a corpse.

Guards are prized by The Glorious Spectacle; a good show of defensive force both impresses their patrons and serves to deter any interest from the rabble of troops they are observing. Such guards can be expected to be splendidly equipped and richly rewarded.

Their higher rank demands a higher level of payment than the rank-and-file, and nobles have a high incentive to keep their protectors well-paid and happy. Some guards accept bribes for small favors their position can provide, or sneak away a portion of any confiscated contraband to supplement their pay.

d12	Title
1-2	A coin purse with 2d4 cp.
3-4	A coin purse with 2d6 cp, and 2d4 sp.
5-6	A coin purse with 2d8 cp, 2d6 sp, and 2d4 ep.
7-8	A coin purse with 2d10 cp, 2d8 sp, 2d6 ep, and 2d4 gp.
9	A small amount of contraband (narcotics, smuggled luxury items or the like)
10	A royal seal
11	A coded letter from an informant
12	Roll twice for this loot drop.

Street Patrol

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	10 (+0)	12 (+1)	11 (+0)

Skills Perception +3
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 1/4 (50 XP)

Actions

Pike. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

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

Gate Sentinel

Medium humanoid (any race), any alignment

Armor Class 16 (breastplate)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

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

Skills Insight +4, Perception +4
Senses passive Perception 14
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Enforcer

Medium humanoid (any race), any alignment

Armor Class 18 (scale armor, shield)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	15 (+2)

Skills Athletics +4, Perception +5
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 1 (200 XP)

Actions

Multiattack. The enforcer makes two attacks.

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

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Palace Guard

Medium humanoid (any race), any alignment

Armor Class 17 (halfplate)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

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

Skills Athletics +5, Insight +4, Perception +4
Senses passive Perception 14
Languages any one language (usually Common)
Challenge 2 (450 XP)

Vigilant. The palace guard can't be surprised while conscious.

Actions

Multiattack. The palace guard makes two attacks.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

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

Elite Bodyguard

Medium humanoid (any race), any alignment

Armor Class 18 (plate)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Str +5, Dex +2, Wis +5
Skills Athletics +5, Perception +5
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 3 (700 XP)

Actions

Multiattack. The elite bodyguard makes two melee attacks.

Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Reactions

Catch the Blow. If a creature within 10 feet of the royal bodyguard is targeted by an attack, the royal bodyguard can move 5 feet towards that creature and force the attacker to target the bodyguard instead.

Protector. When a creature within 10 feet of the royal bodyguard makes a Dexterity saving throw, the bodyguard can give the creature a bonus on their saving throw equal to the bodyguard's Wisdom modifier (+3).

Watchmaster

Medium humanoid (any race), any alignment

Armor Class 15 (leather)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

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

Saving Throws Dex +6, Int +4, Wis +5
Skills Animal Handling +5, Deception +4, Insight +5, Intimidation +4, Perception +7, Persuasion +6
Senses passive Perception 17
Languages Thieves' Cant and any two languages
Challenge 4 (1,100 XP)

Sneak Attack (1/turn). The watchmaster can deal an extra 21 (6d6) damage to one creature they hit with an attack if they have advantage on the attack roll. The attack must use a finesse or ranged weapon. They don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and they don't have disadvantage on the attack roll.

Actions

Multiattack. The watchmaster makes two melee attacks, they can use their Sic 'em ability in place of an attack.

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

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Sic 'em. The watchmaster points at a target they can see within 60 feet. As a reaction, allied beasts trained to obey the watchmaster who can either see or hear the watchmaster can either move up to their speed directly toward the target or make an attack against it.

Official Investigator

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	16 (+3)	17 (+3)	16 (+3)

Saving Throws Dex +7, Int +6, Cha +6
Skills Deception +6, Insight +9, Investigation +9, Perception +6, Persuasion +6
Senses passive Perception 16
Languages any three languages
Challenge 6 (2,300 XP)

Sneak Attack (1/turn). The official investigator can deal an extra 35 (10d6) damage to one creature they hit with an attack if they have advantage on the attack roll. The attack must use a finesse or ranged weapon. They don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and they don't have disadvantage on the attack roll.

Cunning Action. On their turn, as a bonus action, the official investigator can take a Dash, Dodge, Disengage, or Hide action.

Eye for Detail. The official investigator can use a bonus action to make a Wisdom (Perception) check to spot a hidden creature or object to make an Intelligence (Investigation) check to uncover or decipher clues.

Sense Motive. Deception checks made against the official investigator fail automatically if the result is less than 19 (10 + the investigator's Wisdom (Insight)).

Actions

Multiattack. The official investigator makes two attacks: one with their rapier and one with their dagger.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Grand Aegis

Medium humanoid (any race), any alignment

Armor Class 19 (plate)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	14 (+2)	18 (+4)	15 (+2)

Saving Throws Str +8, Con +7, Wis +8
Skills Athletics +8, Insight +8, Perception +8
Senses passive Perception 18
Languages any one language (usually Common)
Challenge 10 (5,900 XP)

Action Surge (1/day). On their turn, the grand aegis can take an additional action on top of their normal action and possible bonus action.

Armored Fighter. The grand aegis gains a +1 bonus to its armor class (included in their stat block).

Legendary Resistance (3/day). If the grand aegis fails a saving throw, they can choose to succeed instead.

Protective Stance. As a bonus action, the grand aegis can designate a creature within 10 feet of themselves. Until the end of the grand aegis's next turn, the designated target can use the aegis' armor class in place of their own. If the designated target's AC is higher than the grand aegis', attacks against them have disadvantage.

Second Wind (2/day). On their turn, the grand aegis can use a bonus action to regain 25 hit points.

Actions

Multiattack. The grand aegis makes three melee attacks.

Halberd. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 4) slashing damage.

Reactions

Punishing Strike. Whenever a creature within the grand aegis' reach makes an attack against a creature other than the grand aegis, the grand aegis can make a single melee attack against the attacker.

Legendary Actions

The grand aegis can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The grand aegis regains spent legendary actions at the start of their turn.

Vigil. The grand aegis makes a Wisdom (Perception) check.

To the Defense. The grand aegis moves up to half their speed. They must end this move within 5 feet of an ally. If they can't move in this way, they can't use this action.

Shove. The grand aegis makes a shove attack.



Mercenaries

Mercenaries range from individual sellswords and companies of a few dozen, to entire armies for hire. Most other soldiers are suspicious or downright hostile to mercenaries, with the assumption that those who fight only for coin will desert them as soon as a better offer presents itself. In fact, most mercenaries are fully aware of this and, with word-of-mouth being their only real guarantee of further employment, go to great pains to honor their contracts. However, the stereotype holds true for some and, when battle turns against them, the promise of gold can be worth less than the love of one's country as far as morale is concerned.



A common sight amongst martial guilds, mercenaries can be found in great numbers in The Black Marks and Carrion Company . Career soldiers, given enough freedom and experience, might transition to the mercenary life themselves.

Transitory by nature, mercenaries sometimes bring exotic and strange weapons to the field. It is common for mercenaries to not only carry their wealth with them, but to display it openly, to boast of their deeds, prove their employability, and show their ability to defend themselves.

d12	Item(s)
1-2	A coin purse with 4d4 cp.
3-4	A coin purse with 4d6 cp, and 4d4 sp.
5-6	A coin purse with 4d8 cp, 4d6 sp, and 4d4 ep.
7-8	A coin purse with 4d10 cp, 4d8 sp, 4d6 ep, and 4d4 gp.
9	A notice of banishment, forbidding entry to a nearby country on pain of death
10	A small book with blackmail information about previous employers
11	A flask of eye-wateringly strong orcish ale
12	Roll twice for this loot drop.

Hardened Sellsword

Medium humanoid (any race), neutral

Armor Class 16 (hide, shield)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

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

Senses passive Perception 11
Languages any one language (usually Common)
Challenge 1 (200 XP)

Brutish Resilience. Whenever the hardened sellsword takes damage from a weapon attack, that damage is reduced by 3 (to a minimum of 0 damage).

Steadfast. The hardened sellsword has advantage on ability checks and saving throws to resist being moved or knocked prone.

Actions

Multiattack. The hardened sellsword makes two attacks: one with their warhammer and one with their shield bash.

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

Shield Bash. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and the target must succeed on a DC 12 Strength saving throw or be knocked prone.

Nimble Fencer

Medium humanoid (any race), neutral

Armor Class 16 (breastplate)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

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

Skills Acrobatics +5, Persuasion +4, Insight +3
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 3 (700 XP)

Fencing Form. While wielding a one-handed melee weapon in one hand and nothing in the other, the nimble fencer gains a +1 bonus on attack rolls made with that weapon (included in their statblock) and a +2 bonus to their AC against attacks made by the last creature the nimble fencer made a melee attack against.

Actions

Multiattack. The nimble fencer makes two attacks.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Reactions

Parry. When they are hit by a melee attack, the nimble fencer can force the attacker to reroll the attack roll. Advantage, disadvantage and any bonuses or penalties still apply to the reroll.

Whirling Dervish

Medium humanoid (any race), neutral

Armor Class 16 (studded leather)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	14 (+2)	11 (+0)	13 (+1)	14 (+2)

Skills Acrobatics +6, Performance +4
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 4 (1,100 XP)

Whirling Blades. If the whirling dervish attacks with both their scimitars, attack rolls made against the whirling dervish by creatures within 5 feet are made with disadvantage until the start of the whirling dervish's next turn. If a creature within 5 feet of the whirling dervish makes a ranged attack or casts a spell that doesn't include a melee attack during that time, the whirling dervish can make a single scimitar attack against the creature as a reaction.

Actions

Multiattack. The whirling dervish makes two attacks with any weapon, or four attacks: two with each of their scimitars.

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

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Cad Duelist

Medium humanoid (any race), neutral

Armor Class 15 (chain shirt)
Hit Points 110 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	11 (+0)	14 (+2)	12 (+1)

Skills Athletics +7, Intimidation +4
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 5 (1,800 XP)

Duelling Style. When the cad duelist is wielding a melee weapon in one hand and no other weapons, they gain a +2 bonus to damage rolls with that weapon (included in their statblock).

Clothesline. If the cad duelist moves at least 15 feet straight toward a Large or smaller creature, and then hits it with a fist attack on the same turn, the target takes an additional 5 (2d4) damage and has disadvantage on its saving throw to avoid being knocked prone.

Pin Down. As a bonus action, the duelist can pin a prone creature. The target is grappled (escape DC 17), and while grappled in this manner, the duelist cannot move the grappled creature unless it initiates a regular grapple attempt.

Actions

Multiattack. The duelist makes two attacks.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Battlefield Executioner

Medium humanoid (any race), neutral

Armor Class 16 (scale)
Hit Points 135 (18d8 + 54)
Speed 30 ft.

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

Saving Throws Str +8, Con +6
Skills Athletics +8
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 6 (2,300 XP)

Execute (1/turn). When the battlefield executioner has advantage on a melee weapon attack roll, the attack deals an additional 13 (2d12) damage on a hit.

Actions

Multiattack. The battlefield executioner makes two melee attacks.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage and the target must succeed on a DC 16 Strength saving throw or the next attack the battlefield executioner makes against the target before the end of the battlefield executioner's next turn has advantage on the attack roll.



Horrific Butcher

Medium humanoid (any race), neutral

Armor Class 16 (unarmored)
Hit Points 142 (19d8 + 57)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	10 (+0)	13 (+1)	8 (−1)

Saving Throws Str +7, Con +6
Skills Athletics +9, Stealth +6, Survival +4
Senses passive Perception 11
Languages any two languages
Challenge 7 (2,900 XP)

Unnatural Brutality. Whenever the horrific butcher reduces a creature other than an undead or construct to 0 hit points, or scores a critical hit against such a creature, allies of the target that can see them must succeed on a Wisdom saving throw (DC is equal to the damage dealt by the triggering attack) or be frightened of the horrific butcher for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Improved Critical. The horrific butcher scores critical hits on rolls of 19 and 20.

Reckless Attack. At the start of their turn, the horrific butcher can choose to act recklessly, giving them advantage on all melee weapon attack rolls during that turn, but granting advantage to all attacks made against them until their next turn.

Unarmored Defense. While wearing no armor, the horrific butcher has an AC of 10 plus their Dexterity modifier plus their Constitution modifier (included in their stat block).

Actions

Multiattack. The horrific butcher makes two attacks. If they have two weapons drawn, they can make an additional attack with the second weapon.

Battleaxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage or 10 (1d10 + 5) slashing damage if used with two hands.

Flail. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Glaive Dancer

Medium humanoid (any race), neutral

Armor Class 16 (scale)
Hit Points 180 (24d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Str +7, Con +6, Wis +5
Skills Athletics +7, Acrobatics +7, Perception +5
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 8 (3,900 XP)

Action Surge (1/day). On their turn, the glaive dancer can take an additional action on top of their normal action and possible bonus action.

Arcing Blade. When the glaive dancer attacks with a two-handed reach weapon and the glaive dancer is at least 25 feet away from the space where they started their turn, all attacks they make with that weapon this turn deal an additional 5 (1d10) damage on a hit. This extra damage increases to 11 (2d10) damage if they are at least 40 feet away from where they started their turn.

Circling Glaive. If the glaive dancer hits a creature with a melee attack with a reach weapon, they may move up to their speed as a bonus action. This move does not provoke opportunity attacks. The dancer must stay within 10 feet of the target during this move.

Indomitable (2/day). The glaive dancer can reroll a failed saving throw.

Actions

Multiattack. The glaive dancer makes two melee attacks.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Way of Greed Disciple

Medium humanoid (any race), neutral

Armor Class 20 (unarmored) (15 w/ Impatient Force)
Hit Points 195 (26d8 + 78)
Speed 50 ft.

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

Saving Throws Str +6, Dex +9, Cha +5
Skills Acrobatics +9, Performance +5, History +4, Stealth +9
Senses passive Perception 15
Languages any two languages
Challenge 9 (5,000 XP)

Eager Advance. As a bonus action, the way of greed disciple can move up to their speed directly toward a hostile creature they can see.

Impatient Force. When taking the Attack action, before rolling for the first attack, the way of greed disciple can choose to pour all their focus into the attack. If they do so, each attack they make deals an additional 9 (1d8 + 5) damage on a hit.

Alternatively, when the way of greed disciple uses their Deflect Missiles ability, it catches a missile if the damage is reduced 5 or less.

When the way of greed disciple uses this trait, they lose the benefit of their Unarmored Defense until the start of their next turn.

Unarmored Defense. While wearing no armor, the way of greed disciple has an AC of 10 + their Dexterity modifier + their Wisdom modifier.

Actions

Multiattack. The way of greed disciple makes three melee attacks.

Temple Sword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Reactions

Deflect Missiles. When they are hit by a ranged weapon attack, the way of greed disciple can reduce the damage from the attack by 1d10 + 10. If this reduces the damage to 0, the attack uses ammunition which can fit in one hand, and the way of greed disciple has one hand free, the way of greed disciple can catch the missile and can immediately make a ranged attack with the weapon or piece of ammunition they just caught.

This is a *Ranged Weapon Attack:* +9 to hit, range as weapon., one target. *Hit:* weapon's damage dice + 5 damage of the same type as the weapon.



Knights

Figures of minor nobility, knights have access to the highest quality arms and armor, as well as the luxury of being able to study and train from a young age in whatever style of combat is best suited for them.

Given the requirements of wealth and training, knights are a rare sight, and often work alone, in a small group, or as commanders of more common troops. A few (usually disgraced) knights appear in mercenary companies, where they often rise through the ranks quickly. Companies of knights, such as The Thunder of Heaven, are often talked about, but rarely encountered by the common soldier.

Even poor knights are richer than the average citizen and, except in the most dire of circumstances, most are able to travel in relative luxury with home comforts and a small retinue of servants (or, at least, a squire, who may have to fill many roles).

d12	Item(s)
1-2	A coin purse with 3d4 cp.
3-4	A coin purse with 3d6 cp, and 3d4 sp.
5-6	A coin purse with 3d8 cp, 3d6 sp, and 3d4 ep.
7-8	A coin purse with 3d10 cp, 3d8 sp, 3d6 ep, and 3d4 gp.
9	An ancient holy symbol, worn smooth by frequent handling
10	An elaborately penned sheaf of patents of nobility
11	A gilded medal of valor
12	Roll twice for this loot drop.

Squire at Arms

Medium humanoid (any race), any alignment

Armor Class 16 (breastplate, shield)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

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

Skills History +2
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 1 (200 XP)

Actions

Multiattack. The squire at arms makes two melee attacks.

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

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Loyal Retainer

Medium humanoid (any race), any alignment

Armor Class 18 (plate)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

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

Skills Athletics +5, History +4, Insight +3, Persuasion +4
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 3 (700 XP)

No Passing. When the loyal retainer hits a creature with an opportunity attack, that creature's speed is reduced to 0 for the rest of this turn.

Relentless Loyalty. The loyal retainer has advantage on saving throws against being charmed or frightened.

Actions

Multiattack. The loyal retainer makes two attacks.

Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

War Falconer

Medium humanoid (any race), any alignment

Armor Class 19 (halfplate, shield)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	11 (+0)	16 (+3)	14 (+2)

Skills Animal Handling +5, History +2, Perception +5, Persuasion +4
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 4 (1,100 XP)

Falconry. The war falconer is always accompanied by a trained falcon. As a bonus action, the war falconer can give one of the following orders, which the falcon follows on its turn. Falcons follow orders as described, but try to stay out of the reach of enemy creatures.

Fly. The falcon leaves the war falconer and flies at a height of 60 to 80 feet, trying to stay within 120 feet of the war falconer. If it can't complete the order on its turn, it will continue following the order until it is completed.

Return. The falcon returns to the war falconer and lands on the war falconer's glove.

Seek. The falcon takes flight just as in the Fly order. However, it will search for living creatures and emit a call if it spots anything, and remain between the war falconer and the spotted creatures to indicate direction.

Strike. The falcon moves toward a creature the war falconer indicates and makes a melee attack against it. It will try to fly out of that creature's reach on the same turn. The first attack made against the target before the falcon's next turn has advantage on the attack roll. The falcon repeats this order until the target is unconscious or it is given another order. If the target is unconscious, the falcon returns to the last order it was given before striking.

Actions

Multiattack. The war falconer makes two attacks.

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

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 3) piercing damage.

War Falcon

A War falconer's bird uses the regular statistics of a hawk (falcon) but has the following additional traits:

Dive Attack. While flying, if the falcon takes a Dash action, it can make a single melee attack as a bonus action.

Flyby. The falcon can fly out of a creature's reach without provoking an opportunity attack.

Valiant Champion

Medium humanoid (any race), any alignment

Armor Class 17 (halfplate)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Skills Athletics +5, History +4, Insight +5, Persuasion +5
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 5 (1,800 XP)

Code of Valor. When the valiant champion takes damage from an attack, the damage is reduced by three times the number of hostile creatures within 5 feet of the champion.

Actions

Multiattack. The valiant champion makes two attacks. Alternatively, the valiant champion makes a one attack each against every hostile creature within their reach.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Noble Lancer

Medium humanoid (any race), any alignment

Armor Class 20 (plate, shield)
Hit Points 161 (19d8 + 76)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Str +8, Con +7
Skills Animal Handling +6, Athletics +8, History +4, Persuasion +5
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 7 (2,900 XP)

Heavy Charge. If the noble lancer is mounted, and moves at least 20 feet straight toward a target, and then hits it with the first lance attack they make on the same turn, the target takes an extra 13 (2d12) piercing damage. If the target is a creature, it must succeed on a DC 16 saving throw or be knocked prone.

Actions

Multiattack. The noble lancer makes two melee attacks.

Lance. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage. Attacks with this weapon against targets within 5 feet are made with disadvantage.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage or 10 (1d10 + 5) slashing damage if used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Reactions

Mounted Combatant. When the noble lancer's mount is targeted with an attack, the lancer can choose to become the target of the attack instead.



Seasoned Warlord

Medium humanoid (any race), any alignment

Armor Class 18 (plate)
Hit Points 204 (24d8 + 96)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	14 (+2)	17 (+3)	15 (+2)

Saving Throws Str +9, Con +8, Cha +6
Skills Athletics +9, History +6, Insight +7, Intimidation +6, Perception +7, Persuasion +6
Senses passive Perception 17
Languages any two languages
Challenge 10 (5,900 XP)

Lead by Example. When the seasoned warlord reduces a hostile creature to 0 hit points, allies within 60 feet that can see them gain a +2 bonus to weapon damage rolls until the end of the seasoned warlord's next turn.

When the seasoned warlord uses their Second Wind, allies within 50 feet that can see them gain 5 temporary hit points.

Action Surge (1/Day). On their turn, the seasoned warlord can take an additional action on top of their normal action and possible bonus action.

Second Wind (1/Day). On their turn, the seasoned warlord can use a bonus action to regain 20 hit points.

Actions

Multiattack. The seasoned warlord makes two attacks. If they have two weapons drawn, they can make an additional attack with the second weapon.

Flail. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage and the target must succeed on a DC 17 Strength saving throw or be knocked prone.

Mace. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage and the target must succeed on a DC 17 Constitution saving throw or be stunned until the end of the seasoned warlord's next turn.

War Pick. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage and until the end of the seasoned warlord's next turn, the seasoned warlord's next attack against the target has advantage on the attack roll.

Master of the Sword

Medium humanoid (any race), any alignment

Armor Class 17 (halfplate)
Hit Points 217 (29d8 + 87)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	14 (+2)	18 (+4)	12 (+1)

Saving Throws Str +6, Dex +9, Wis +8
Skills Athletics +6, Acrobatics +9, History +6, Perception +8, Intimidation +5
Senses passive Perception 18
Languages any one language (usually Common)
Challenge 11 (7,200 XP)

Mastery of the Blade. The master of the sword uses Dexterity for attack and damage rolls they make with a longsword, and roll their weapon's damage dice twice, adding the total together (included in their statblock).

Additionally, when the master of the sword uses an action to attack with a longsword, it can use a bonus action to make a single additional attack with the same weapon.

Ki-Empowered Strikes. The master of the sword's longsword attacks are magical.

Ki (4/day). The master of the sword can channel Ki into their actions and do one of the following.

Flurry of Blows. The master of the sword can make two attacks with their longsword as a bonus action.

Patient Defense. The master of the sword can take the Dodge action as a bonus action.

Step of the Wind. The master of the sword can take the Disengage or Dash action as a bonus action.

Stunning Strike. When the master of the sword hits a creature with a longsword attack, the target must succeed on a DC 16 Constitution saving throw or be sunned until the end of the master of the sword's next turn.

Actions

Multiattack. The master of the sword makes two melee attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage or 15 (2d10 + 4) slashing damage if used with two hands.

Reactions

Cut Missiles. When hit by a ranged weapon attack, the master of the sword parries the missile with their sword. The master of the sword immediately makes a longsword attack against the missile, where the missile's AC is equal to the result of the attack roll with which it was shot. A missile from a handheld weapon is treated as having 5 hit points plus 2 hit points for each size category the weapon that shot it is above Medium (Large 7 hp, Huge 9 hp, Gargantuan 11 hp). A siege engine missile is treated as having 20 hit points instead. If the missile is reduced to 0 hit points, it is split in half and the ranged attack deals no damage.

Knight Exemplar

Medium humanoid (any race), any alignment

Armor Class 20 (plate, shield)
Hit Points 255 (30d8 + 120)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	18 (+4)	13 (+1)	17 (+3)	20 (+5)

Saving Throws Str +9, Dex +5, Cha +9
Skills History +5, Religion +8, Perception +7
Senses passive Perception 17
Languages any two languages
Challenge 12 (8,400 XP)

Saint's Aura. While the knight exemplar is conscious, allies within 40 feet of the knight exemplar can't be frightened and gain a +5 bonus to saving throws.

Divine Smite (1/turn). When the knight exemplar hits a creature with a melee weapon attack, they can expend a spell slot to deal an additional amount of radiant damage equal to 4 (1d8) per level of the spell slot expended.

Lay on Hands. The knight exemplar has a pool of 30 healing points which are expended when used and replenished after a long rest. As an action, they can touch a creature and expend any number of these points, restoring that number of hit points.

Spellcasting. The knight exemplar is a 9th level spellcaster. Their spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks), they have the following paladin spells prepared:

1st level (4 slots): *cure wounds, divine favor, heroism*

2nd level (3 slots): *find steed, lesser restoration, magic weapon*

3rd level (3 slots): *crusader's mantle, elemental weapon, revivify*

4th level (2 slots): *aura of purity, death ward*

5th level (1 slot): *geas*

Actions

Multiattack. The knight exemplar makes two melee attacks.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage plus 4 (1d8) radiant damage or 10 (1d10 + 5) slashing damage plus 4 (1d8) radiant damage if used with two hands.

Martyr's Wings (1/day). The knight exemplar sprouts a pair of radiant, ghostly wings. They can choose to take any amount of radiant damage when they do so. This damage cannot be reduced by resistance or immunity. Each other ally within 40 feet regains a number of hit points equal to half the amount of radiant damage the knight exemplar takes. The knight exemplar gains a fly speed of 50 feet as long as they maintain concentration on their martyr's wings (as if concentrating on a spell).



Warmages

Magic can be a great asset on the field of battle, but those who devote their lives to the arcane are, the stereotype goes, a fragile and bookish sort. Commanders will pay a hefty fee to train those with magical knowledge in the arts of war, knowing that a few well-placed mages can be worth a battalion of common troops.

Any military organization would kill for a handful of warmages; The Flesh, Blood, and Soul utilize those with healing magics who are moved by their altruistic endeavors, The Murmuration's varied education produces many who are gifted in martial and magical arts, and no mercenary guild will turn down the extra firepower a warmage can provide.

Given their level of respect and pay, warmages tend to conduct themselves with a level of haughtiness bordering on arrogance, with the quirks common to the magically-inclined often manifesting in a love of whatever luxuries they can get their hands on.

d12	Item(s)
1-2	A coin purse with 1d4 pp.
3-4	A coin purse with 1d6 gp, and 2d4 pp.
5-6	A coin purse with 1d8 ep, 2d6 gp, and 3d4 pp.
7-8	A coin purse with 1d10 sp, 2d8 ep, 3d6 gp, and 4d4 pp.
9	A spellcasting focus built into the hilt of a rondel dagger
10	A scrap of silk which expands into a comfortable, well-furnished tent when unfolded
11	A glass bead on a fine chain, which contains a single drop of blood suspended within
12	Roll twice for this loot drop.

Combat Mage

Medium humanoid (any race), neutral

Armor Class 14 (leather)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

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

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 2 (450 XP)

Spellcasting. The combat mage is a 3rd level spellcaster. Their spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). They have the following wizard spells prepared:

Cantrips: *fire bolt, shocking grasp, true strike*

1st level (4 slots): *burning hands, jump, magic missile, thunderwave*

2nd level (2 slots): *magic weapon, misty step*

Actions

Multiattack. The combat mage makes two attacks; they can cast a cantrip in place of one attack.

Spear. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage or 7 (1d8 + 3) piercing damage if wielded in two hands.

Bladebound Mystic

Medium humanoid (any race), neutral

Armor Class 15 (chain shirt)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

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

Senses passive Perception 12
Languages any one language (usually Common)
Challenge 3 (700 XP)

Eldritch Smite. When the bladebound mystic hits a target with a melee attack, they can use a bonus action and expend a spell slot to deal an additional 13 (3d8) force damage to the target.

Pact Strength. The bladebound mystic can use their Charisma modifier in place of their Strength modifier for melee weapon attacks and damage rolls.

Spellcasting. The bladebound mystic is a 5th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). They regain expended spell slots after a short or long rest, and know the following warlock spells:

Cantrips: *blade ward, mage hand, true strike*

3rd level (2 slots): *hex, hold person, misty step, vampiric touch*

Actions

Multiattack. The bladebound mystic makes two attacks.

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

Pact Weapon. The bladebound mystic summons a melee weapon in its hand. If they lose contact with this weapon for one minute, or use this ability again, the previously summoned weapon disappears. The weapon can have the shape of any one-handed melee weapon the bladebound mystic chooses.

Spellborne Shock Trooper

Medium humanoid (any race), neutral

Armor Class 16 (breastplate)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

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

Senses passive Perception 12
Languages any one language (usually Common)
Challenge 4 (1,100 XP)

Arcane Celerity. When the spellborne shock trooper is affected by a spell that changes their speed or grants them one, that speed is increased by 15 feet.

Spellcasting. The spellborne shock trooper is a 6th level spellcaster. Their spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). They have the following wizard spells prepared:

Cantrips: *chill touch, poison spray, ray of frost*

1st level (4 slots): *color spray, expeditious retreat*

2nd level (3 slots): *invisibility, scorching ray*

3rd level (3 slots): *fireball, fly*

Actions

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

Field Diviner

Medium humanoid (any race), neutral

Armor Class 12 (15 w/*mage armor*)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	14 (+2)	14 (+2)	17 (+3)	13 (+1)	15 (+2)

Skills Athletics +4, Perception +7
Senses passive Perception 17
Languages any one language (usually Common)
Challenge 5 (1,800 XP)

Arcane Perception. The field diviner's awareness is magically improved, granting them advantage on all Wisdom (Perception) checks and initiative rolls.

Spellcasting. The field diviner is a 7th level spellcaster. Their spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). They have the following wizard spells prepared:

Cantrips: *message, ray of frost, true strike*

1st level (4 slots): *detect magic, find familiar, mage armor, magic missile*

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

3rd level (3 slots): *clairvoyance, lightning bolt*

4th level (1 slot): *arcane eye, locate creature*

Actions

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

Warsinger

Medium humanoid (any race), neutral

Armor Class 15 (leather)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	15 (+2)	14 (+2)	20 (+5)

Skills Deception +8, Insight +5, Medicine +5, Persuasion +8
Senses passive Perception 12
Languages any two languages
Challenge 7 (2,900 XP)

Crossbow Expert. The warsinger ignores the loading property of their hand crossbow. Additionally, when shooting a crossbow, they don't suffer disadvantage for making a ranged attack when an enemy is within 5 feet.

Spellcasting. The warsinger is an 11th level spellcaster. Their spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). They know the following spells:

Cantrips: *message, ray of frost, true strike,*

1st level (4 slots): *bane, cure wounds, heroism, thunderwave*

2nd level (3 slots): *cloud of daggers, enhance ability, lesser restoration*

3rd level (3 slots): *dispel magic, fear, major image*

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

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

6th level (1 slot): *mass suggestion*

Actions

Multiattack. The warsinger makes two attacks: one with their rapier and one with their hand crossbow.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Warsong. The warsinger intones a rousing warsong. Until the end of the warsinger's next turn, allies who start their turn within 60 feet that can hear the warsinger gain a warsong die. Once this turn, the creature can roll 1d4 and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature must choose to use the warsong die after the roll is made but before the result is determined. After the warsong die is used, it is spent and cannot be used again. If the die isn't used before the end of the creature's turn, it is lost. A creature can never have more than one warsong die at a time.



Skycaster

Medium humanoid (any race), neutral

Armor Class 17 (halfplate)
Hit Points 157 (21d8 + 63)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	17 (+3)	20 (+5)	16 (+3)	10 (+0)

Saving Throws Dex +6, Int +9, Wis +7
Skills Arcana +9, Nature +9, Perception +7
Senses passive Perception 17
Languages any three languages
Challenge 12 (8,400 XP)

Spellcasting. The skycaster is a 15th level spellcaster. Their spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). They have the following wizard spells prepared:

Cantrips: *message, ray of frost, true strike*

1st level (4 slots): *grease, shield, witch bolt*

2nd level (3 slots): *gust of wind, levitate, ray of enfeeblement*

3rd level (3 slots): *fly, lightning bolt, sleet storm*

4th level (3 slots): *control water, stone shape,*

5th level (2 slots): *cone of cold, conjure elemental*

6th level (1 slot): *sunbeam*

7th level (1 slot): *teleport*

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

Actions

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Sky Javelin. *Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 18 (4d8) lightning damage.

Arcane Blademaster

Medium humanoid (any race), neutral

Armor Class 17 (halfplate)
Hit Points 187 (25d8 + 75)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	17 (+3)	20 (+5)	12 (+1)	14 (+2)

Saving Throws Dex +9, Int +10, Wis +6
Skills Acrobatics +9, Arcana +10, Perception +6
Senses passive Perception 16
Languages any two languages
Challenge 13 (10,000 XP)

Action Surge (1/day). On their turn, the arcane blademaster can take an additional action on top of their normal action and possible bonus action.

Combat Caster. The arcane blademaster has advantage on Constitution saving throws made to maintain concentration on a spell when they take damage.

Spellcasting. The arcane blademaster is a 10th level spellcaster. Their spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). They have the following wizard spells prepared:

Cantrips: *fire bolt, message, true strike*

1st level (4 slots): *false life, feather fall, jump, shield*

2nd level (3 slots): *hold person, mirror image, misty step*

3rd level (3 slots): *fly, haste, vampiric touch*

4th level (3 slots): *force blade (p.222), dimension door*

5th level (1 slot): *hold monster*

Transposing Blast. When the arcane blademaster hits a target with a ranged spell attack, they can use their bonus action to magically teleport to an unoccupied space they can see within 5 feet of the target and immediately make a single melee attack against the target.

Actions

Multiattack. The arcane blademaster makes three attacks. They can cast a spell that uses a spell attack and has a casting time of one action in place of one attack.

Dagger. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

Reactions

Arcane Resurgence (1/day). When the arcane blademaster loses concentration on a spell, or a spell they are casting is interrupted by a *counterspell*, the arcane blademaster can make an Intelligence saving throw (DC 12 + the spell's slot level). On a success, they regain the spell slot used to cast the spell.

Siege Sorcerer

Medium humanoid (any race), neutral

Armor Class 14 (17 w/*mage armor*)
Hit Points 210 (28d8 + 84)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	14 (+2)	17 (+3)	20 (+5)

Saving Throws Con +9, Wis +9, Cha +11
Skills Arcana +8, Perception +9,
Senses passive Perception 19
Languages any two languages
Challenge 17 (18,000 XP)

Metamagic (4/day). Whenever the siege sorcerer casts a spell, they can use one of the following metamagic options to apply to the spell.

Distant Spell. When the siege sorcerer casts a spell that has a range of 5 feet or greater, they can double the range of the spell.

Siege Spell. When the siege sorcerer casts a spell that affects and deals damage to objects within the spell's area, they can choose to have that spell deal double damage against objects and structures.

Spellcasting. The siege sorcerer is a 17th level spellcaster. Their spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). They know the following sorcerer spells:

Cantrips: *acid splash, mage hand, message, ray of frost*

1st level (4 slots): *color spray, fog cloud, mage armor, thunderwave*

2nd level (3 slots): *darkness, enlarge/reduce, gust of wind, shatter*

3rd level (3 slots): *fireball, fly, lightning bolt*

4th level (3 slots): *greater invisibility, ice storm*

5th level (2 slots): *cloudkill, wall of stone*

6th level (1 slot): *globe of invulnerability*

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

8th level (1 slot): *earthquake*

9th level (1 slot): *meteor swarm*

Actions

Multiattack. The siege sorcerer makes three attacks. They can cast a spell that uses a spell attack and has a casting time of one action in place of one attack.

Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage or 4 (1d8) bludgeoning damage if used with two hands.

Unique Items

Each of these items can be found on one of the NPCs within this book, and can be used or distributed at the GM's discretion.

Amulet of Disinterest

Wondrous item, rare

This amulet exudes an aura of disinterest around the wearer, making others pay less attention to them than they otherwise would.

Creatures with an Intelligence of 6 or higher have disadvantage on Wisdom (Perception) and (Insight) checks to discern the wearer's intentions and specific actions. Observers are aware the wearer is there, but are simply uninterested in looking at them closer. The effect is broken with physical contact, or if the wearer draws undue attention to themselves.

Appropriate Change

Wondrous item, uncommon

Kley uses *appropriate change* to pay his contacts on all sides of a conflict with currency which will not draw suspicion about its origins.

These magical coins are minted to reflect a specific currency. When placed in a container with mundane coins of any currency up to a value of 100 gp, those coins are transformed into the currency of the *appropriate change* coin, without altering their value. A single coin can transform 100 gp worth of mundane coins in a 24 hour period.

Battle Blinders

Wondrous item, rare

As well as covering unsightly wounds, this eyepatch focusses the wearer on the most important elements of the battle around them. While wearing this patch, the wearer can take the Search action as a bonus action.

Bellowing Banner

Wondrous item, uncommon

Bellow's banner, a black griffon rampant on a white field, inspires fervor in the troops who march beneath it, making them eager to join the fight.

All creatures allied to the banner's cause within 15 feet of the banner who can see it have advantage on initiative rolls.

Bloodcursed Spear

Weapon (spear), rare (requires attunement)

When the wielder reduces a creature to 0 hit points with this spear, the wielder gains temporary hit points equal to the damage dealt with that attack.

Curse. The spear is cursed. Attuning to it curses the wielder until they are targeted by the *remove curse* spell or similar magic. When the wielder kills a creature with the spear, the wielder is sent into an uncontrollable state of bloodlust. If the wielder is a barbarian with any uses of Rage remaining, they immediately enter a rage.

For the next minute, if the wielder does not attack a creature with the spear on their turn, they take 1d6 psychic damage which cannot be reduced in any way. If this damage would reduce the wielder to 0 Hit Points or fewer, they instead take no damage, and must attack the closest creature for the remainder of the duration, determining their target randomly if there are multiple creatures equally close.

Bowlde's Lucky Cookpot

Wondrous item, unique

Is it magic? Is it skill? Is it years of burnt-on umami flavour? Whatever the case, some of Bowlde's unnatural luck seems to rub off on whatever he cooks in his trusty pot.

When a creature eats a meal cooked in the pot, they gain 1d4 temporary hit points. A creature cannot gain temporary hit points in this way again until they have completed a long rest.

Bulwark

Armor (shield), unique

Through clever dwarven artifice, this shield can be set down, slightly expanding to act as a portable barrier, giving unmatched protection in battle.

The wielder can plant the shield in the ground as an action, whereupon its panels extend to increase its surface area to a 5-foot square. It provides three-quarters cover (+5 to AC and Dexterity saving throws) to creatures directly behind it, and includes an arrow slit.

Once planted, a creature must use an action to pick up the Bulwark, returning it to its portable size, and enabling it to be used as a normal shield once more.

Cipher Quill

Wondrous item, rare

Though it appears to be an unremarkable writing implement, this quill is enchanted by the commanders of The Murmuration.

Words written with the cipher quill will shift through The Murmuration's ciphers and codes, changing at midnight each day. There are 100 ciphers in total, and they appear in a set order memorised by the owner of the quill; each quill rotates through them in a different order.

Finger Chopper

Tool, uncommon

Sylas is a man who loves his tools, and one of his favorites is his finger chopper. Hacking through flesh and bone to get jewelry off bloated corpses is a clumsy way to get the goods he wants, and risks damaging otherwise valuable merchandise as well.

This device is designed like a strange marriage between a pair of pliers and a cigar cutter. The finger is placed in the receptacle which uses various springs to tune itself to the finger's size. The handles are squeezed together, and the finger is drawn through. Whenever an obstacle hits the guides, a high-tension blade slices cleanly through, and the obstacle is plucked by delicate internal pincers, falling into a waiting bag. At this point, user gives another squeeze and the device chews through the rest of the finger unless it hits another obstacle, repeating the process until the finger has been relieved of its ornaments. Using the finger chopper inflicts 1 slashing damage to the target per hand regardless of how many rings are removed.

Gauntlets of Iron Command

Wondrous item, rare

These heavy gauntlets allow one to rule, quite literally, with an iron fist.

If the wearer of the gauntlets is touching a creature capable of understanding them, they may make a Charisma (Intimidation) check against them as a bonus action.

Guiding Light

Wondrous item, rare (requires attunement)

This lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet.

The owner of the lantern can extend the lantern's blessing to any number of creatures who complete a long rest within the 60-foot radius of light around the lantern. Blessed creatures will see the dim glow of the lantern as a beacon in their minds until such a time as it or owner of the lantern chooses to remove the effect. While it can see the glow, a creature is able to find a route back to the lantern, provided it exists on the same plane of existence.

Kellock's Bones

Wondrous item, unique (requires attunement)

Gael's father made her a set of finely carved bone dice and she rolls them for luck at the start of each day as a form of remembrance.

After finishing a long rest, the owner can roll a d20 and use the number rolled in place of a roll for an ability check, attack or saving throw. The owner must decide to use this ability before attempting the roll. After finishing a long rest, the number must be rerolled.

Lionheart Helm

Wondrous item, very rare

This shining helmet, wrought in the shape of a roaring lion, bolsters the wearer against fear and enhances their warcry into a leonine roar.

The wearer has advantage on saving throws against being frightened. Additionally, as a bonus action, they may perform a roaring battle cry to frighten a foe, forcing a creature within 10 feet to make a DC 15 Wisdom saving throw or become frightened of the wearer for one minute. The target may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Little Brother

Weapon (rapier), uncommon

Silva's rapier reflects her aggressive nature. If one was to look closely at it, they would see that the finely-honed blade actually possesses scattered serrations and burrs at particular points. One might assume them to be nicks and flaws from the forging process, but they were built into the sword intentionally, making it far deadlier.

When wounded by the rapier, the blade leaves a tiny but ragged wound. Each wound delivered by the rapier will bleed for 1 piercing damage at the start of each of the wounded creature's turns.

On a successful attack, the wielder may also use their bonus action to twist the blade, creating a vicious wound, which instead bleeds for 2 piercing damage each round.

A bleeding creature can make a DC 12 Constitution saving throw at the end of each of its turns, ending the bleed on a success. The bleed effect can also be stopped with any magical healing.

Map of Adaptable Stratagem

Wondrous item, very rare

This map consists of, what appears to be, a tray of solidified sand roughly 3-foot square, along with four 3-foot tall metal stakes. When all four stakes are placed firmly in the ground, the topography of the area between the stakes, along with any solid objects in the area such as buildings and trees, will shape itself in the sand of the tray. Each of the stakes must be at least 3 feet apart.



Precision Hammer

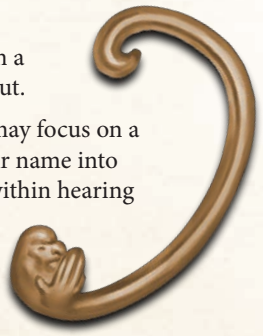
Tool, rare

Carat's superbly-crafted tools allow faster work of superb quality.

If the user is proficient with smith's tools, they can use the precision hammer to craft 10 gp of metalwork per day of crafting rather than 5 gp.

Sear-Ring

Wondrous item, rare (requires attunement)



This earring is highly prized by spies and informers, and lets the wearer know when a subject of their choice is being talked about.

After completing a long rest, the wearer may focus on a creature known to them, channelling their name into the sear-ring. If the subject is spoken of within hearing range, the sear-ring will begin to heat up, the heat intensifying as the wearer approaches the source of the speech. The sear-ring understands all languages, but does not understand codes and obfuscation.

Shard of the Past

Wondrous item, very rare

A broken, palm-sized piece of an ancient magical mirror which once enabled a viewer a clear window into the past.

Peering into the shard, the wearer can see the area within 20 feet of the other side as it appeared in the past. Every event that happened in that area in one month appears simultaneously, so heavily trafficked areas will appear full of a fog of blurred humanoid shapes, whereas an area which has only crossed once will show a single ghostly path. Static objects, such as buildings or trees, appear more solid, unless they were somehow destroyed part way through the period being viewed. Viewing a month-long span takes 6 seconds, and any number of months may be viewed in a sitting. Specific details such as faces, fine text and other small, moving details are indiscernible. The user can determine how far back in time they wish to see.

Slinger

Weapon (crossbow), rare

This specially-designed crossbow is adapted to fling vials of explosive or corrosive liquid rather than bolts. A creature proficient with alchemist's supplies or tinkers tools can craft ammunition for the slinger, with each vial having a value of 5 gp.

Range: 80/320 ft.

Damage: 1d10 acid or fire

Soul Inker

Wondrous item, very rare

The Black Spots use this needle to apply their famous tattoos. Unbeknownst to most outsiders, however, these tattoos increase their unit cohesion and battle prowess, allowing them to feed off each other's excitement. This also heightens their legendary celebrations; each drunken mercenary is also sharing their drunkenness with the company.

Bearers of identical tattoos created with this needle can empathically share emotions between one another, as with the *sending* spell, with the exception of being unable to use words, instead being limited to emotional states such as fear, anger, or celebration. If an individual bears multiple tattoos, they can mentally channel which tattoo they are communicating through.

Spellguard Restraints

Wonderous item, rare

These shackles are highly prized, allowing a spellcaster to be kept captive at minimal risk.

They consist of a pair of shackles joined by a length of chain, and a muzzle. The shackles entirely enclose the hands, removing the ability to provide the somatic and material components of spells. The muzzle allows the wearer to drink liquids, as well as speak, though without the precision and diction necessary for the verbal component of a spell.

Each component is made of cold iron, etched with runes to dampen magical fields, though the physical bonds would be quite adequate to do the job without them.



Toast to Friendship

Potion, uncommon

This concoction is brewed using a hair from the brewer and resembles a dark, rich beer. Anyone who drinks a pint of the brew must make a DC 14 Wisdom saving throw against its effects. On a failed save, the drinker is charmed by the brewer. While charmed in this manner, the drinker views the brewer as a good friend. The drinker remains charmed until the brew leaves their system, taking the same time to wear off as the effects of a strong ale. If they succeed on the save, the drinker does not notice anything awry, simply that the alcohol wasn't very strong.

Totem of the Chosen

Wondrous item, very rare

Appearing to be a simple fetish of wood and hair suspended on a loop of rough leather twine, this is in fact the spirit totem of a near-legendary clan-chief; a symbol of destiny, good fortune and blessing. The totem can be used as a spellcasting focus by a druid or ranger.

If worn openly, it grants the wearer advantage on Charisma (Persuasion) and Wisdom (Insight) checks when interacting with barbarian tribes, and will mark them out as a person of importance.

Troth

Weapon (longsword), unique (requires attunement)

Currently broken. Once the shards of the blade are found, they can be reattached to the hilt.

Vandronum's sword, Troth, was blood-forged, acting something like a crude phylactery. If the sword is in existence and Vandronum would have been killed, his soul is instead transported into the blade of his sword, wherever it is. From this point, Troth becomes a sentient item.

Anyone who wields Troth will find it to be an exceptionally well-crafted sword, but nothing incredible. If Vandronum's soul inhabits the blade, however, it will confer Vandronum's skills with the blade upon the wielder, granting proficiency with the weapon. If the wielder attunes themselves to the sword, Vandronum's personality traits will begin seeping into them. They will share his abrasive attitude, possessiveness, hatred of oath-breakers, and tendency toward vengefulness.

The soul of Vandronum has one goal—get a new body. To that end, he will aid whoever wields his sword in whatever way he can. Once a new body is found, his soul will leave the sword, inhabiting the new body. The sword will then become empty and give Vandronum alone a +3 bonus to attack and damage rolls made with the weapon.

Unique Spells

War breeds innovation, not least in the arcane arts. The following spells were developed to aid in martial efforts, whether by hindering the enemy or simply raining down devastation upon them.

Ballista Bolt

5th level conjuration

Casting Time: 1 action

Range: Self (120 feet)

Components: V, S, M (a splinter of oak)

Duration: Instantaneous

You conjure a 10-foot long, 8-inch diameter sharpened spear of oak, launching it toward a target in range at blistering speed. The target must make a Dexterity saving throw to avoid being struck.

On a failed save, the target takes 2d8 piercing damage, and they are impaled by the bolt. The bolt continues moving in a straight line up to 120 feet long, taking the target with it, until it hits a solid object, dealing 8d6 piercing damage to it.

Any creatures within 5 feet of the point of impact on a solid object must make a Dexterity saving throw to avoid being struck by debris, or take 4d6 piercing damage.

If the object is destroyed, the bolt and target continue on, smashing into (and possibly through) further objects, dealing 2d6 less damage to each object (and any creatures within 5 feet) until the bolt does not deal enough damage to destroy an object, and instead pins the target to the object. When this happens, both the target and the object take the damage rolled and the target is restrained until the bolt is removed.

Once restrained, removing the bolt requires a DC 20 Strength (Athletics) check.

Any nonmagical objects of inorganic material such as stone, crystal, or metal take double damage from the bolt.

Binding Muck

1st level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V,S,M (a clump of dried clay)

Duration: Instantaneous

You transform the field into churning, sucking mud.

You may turn a contiguous area of any shape up to 40 square feet comprised of natural earth (dirt, sand, grass) into mud 1-foot deep. The mud is considered difficult terrain.

Catapult Shot

2nd level conjuration

Casting Time: 1 action

Range: 240 feet

Components: V, S, M (a pebble and a twist of cord)

Duration: Instantaneous

You conjure a 2-foot diameter stone that streaks down in an arc towards a target in range. The target must make a Dexterity saving throw to avoid being struck. On a failed save, the target takes 3d6 bludgeoning damage and is knocked prone. On a successful save, the target takes half damage and is not knocked prone, but is pushed 10 feet from the point of impact.

All creatures within 5 feet of the target take 2d6 force damage and are pushed back 10 feet from the point of impact.

A creature made of inorganic material such as stone, crystal, or metal, and nonmagical objects (such as walls) take double damage on a hit.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the stone diameter increases by 2 feet and damage increases by 2d6 for each slot level above 2nd.

Chaos

7th level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a vial of mercury)

Duration: Concentration, up to 1 minute

You sow chaos amongst the enemy. Each hostile creature within a 20-foot radius sphere, centered on a point you choose within range, must succeed on a Wisdom saving throw or be affected by the chaos for as long as you maintain your concentration.

An affected creature can't take reactions and must roll a d20 at the start of each of its turns to determine its behavior for that turn:

d20	Behavior
1–2	The creature lashes out randomly in a panic against an adjacent creature. If there is no target, it attacks wildly and hits itself.
3–6	The creature flees, using all available movement to get as far from the battle as possible (this includes the greater immediate conflict of any surrounding battle).
7–14	The creature uses its action to make a melee attack against a randomly determined creature within its reach. If no creature is within reach, the creature is disoriented and grants advantage on the next attack against it.
15–19	The creature collapses into hysterics and is incapacitated for the turn.
20	The creature looks at its current situation. If its side is losing the overall immediate conflict, it will attempt to switch sides. If its side is winning, its resolve is steeled and becomes immune to charm or mind-altering effects for the next hour.

Earthen Mine

2nd level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a crystal of nitre)

Duration: 1 minute

You create a sudden explosion buckling out of the earth itself, wounding those caught in the blast and showering down dust and debris.

All creatures within 5 feet of a point you choose within range must make a Dexterity saving throw, taking 3d8 force damage on a failed save or half damage on a successful one. For one minute after the blast, a 5-foot radius cloud of dust heavily obscures the area, centred on the explosion.



Force Blade

4th-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You condense arcane energy into the form of a magic sword. This sword lasts until the spell ends. While wielding the sword, as an action, you can make melee spell attacks with the weapon. It deals 3d6 force damage plus your spellcasting ability modifier on a hit.

At Higher Levels. When you cast this spell using a 5th or 6th level spell slot, the damage increases to 4d6. When you cast it using a 7th or 8th level spell slot, the damage increases to 5d6. When you cast it using a 9th level spell slot, the damage increases to 6d6.

The Horrors of War

9th level necromancy

Casting Time: 1 action

Range: Sight

Components: V, S

Duration: Instantaneous

The souls of the fallen rise to your call, coalescing into a maelstrom of wrath, which you turn upon those who oppose you.

Souls rise from dead bodies of your choosing within a 30-foot radius sphere from a point you can see. The souls rise above the battlefield, merging to form the maelstrom, which then explodes in a screaming, psychic blast. All enemies in the area take 1d10 psychic damage for each raised soul.

The souls are then obliterated from existence. Any creature that has had its soul destroyed in this manner cannot be resurrected or restored in any way, except for divine intervention, a *wish* spell, or similar magic.

Stone Spurs

1st level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a shard of flint)

Duration: 1 minute

You cover the area in caltrop-like spikes, making it impossible to traverse safely.

Choose a point within range. A 20-foot radius circle around that point is riddled with 4-inch high stone spines and becomes difficult terrain. The first time in a turn a creature moves through this area, they take 1d4 piercing damage.

Undermine

3rd level transmutation

Casting Time: 1 action

Range: 10 feet (5-foot cube)

Components: V, S

Duration: Concentration, up to 30 minutes

This spell allows you to dig through earth, hardening the surfaces left behind to allow for a structurally sound tunnel. All excavated materials are deposited at a point of your choosing within 30 feet of your original position.

When you cast this spell, choose a point within 30 feet of you. All excavated materials will be deposited here. All soft materials will be in a form resembling having been shoveled. All hard materials will be in a form resembling being blasted or smashed with a hammer.

On your turn, choose a point (or points) within 10 feet of you. As an action, for as long as you maintain your concentration, you may excavate two 5-foot cubes of loose material (dirt, snow, sand), or one 5-foot cube of hard material (stone, ice, crystal). The ceiling, walls and floor left behind are structurally sound unless you intend them to be weakened. Tunnels can still be demolished by mundane means such as explosions or heavy impacts.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can move twice as much material per turn for each slot level above 3rd.

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