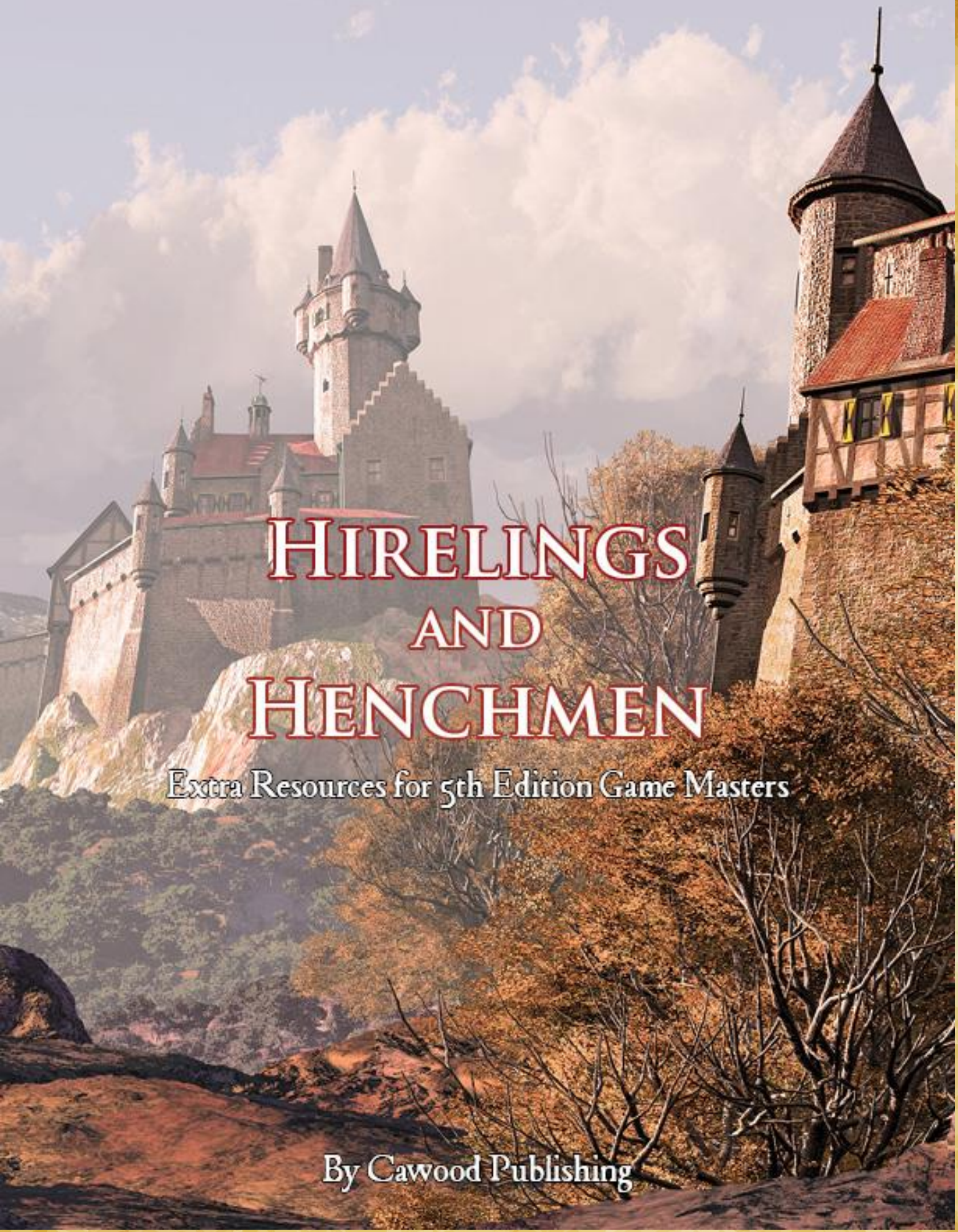




HIRELINGS AND HENCHMEN

Extra Resources for 5th Edition Game Masters

By Cawood Publishing

Hirelings and Henchmen

EXTRA resources for 5th edition Game Masters

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Hirelings and Henchmen





T. Hanson 2017

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A circular frame composed of intense, swirling fire and flames. At the top of the circle, a dragon's head is visible, breathing fire. The word "Hirelings" is written in a yellow, monospace-style font in the center of the dark circle.

Hirelings

ARANIS AMAKIIR

1st level barbarian

Medium humanoid (elf), chaotic good

Armor Class 14

Hit Points 10 (1d12)

Speed 30 ft.

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

Saving Throws Str +5, Con +4

Skills Athletics +5, Nature +2, Perception +1, Survival +1

Senses darkvision 60 ft., passive Perception 11

Languages Common and Elvish

Challenge 1 (200 XP)

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

Rage. 2/day. Aranis has advantage on Strength checks and Strength saves, +2 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage.

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

Actions

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

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

Background: Outlander

Personality: Aranis is calm and patient.

Ideal: She seeks to make peace with change.

Bond: Family is the most important thing to Aranis.

Flaw: Sometimes she is too slow to act.

Appearance: Copper-skinned female elf with black hair and silver eyes. 5' 6" 100lbs

Equipment: backpack, 12gp, 4 days of rations, bedroll, quiver, 20 arrows, *potion of climbing*, blanket, cloak, hunting trap, tinderbox.

NO INSULTS CARL

2nd level barbarian

Medium humanoid (human), chaotic neutral

Armor Class 15

Hit Points 22 (2d12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	5 (-3)	10 (+0)	11 (+0)

Saving Throws Str +5, Con +5

Skills Athletics +5, Intimidation +2, Sleight of Hand +4, Stealth +4

Senses passive Perception 10

Languages Common (limited)

Challenge 1 (200 XP)

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

Rage. 2/day. Carl has advantage on Strength checks and Strength saves, +2 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage.

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

Actions

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

Background: Urchin

Personality: No Insults Carl is always on edge.

Ideal: He helps those who help him.

Bond: He owes his survival to a fellow urchin.

Flaw: No Insults Carl has an uncontrollable temper.

Appearance: A bald, muscular human male with tattoos on his face and dark-blue eyes. 6' 190lbs.

Equipment: backpack, 15gp, 4 days of rations, bedroll, *potion of growth*, blanket, cloak, healer's kit, set of bone dice, hunting trap, tinderbox.

SAUL MARKSTROM

3rd level barbarian

Medium humanoid (human), neutral good

Armor Class 12

Hit Points 27 (3d12)

Speed 30 ft.

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

Saving Throws Str +5, Con +2

Skills Athletics +5, Survival +3

Senses passive Perception 11

Languages Common and Dwarvish

Challenge 2 (450 XP)

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

Rage. 3/day. Saul has advantage on Strength checks and Strength saves, +2 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage.

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

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit (1d12 + 3) slashing damage.

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

Background: Soldier (Infantry)

Personality: Saul is always polite and respectful.

Ideal: To lay his life down for the greater good.

Bond: Saul's honor is his life.

Flaw: He has a terrible secret. He made a mistake in battle that cost many lives.

Appearance: A tall man with long blonde hair, light-blue eyes, and a beard. 6' 2" 200 lbs.

Equipment: backpack, 3 days of rations, *potion of healing*, 10gp, torch, deck of playing cards, tinderbox.

VORGATH

4th level barbarian

Medium humanoid (dragonborn), chaotic neutral

Armor Class 14

Hit Points 38 (4d12)

Speed 30 ft.

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

Saving Throws Str +5, Con +2

Skills Animal Handling +2, Athletics +5, Medicine +5, Religion +5

Senses passive Perception 10

Languages Common and Draconic

Challenge 2 (450 XP)

Acid Resistance. Resistance to acid damage.

Breath Weapon 1/day. Acid breath. 2d6 DC 10 Con save.

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

Rage. 3/day. Vorgath has advantage on Strength checks and Strength saves, +2 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage.

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

Actions

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. Hit (1d10 + 1) piercing damage.

Background: Hermit

Personality: Vorgath is searching for spiritual enlightenment.

Ideal: Free Thinking.

Bond: He is still seeking enlightenment.

Flaw: He'd risk much to uncover a lost bit of knowledge.

Appearance: A massive black dragonborn. 6' 6" 250 lbs.

Equipment: backpack, 2 days of rations, holy symbol, bedroll, 5gp, tinderbox, blanket, cloak, herbalism kit, hunting trap, old book.

HEATHER FEATHERGILL

5th level barbarian

Medium humanoid (human), chaotic good

Armor Class 15

Hit Points 47 (5d12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	7 (-2)	9 (-1)	18 (+4)

Saving Throws Str +6, Con +5

Skills Acrobatics +6, Athletics +6, Intimidation +7

Senses passive Perception 9

Languages Common

Challenge 3 (700 XP)

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

Feral Instinct. Advantage on Initiative rolls.

Rage. 3/day. Heather has advantage on Strength checks and Strength saves, +2 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage.

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

Actions

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

+1 Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (2d6 + 4) slashing damage.

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

Background: Athlete

Personality: Heather is highly competitive, helpful, and quite extroverted.

Ideal: To become the greatest warrior.

Bond: She is close to her fellow warriors.

Flaw: Dim-witted and naive.

Appearance: An attractive, athletic woman with light-brown hair and blue eyes. 5' 7" 126 lbs.

Equipment: backpack, 2 days of rations, *potion of greater healing*, *potion of speed*, 15gp, torch.

HARGRIM HAMMERSTONE

6th level barbarian

Medium humanoid (dwarf), neutral good

Armor Class 15

Hit Points 59 (6d12)

Speed 35 ft.

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

Saving Throws Str +7, Con +7

Skills Animal Handling +3, Insight +2, Perception +2, Survival +3

Senses darkvision 60 ft., passive Perception 12

Languages Common and Dwarf

Challenge 3 (700 XP)

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

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

Feral Instinct. Advantage on Initiative rolls.

Rage. 4/day. Hargrim has advantage on Strength checks and Strength saves, +2 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage.

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

Actions

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

+1 Warhammer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit (1d10 + 5) bludgeoning damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit (1d8 + 1) piercing damage.

Background: Guild Artisan (Brewer)

Personality: Hargrim is a friendly, helpful warrior.

Ideal: To make the best mead in the land.

Bond: His family means everything to him.

Flaw: He enjoys his mead far too much.

Appearance: A black-haired dwarf with a neat beard. 4' 3" 130 lbs.

Equipment: backpack, 1 day of rations, brewer's supplies, tankard, 18gp, tinderbox, 50 ft. rope, bag of 20 caltrops, bedroll, blanket, cloak.

EVAN BRIGHT

1st level bard

Medium humanoid (human), chaotic good

Armor Class 13 (leather armor)

Hit Points 6 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	7 (-2)	8 (-1)	18 (+4)

Saving Throws Dex +4, Cha +6

Skills Animal Handling +1, Athletics +4, Performance +6, Persuasion +6, Survival +1

Senses passive Perception 9

Languages Common

Challenge 1 (200 XP)

Bardic Inspiration. 4/day. Bonus action to give another creature within 60 ft. a d6 to add to ability check, attack roll, or save in the next 10 minutes.

Song of Rest. Use soothing music or oration to give an extra 1d6 hit points to any friendly creatures who can hear him during a short rest.

Spellcasting. Evan is a 1st level bard. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Evan has the following bard spells:

Cantrips. (at will): light, vicious mockery

1st level. (2 slots): animal friendship, charm person, cure wounds, Tasha's hideous laughter

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit (1d10 + 2) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit (1d8 + 2) piercing damage.

AMY RIVERWIND

2nd level bard

Medium humanoid (human), lawful good

Armor Class 14 (studded leather armor)

Hit Points 12 (2d8)

Speed 30 ft.

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

Saving Throws Dex +4, Cha +6

Skills Arcana +3, History +3, Performance +6, Persuasion +6

Senses passive Perception 11

Languages Common, Dwarvish, and Elvish

Challenge 1 (200 XP)

Bardic Inspiration. 4/day. Bonus action to give another creature within 60 ft. a d6 to add to ability check, attack roll, or save in the next 10 minutes.

Song of Rest. Use soothing music or oration to give an extra 1d6 hit points to any friendly creatures who can hear her during a short rest.

Spellcasting. Amy is a 2nd level bard. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Amy has the following bard spells:

Cantrips. (at will): friends, light

1st level. (3 slots): animal friendship, charm person, comprehend languages, cure wounds, illusory script

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit (1d8 + 2) piercing damage.

Background: Folk Hero

Personality: Evan is a charming, confident young man.

Ideal: He fights against tyrants who seek to oppress others.

Bond: Evan protects those who cannot protect themselves.

Flaw: He is naive and easily influenced.

Appearance: A handsome blonde-haired, green-eyed young man. Evan is tall and muscular. 6' 2" 195 lbs.

Equipment: backpack, 2 days of rations, *potion of heroism*, 60 ft. rope, 20 crossbow bolts, *5gp*, drum, lute, torch, tinderbox, cloak.

Background: Sage (Researcher)

Personality: Amy is sweet, kind and focused on her studies.

Ideal: Beauty, it points to the true nature of life.

Bond: Amy works to preserve a library.

Flaw: She can't keep a secret to save her life, or anyone else's.

Appearance: A pretty, red-haired human with blue eyes. Amy is short and slim. 5' 6" 118 lbs.

Equipment: scholar's pack, 3 days of rations, *potion of healing*, 20 crossbow bolts, *12gp*, flute, lute.

DELBY DOBBINS

3rd level bard

Small humanoid (halfling), lawful good

Armor Class 13 (leather armor)

Hit Points 18 (3d8)

Speed 25 ft.

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

Saving Throws Dex +4, Cha +5

Skills Insight +3, Religion +5, Performance +5, Persuasion +5

Senses passive Perception 11

Languages Common and Halfling

Challenge 2 (450 XP)

Bardic Inspiration. 3/day. Bonus action to give another creature within 60 ft. a d6 to add to ability check, attack roll, or save in the next 10 minutes.

Brave. Advantage on saves against being frightened.

Lucky. Can reroll any 1s.

Song of Rest. Use soothing music or oration to give an extra 1d6 hit points to any friendly creatures who can hear him during a short rest.

Spellcasting. Delby is a 3rd level bard. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Delby has the following bard spells:

Cantrips. (at will): light, message

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

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

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit (1d6 + 2) piercing damage.

LORELEI EVAENAN

4th level bard

Medium humanoid (elf), chaotic good

Armor Class 14 (studded leather armor)

Hit Points 28 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	16 (+3)	17 (+3)

Saving Throws Dex +4, Cha +5

Skills History +2, Insight +5, Perception +5, Performance +5

Senses darkvision 60 ft., passive Perception 15

Languages Common and Elvish

Challenge 2 (450 XP)

Bardic Inspiration. 3/day. Bonus action to give another creature within 60 ft. a d6 to add to ability check, attack roll, or save in the next 10 minutes.

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

Song of Rest. Use soothing music or oration to give an extra 1d6 hit points to any friendly creatures who can hear her during a short rest.

Spellcasting. Lorelei is a 4th level bard. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Lorelei has the following bard spells:

Cantrips. (at will): light, message, prestidigitation

1st level. (4 slots): animal friendship, charm person, comprehend languages, heroism

2nd level. (3 slots): animal messenger, locate object, zone of truth

Actions

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

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

Background: Acolyte

Personality: Delby idolizes a halfling hero.

Ideal: Charity, no matter what the personal cost.

Bond: Delby would do anything to protect his temple.

Flaw: He is inflexible in his thinking.

Appearance: A handsome halfling male with tan skin, brown hair and hazel eyes. 3' 2" 42lbs.

Equipment: backpack, drum, 2 days of rations, 19gp, holy symbol, drum, lyre, quiver, 20 arrows, 3 torches, deck of illusions, tinderbox.

Background: Noble

Personality: Lorelei is loved by the common folk.

Ideal: Responsibility.

Bond: The common folk must see her as a hero of the people.

Flaw: At times, she gives too much of herself to others.

Appearance: A beautiful high elf female with bronze skin, silver-white hair and greenish-gold eyes. 5' 8" 100 lbs.

Equipment: 5 days of rations, 20 arrows, quiver, 50gp, flute, lyre, potion of greater healing, signet ring, tinderbox.

CRAWFORD BOONE

5th level bard

Medium humanoid (human), neutral

Armor Class 14 (studded leather armor)

Hit Points 31 (5d8)

Speed 30 ft.

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

Saving Throws Dex +7, Cha +6

Skills Acrobatics +7, Insight +2, Perception +7, Performance +6

Senses passive Perception 10

Languages Common, Dwarvish, and Primordial

Challenge 3 (700 XP)

Bardic Inspiration. 3/day. Bonus action to give another creature within 60 ft. a d8 to add to ability check, attack roll, or save in the next 10 minutes.

Song of Rest. Use soothing music or oration to give an extra 1d6 hit points to any friendly creatures who can hear him during a short rest.

Spellcasting. Crawford is a 5th level bard. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Crawford has the following bard spells:

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

1st level. (4 slots): animal friendship, charm person, cure wounds

2nd level. (3 slots): calm emotions, invisibility, zone of truth

3rd level. (2 slots): glyph of warding, stinking cloud

Actions

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

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. Hit (1d8 + 4) piercing damage.

Background: Entertainer (Poet)

Personality: Crawford feels tremendous empathy for those who suffer.

Ideal: People.

Bond: His book of poetry is his most treasured possession.

Flaw: He has trouble keeping his true feelings hidden.

Appearance: A handsome man with black curly hair and blue eyes. 5' 11" 182 lbs.

Equipment: entertainer's pack, 16gp, dragonchess set, cloak, lantern of revealing, tinderbox.

RAGGA MAGS

6th level bard

Small humanoid (gnome), chaotic good

Armor Class 15 (+1 studded leather armor)

Hit Points 39 (6d8)

Speed 25 ft.

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

Saving Throws Dex +6, Cha +7

Skills Insight +6, Perception +6, Performance +7

Senses darkvision 60 ft., passive Perception 16

Languages Common, Gnomish, and Halfling

Challenge 3 (700 XP)

Bardic Inspiration. 4/day. Bonus action to give another creature within 60 ft. a d8 to add to ability check, attack roll, or save in the next 10 minutes.

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

Song of Rest. Use soothing music or oration to give an extra 1d6 hit points to any friendly creatures who can hear him during a short rest.

Spellcasting. Ragga is a 6th level bard. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Ragga has the following bard spells:

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

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

2nd level. (3 slots): detect thoughts, magic mouth, suggestion

3rd level. (3 slots): clairvoyance, hypnotic pattern, major image

Actions

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

Background: Entertainer (Storyteller)

Personality: Ragga knows a story relevant to almost every situation.

Ideal: Freedom.

Bond: Looking for someone worthy of an epic story.

Flaw: Ragga is jealous of other storytellers.

Appearance: An attractive gnome male with tan skin, blonde hair, and blue eyes. 3' 4" 38 lbs.

Equipment: entertainer's pack, quill, bottle of ink, 10 pieces of parchment, 20gp, drum, flute, lyre, tinderbox.

THORADIN FROSTBEARD

1st level cleric

Medium humanoid (dwarf), lawful good

Armor Class 13 (studded leather armor)

Hit Points 8 (1d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	10 (+0)	16 (+3)	7 (-2)

Saving Throws Wis +5

Skills Acrobatics +6, Insight +5, Perception +5, Religion +2

Senses darkvision 60 ft., passive Perception 15

Languages Common and Dwarvish

Challenge 1 (200 XP)

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

Spellcasting. Thoradin is a 1st level cleric. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks).

Cantrips. (at will): mending, sacred flame, thaumaturgy

1st level. (2 slots): cure wounds, guiding bolt

Domain spells: divine favor, shield of faith

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

Actions

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

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

Background: Guild Artisan (Blacksmith)

Personality: Thoradin sees omens everywhere.

Ideal: Generosity.

Bond: His workshop is the most important place in the world to him.

Flaw: He is obsessed with creating the best armor and weapons.

Appearance: A stocky male dwarf with white hair and a bushy white beard. 4' 5" 140lbs.

Equipment: backpack, smith's tools, holy symbol, 3 days of rations, potion of healing, 79gp, bedroll, crossbow bolt case, 20 crossbow bolts, 50 ft. rope, tinderbox, cloak.

FONKIN POCK

2nd level cleric

Small humanoid (gnome), chaotic neutral

Armor Class 15 (chain shirt)

Hit Points 12 (2d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	15 (+2)	16 (+3)	14 (+2)

Saving Throws Wis +5, Cha +4

Skills Athletic +5, Performance +8, Persuasion +8

Senses darkvision 60 ft., passive Perception 13

Languages Common and Gnomish

Challenge 1 (200 XP)

Blessing of the Trickster. Touch a willing creature and give it advantage on Dexterity (Stealth) checks for 1 hr.

Channel Divinity: Invoke Duplicity 2/day. Creates an illusory duplicate of himself for 1 minute.

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

Spellcasting. Fonkin is a 2nd level cleric. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks).

Cantrips. (at will): guidance, light, spare the dying

1st level. (3 slots): bless, cure wounds, detect evil and good

Domain spells: charm person, disguise self

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

Actions

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

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

Background: Charlatan

Personality: Fonkin is trying to atone for stealing from people when he was younger.

Ideal: Fonkin wants to make something of himself.

Bond: He fleeced the wrong person and never wants to cross paths with them again.

Flaw: Takes big risks at times.

Appearance: A brown-skinned male gnome with blonde hair and green eyes. 3' 40 lbs.

Equipment: holy symbol, 2 days of rations, crossbow bolt case, 20 crossbow bolts, 15gp, blanket, cloak, tinderbox.

MARIA CAROLISA

3rd level cleric

Medium humanoid (human), lawful good

Armor Class 16 (chain mail)

Hit Points 22 (3d8)

Speed 30 ft.

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

Saving Throws Wis +6, Cha +7

Skills Medicine +4, History +4, Perception +6

Senses passive Perception 16

Languages Common, Elvish, and Fey

Challenge 2 (450 XP)

Channel Divinity: Preserve Life 2/day. Uses a healing pool of 15 hit points to heal others within 30 ft.

Disciple of Life. Healing spells add additional hit points equal to 2 + the spell's level.

Spellcasting. Maria is a 3rd level cleric. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks).

Cantrips. (at will): guidance, light, spare the dying

1st level. (4 slots): detect magic, detect poison and disease, healing word, protection from evil and good

2nd level. (2 slots): lesser restoration, prayer of healing

Domain spells: bless, cure wounds, lesser restoration, spiritual weapon

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

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, reach 80/320 ft., one target. Hit (1d8 + 2) piercing damage.

CADE CANDLETHUMB

4th level cleric

Small humanoid (halfling), lawful neutral

Armor Class 18 (chain mail, shield)

Hit Points 28 (4d8)

Speed 25 ft.

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

Saving Throws Wis +5, Cha +4

Skills Deception +6, Perception +6, Stealth +7

Senses passive Perception 16

Languages Common and Halfling

Challenge 2 (450 XP)

Blessing of the Trickster. Touch a willing creature and give it advantage on Dexterity (Stealth) checks for 1 hr.

Brave. Advantage on saves against being frightened.

Channel Divinity: Invoke Duplicity 2/day. Creates an illusory duplicate of himself for 1 minute.

Lucky. Can reroll any 1s.

Spellcasting. Cade is a 4th level cleric. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks).

Cantrips. (at will): mending, resistance, spare the dying

1st level. (4 slots): cure wounds, detect magic, healing word, sanctuary

2nd level. (3 slots): find traps, lesser restoration, locate object

Domain spells: charm person, disguise self, mirror image, pass without trace

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

Actions

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

Background: Noble

Personality: An intelligent cleric whose beauty overshadows her talents. Maria takes great pains to always look her best and follow the latest fashions.

Ideal: Respect.

Bond: She will face any challenge to win the approval of her family.

Flaw: She often befriends those who only see her beauty.

Appearance: A very beautiful young woman with light-brown hair and hazel eyes. 5' 9" 125lbs.

Background: Urchin

Personality: Cade constantly asks questions.

Ideal: He helps those who help him.

Bond: No one should endure the hardships he's been through.

Flaw: Cade will never fully trust anyone but himself.

Appearance: A halfling male with tan skin, sandy-brown hair, and brown eyes. 3' 1" 36 lbs.

Equipment: backpack, holy symbol, 2 days of rations, 22gp, bedroll, 3 torches, *potion of heroism*, tinderbox.

MERASH YARROTH

5th level cleric

Medium humanoid (dragonborn), chaotic good

Armor Class 16 (chain mail)

Hit Points 38 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	15 (+2)	18 (+4)	10 (+0)

Saving Throws Wis +7, Cha +3

Skills Arcana +5, History +5

Senses passive Perception 14

Languages Common and Draconic

Challenge 3 (700 XP)

Breath Weapon 1/day. Fire breath. 2d6 DC 13 Con save

Channel Divinity: Guided Strike 2/day. +10 on attack roll.

Fire Resistance. Resistance to fire damage.

Spellcasting. Merash is a 5th level cleric. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks).

Cantrips. (at will): light, sacred flame, spare the dying

1st level. (4 slots): bless, cure wounds, guiding bolt, protection from evil and good

2nd level. (3 slots): healing word, spiritual weapon, zone of truth

3rd level. (2 slots): find traps, prayer of healing

Domain spells: command, identify, augury, suggestion, nondetection, speak with dead

Turn Undead. Undead Wis save or be turned for 1 min.

War Priest 4/day. Extra weapon attack as bonus action.

Actions

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

Reactions

Channel Divinity: War God's Blessing 2/day. Use reaction to give another within 30 ft. +10 attack.

Background: Sage (Scribe)

Personality: He's convinced people are trying to steal his secrets.

Ideal: No Limits.

Bond: He works to preserve a monastery.

Flaw: Unlocking an ancient mystery is important, regardless of the costs.

Appearance: Massive red dragonborn. 6' 10" 267 lbs.

DUNNIGAN MORRIS

6th level cleric

Medium humanoid (human), lawful good

Armor Class 18 (chain mail, shield)

Hit Points 45 (6d8)

Speed 30 ft.

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

Saving Throws Wis +7, Cha +4

Skills Arcana +5, History +3, Insight +7, Perception +7

Senses passive Perception 17

Languages Common

Challenge 3 (700 XP)

Channel Divinity: Radiance of the Dawn 2/day. Magical darkness within 30 ft. dispelled, 2d10 radiant CON save.

Improved Flare. Protect others within 30 ft.

Spellcasting. Dunnigan is a 6th level cleric. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks).

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

1st level. (4 slots): bless, cure wounds, detect good and evil, protection from good and evil

2nd level. (3 slots): aid, calm emotions, prayer of healing

3rd level. (3 slots): feign death, mass healing word, remove curse

Domain spells: burning hands, faerie fire, flaming sphere, scorching ray, daylight, fireball

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

Warding Flare. Use reaction to impose disadvantage.

Actions

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

Background: Guild Artisan (Carpenter)

Personality: Dunnigan is a generous, down-to-earth person.

Ideal: Community.

Bond: Owes his guild a debt for making him into the person he became.

Flaw: He doesn't always consider his own needs.

Appearance: A slim human male with long brown hair and blue eyes. 5' 10" 160 lbs.

Equipment: 2 days of rations, 18gp, holy symbol, carpenter's tools.

KIERAN EVENWOOD

1st level druid

Medium humanoid (human), chaotic good

Armor Class 11 (leather armor)

Hit Points 6 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	11 (+0)	14 (+2)	15 (+2)	15 (+2)

Saving Throws Int +4, Wis +4

Skills Athletics +9, Deception +7, Intimidation +7

Senses passive Perception 12

Languages Common, Elvish, and Fey

Challenge 1 (200 XP)

Spellcasting. Kieran is a 1st level druid. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks).

Cantrips. (at will): shillelagh, thorn whip

1st level. (2 slots): cure wounds, thunderwave

Actions

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

Spear. *Melee or Ranged Weapon Attack:* +1 to hit, reach 5 ft. or range 20/60 ft., one target. Hit (1d6) or (1d8 versatile) piercing damage.

Background: Soldier (Infantry)

Personality: Outgoing and humorous.

Ideal: Greater Good.

Bond: Those who fight beside him are worth dying for.

Flaw: Scared of being in enclosed spaces.

Appearance: A slim young man with red hair and blue eyes. 5' 11" 170 lbs.

Equipment: backpack, 2 days of rations, *potion of healing*, 2 spears, torch, 6gp, bedroll, 2-person tent, healer's kit, dragonchess set.

FINNAN GREENBOTTLE

2nd level druid

Small humanoid (halfling), chaotic good

Armor Class 14 (hide armor)

Hit Points 11 (2d8)

Speed 25 ft.

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

Saving Throws Int +5, Wis +5

Skills Athletics +2, Arcana +5, History +6, Survival +5

Senses passive Perception 13

Languages Common and Halfling

Challenge 1 (200 XP)

Brave. Advantage on saves against being frightened.

Lucky. Can reroll any 1s.

Natural Recovery. Finnan can recover one 1st level spell slot during a short rest.

Spellcasting. Finnan is a 2nd level druid. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks).

Cantrips. (at will): druidcraft, guidance

1st level. (3 slots): animal friendship, cure wounds, speak with animals

Wild Shape. Finnan can use an action to assume the shape of a CR ¼ or less beast for 1 hour.

Actions

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

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

Background: Outlander (Guide)

Personality: Finnan places no stock in wealth or manners.

Ideal – Change.

Bond – An injury to the wilderness is an injury to him.

Flaw – Finnan remembers every insult and holds grudges.

Appearance: A tan-skinned halfling male with brown hair and brown eyes. 2' 10" 38 lbs.

Equipment: explorer's pack, 11gp, holy symbol, *potion of water breathing*, bullets, cloak.

ZOOK BADGER

3rd level druid

Small humanoid (gnome), chaotic neutral

Armor Class 14 (leather armor)

Hit Points 20 (3d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	12 (+1)	16 (+3)	7 (-2)

Saving Throws Int +3, Wis +5

Skills Acrobatics +6, Athletics +4, Sleight of Hand +6

Senses darkvision 60 ft., passive Perception 13

Languages Common and Gnomish

Challenge 2 (450 XP)

Combat Wild Shape. Zook can use a bonus action to use Wild Shape and use a bonus action to regain 1d8 hit points per level of the spell slot expended.

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

Spellcasting. Zook is a 3rd level druid. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks).

Cantrips. (at will): shillelagh, thorn whip

1st level. (4 slots): cure wounds, fog cloud, speak with animals, thunderwave

2nd level. (2 slots): find traps, flame blade

Wild Shape. Zook can use a bonus action to assume the shape of a CR 1 or less beast for 1 hour.

Actions

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

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

DANARA JERICHO

4th level druid

Medium humanoid (human), lawful good

Armor Class 15 (leather armor, *ring of protection*)

Hit Points 24 (4d8)

Speed 30 ft.

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

Saving Throws Int +2, Wis +5 (+1 to all saves from *ring of protection*)

Skills Athletics +3, Performance +7, Persuasion +7

Senses passive Perception 13

Languages Common and Sylvan

Challenge 2 (450 XP)

Natural Recovery. Danara can recover 2 levels worth of spell slots during a short rest.

Spellcasting. Danara is a 4th level druid. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks).

Cantrips. (at will): druidcraft, mending, shillelagh

1st level. (4 slots): charm person, cure wounds, purify food and drink, speak with animals

2nd level. (3 slots): animal messenger, hold person, protection from poison

Circle of the Land (Forest) spells: barkskin, spider climb

Wild Shape. Danara can use an action to assume the shape of a CR ½ or less beast for 2 hours.

Actions

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

+1 Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. Hit (1d8 + 4) piercing damage.

Background: Folk Hero

Personality: Zook is socially awkward after being raised in the woods.

Ideal: Freedom.

Bond: Zook loves the land and will protect it.

Flaw: He has trouble trusting his allies.

Appearance: An ugly, tan-skinned gnome male with yellowish hair and green eyes, and a pointed yellow beard. 2' 11" 40 lbs.

Equipment: backpack, 3 days of rations, 14gp, 20 arrows, quiver

Background: Guild Artisan (Cook)

Personality: Danara is warm hearted and genuine.

Ideal: Generosity.

Bond: Patron helped her open a store.

Flaw: Is attracted to dangerous men.

Appearance: Danara is a short, blonde-haired beauty with green eyes. 5' 5" 122 lbs.

Equipment: backpack, 2 days of rations, 27gp, crossbow bolt case, 20 crossbow bolts, *ring of protection*, torch, cook's utensils, mess kit.

ALTHAEA GALADON

5th level druid

Medium humanoid (elf), chaotic good

Armor Class 13 (+1 leather armor)

Hit Points 38 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	15 (+2)	18 (+4)	10 (+0)

Saving Throws Int +5, Wis +7

Skills Arcana +5, History +3, Medicine +7, Perception +7, Religion +5

Senses darkvision 60 ft., passive Perception 17

Languages Common, Elvish, and Sylvan

Challenge 3 (700 XP)

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

Natural Recovery. Althaea can recover 2 levels worth of spell slots during a short rest.

Spellcasting. Althaea is a 5th level druid. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks).

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

1st level. (4 slots): animal friendship, cure wounds, entangle, speak with animals

2nd level. (3 slots): animal messenger, beast sense, locate animals or plants

3rd level. (2 slots): conjure animals, speak with plants

Circle of the Land (Forest) spells: barkskin, call lightning, plant growth, spider climb

Wild Shape. Althaea can use an action to assume the shape of a CR ½ or less beast for 2 hours.

Actions

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

ZHOGAR

6th level druid

Medium humanoid (dragonborn), lawful good

Armor Class 15 (+2 hide armor)

Hit Points 41 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	10 (+0)	10 (+0)	19 (+4)	16 (+3)

Saving Throws Int +3, Wis +7

Skills Deception +6, History +3, Perception +6, Stealth +7

Senses passive Perception 14

Languages Common and Draconic

Challenge 3 (700 XP)

Breath Attack 1/day. Poison breath. 3d6 DC 11 Con save.

Combat Wild Shape. Zhogar can use a bonus action to use Wild Shape and use a bonus action to regain 1d8 hit points per level of the spell slot expended.

Poison Resistance. Resistance to poison damage.

Primal Strike. Attacks in beast form count as magical attacks.

Spellcasting. Zhogar is a 6th level druid. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks).

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

1st level. (4 slots): charm person, cure wounds, fog cloud, thunderwave

2nd level. (3 slots): gust of wind, moonbeam, spike growth

3rd level. (3 slots): dispel magic, water breathing, water walk

Wild Shape. Finnan can use a bonus action to assume the shape of a CR 2 or less beast for 3 hours.

Actions

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

+1 Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. Hit (1d10 + 2) piercing damage.

Background: Hermit

Personality: Althaea feels tremendous empathy for those who suffer.

Ideal: Free Thinking.

Bond: Has insight into a great evil.

Flaw: She enjoys keeping secrets.

Appearance: A copper-skinned, female elf with black hair and golden eyes. 5' 4" 85 lbs.

Equipment: 2 days of rations, herbalism kit, 12gp, broom of flying.

Background: Noble

Personality: Zhogar doesn't place himself above others.

Ideal: Responsibility.

Bond: Unwavering loyalty to his sovereign.

Flaw: Blind loyalty.

Appearance: A handsome male green dragonborn. 6' 5" 245 lbs.

Equipment: 5 days of rations, 2 torches, signet ring, crossbow bolt case, 20 crossbow bolts, 74gp, potion of invisibility.

GIMBLE STUMBLEDUCK

1st level fighter

Small humanoid (gnome), chaotic neutral

Armor Class 15 (studded leather armor)

Hit Points 7 (1d10)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	7 (-2)	10 (+0)	7 (-2)

Saving Throws Str +3, Con +2

Skills Acrobatics +5, Athletics +3, Sleight of Hand +5, Stealth +5

Senses darkvision 60 ft., passive Perception 10

Languages Common and Gnomish

Challenge 1 (200 XP)

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

Second Wind. He can use a bonus action to regain 1d10 + 1 hit points. He must rest to regain this feature.

Actions

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

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. Hit (1d6 + 3) piercing damage.

Background: Urchin

Personality: Gimble speaks bluntly.

Ideal: Change.

Bond: He will fight to defend his hometown.

Flaw: Will steal if he needs something.

Appearance: An unattractive male gnome with brown skin, long blonde hair, a trim blonde beard, and green eyes. 3' 4" 46 lbs.

Equipment: backpack, 1 day of rations, *6gp*, quiver, 20 arrows, bag of 20 caltrops, steel mirror, bedroll, cloak, tinderbox.

FLINT BRAWNHEK

2nd level fighter

Medium humanoid (dwarf), lawful good

Armor Class 16 (chain shirt)

Hit Points 15 (2d10)

Speed 25 ft.

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

Saving Throws Str +5, Con +3

Skills Arcana +5, Athletics +5, History +5

Senses darkvision 60 ft., passive Perception 9

Languages Common and Dwarf

Challenge 1 (200 XP)

Action Surge. He can take an additional action. He must rest to regain this feature.

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

Second Wind. He can use a bonus action to regain 1d10 + 2 hit points. He must rest to regain this feature.

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit (1d8 + 2) piercing damage.

Background: Sage (Scribe)

Personality: Flint likes to boast he's read every book there is.

Ideal: Knowledge.

Bond: Works to preserve a library.

Flaw: Easily distracted by the promise of information.

Appearance: A red-haired dwarf with a large beard and hazel eyes. 4' 130 lbs.

Equipment: scholar's pack, 2 days of rations, crossbow bolt case, 20 crossbow bolts, cloak, bedroll, tinderbox.

TARA HOPKINS

3rd level fighter

Medium humanoid (human), chaotic good

Armor Class 19 (plate)

Hit Points 26 (3d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	12 (+1)	10 (+0)	10 (+0)	7 (-2)

Saving Throws Str +5, Con +3

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

Senses passive Perception 12

Languages Common

Challenge 2 (450 XP)

Action Surge. She can take an additional action. She must rest to regain this feature.

Improved Critical. A 19 on a weapon attack is also a critical hit.

Second Wind. She can use a bonus action to regain 1d10 + 3 hit points. She must rest to regain this feature.

Actions

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

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

Background: Guild Artisan (Armorer)

Personality: Tara is a perfectionist.

Ideal: Generosity.

Bond: Her workshop is the most important place to her.

Flaw: She's never satisfied with what she has.

Appearance: A stocky, muscular young woman with brown hair and blue eyes. 5' 6" 145 lbs.

Equipment: backpack, 2 days of rations, 23gp, 3 torches, smith's tools, quiver, 20 arrows.

VERDAN SILVERBROOK

4th level fighter

Medium humanoid (half-elf), lawful good

Armor Class 18 (chain mail, shield)

Hit Points 32 (4d10)

Speed 30 ft.

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

Saving Throws Str +5, Con +2

Skills Insight +5, Perception +5, Religion +3

Senses darkvision 60 ft., passive Perception 15

Languages Common and Elvish

Challenge 2 (450 XP)

Action Surge. He can take an additional action. He must rest to regain this feature.

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

Improved Critical. A 19 on a weapon attack is also a critical hit.

Second Wind. He can use a bonus action to regain 1d10 + 4 hit points. He must rest to regain this feature.

Actions

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

+1 Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. Hit (1d6 + 3) piercing damage.

Background: Acolyte

Personality: Verdán is very tolerant of other faiths.

Ideal: Charity.

Bond: Everything he does is for the common people.

Flaw: Doesn't always look after himself properly.

Appearance: A tall, copper-skinned half-elf male with blonde hair and green eyes. 6' 2" 175 lbs.

Equipment: 2 days of rations, 4gp, holy symbol, 4 sticks of incense, quiver, 20 arrows, bag of beans, cloak, bedroll.

BAERN BATTLEHAMMER

5th level fighter

Medium humanoid (dwarf), lawful good

Armor Class 17 (chain mail)

Hit Points 46 (5d10)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	10 (+0)	9 (-1)	12 (+1)

Saving Throws Str +6, Con +5

Skills Acrobatics +5, Athletics +6, Intimidation +4

Senses darkvision 60 ft., passive Perception 9

Languages Common and Dwarvish

Challenge 3 (700 XP)

Action Surge. He can take an additional action. He must rest to regain this feature.

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

Improved Critical. A 19 on a weapon attack is also a critical hit.

Second Wind. He can use a bonus action to regain 1d10 + 5 hit points. He must rest to regain this feature.

Actions

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

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

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

Background: Soldier

Personality: Baern faces problems head on.

Ideal: Responsibility.

Bond: His honor is his life.

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

Appearance: A stocky male dwarf with brown hair and a brown beard. 4' 2" 121 lbs.

Equipment: backpack, 3 days of rations, 46gp, quiver, 20 arrows, cloak, bedroll, bag of 20 caltrops, map of local area.

TALON

6th level fighter

Medium humanoid (human), neutral

Armor Class 18 (+2 studded leather armor)

Hit Points 55 (6d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	12 (+1)	10 (+0)	10 (+0)

Saving Throws Str +7, Con +5

Skills Acrobatics +6, Athletics +7, Survival +3

Senses passive Perception 10

Languages Common

Challenge 3 (700 XP)

Action Surge. He can take an additional action. He must rest to regain this feature.

Improved Critical. A 19 on a weapon attack is also a critical hit.

Second Wind. He can use a bonus action to regain 1d10 + 6 hit points. He must rest to regain this feature.

Actions

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

+2 Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (1d10 + 6) slashing damage.

+1 Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. Hit (1d8 + 4) piercing damage.

Background: Outlander (Hunter)

Personality: Talon is more comfortable out in nature than with other people.

Ideal: Nature.

Bond: An injury to the wilderness is an injury to him.

Flaw: Very slow to trust.

Appearance: A tall, red-haired human male with light-blue eyes. 6' 4" 220 lbs.

Equipment: backpack, 2 days of rations, crossbow bolt case, 20 crossbow bolts, torch, hunting trap, 69gp, healer's kit.

CAELYNN GALARIAN

1st level monk

Medium humanoid (elf), chaotic good

Armor Class 15

Hit Points 6 (1d8)

Speed 30 ft.

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

Saving Throws Str +2, Dex +5

Skills Arcana +5, History +3, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common and Elvish

Challenge 1 (200 XP)

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

Flurry of Blows. She can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense. She can spend 1 ki point to take the Dodge action as a bonus action.

Step of the Wind. She can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Actions

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

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

Background: Noble

Personality: Caelynn flatters everyone around her.

Ideal: Independence.

Bond: She wants the common folk to see her as a hero.

Flaw: Caelynn has very low self-esteem.

Appearance: A tall, athletic dark-haired female half-elf with hazel eyes. 6' 120 lbs.

Equipment: backpack, 6 days of rations, 35gp, *potion of healing*, scroll case, quill, bottle of ink, 3 sheets of parchment.

LINDSEY LOWDOWN

2nd level monk

Medium humanoid (human), lawful neutral

Armor Class 16

Hit Points 12 (2d8)

Speed 40 ft.

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

Saving Throws Str +3, Dex +6

Skills Acrobatics +6, Deception +6, Perception +6, Stealth +7

Senses passive Perception 12

Languages Common

Challenge 1 (200 XP)

Flurry of Blows. She can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense. She can spend 1 ki point to take the Dodge action as a bonus action.

Step of the Wind. She can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Actions

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

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

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 6 hit points.

Background: Entertainer (Dancer)

Personality: Lindsey finds her way through dance.

Ideal: She wants to bring joy to others through her dancing.

Bond: Lindsey is loyal to her friends.

Flaw: Naïve.

Appearance: An athletic, dark-haired young woman with blue eyes. 5' 10" 147 lbs.

Equipment: 2 days of rations, 5gp, *potion of speed*, torch.

PORTIA GOODLEAF

3rd level monk

Small humanoid (halfling), lawful good

Armor Class 16

Hit Points 16 (3d8)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	10 (+0)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Str +4, Dex +5

Skills Arcana +5, History +3, Insight +5, Religion +2

Senses passive Perception 13

Languages Common and Halfling

Challenge 2 (450 XP)

Brave. Advantage on saves against being frightened.

Flurry of Blows. She can spend 1 ki point to make two unarmed strikes as a bonus action.

Lucky. Can reroll any 1s.

Open Hand Technique. If Flurry of Blows hits then can knock prone (DC 13) Dex save or push up to 15 ft. away /Str save or it can't take reactions for a turn.

Patient Defense. She can spend 1 ki point to take the Dodge action as a bonus action.

Step of the Wind. She can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Actions

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

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

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 6 hit points.

SHANA HIGHCLIFF

4th level monk

Medium humanoid (human), chaotic neutral

Armor Class 13

Hit Points 22 (4d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	8 (-1)	10 (+0)	19 (+4)

Saving Throws Str +2, Dex +5

Skills Acrobatics +5, Performance +6

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

Flurry of Blows. She can spend 1 ki point to make two unarmed strikes as a bonus action.

Open Hand Technique. If Flurry of Blows hits then can knock prone (DC 9) Dex save or push up to 15 ft. away /Str save or it can't take reactions for a turn.

Patient Defense. She can spend 1 ki point to take the Dodge action as a bonus action.

Step of the Wind. She can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Actions

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

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

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 7 hit points.

Slow Fall. Use reaction to reduce falling damage by 20 hit points.

Background: Acolyte

Personality: Portia has spent so long in the temple that she has little practical experience dealing with people in the outside world.

Ideal: Tradition.

Bond: She owes her life to a priest who took her in when her parents died.

Flaw: Portia is inflexible in her thinking.

Appearance: A brown-skinned halfling female with brown hair and grey eyes. 3' 1" 45 lbs.

Equipment: 2 days of rations, holy symbol, *ring of feather falling*.

Background: Entertainer (Actress)

Personality: Shana is drawn to those from the seedier side of society.

Ideal: Making people smile.

Bond: Shana wants to be famous, whatever it takes.

Flaw: She is attracted to dangerous people.

Appearance: Short, attractive brown-haired young woman with blue eyes. 5' 5" 120 lbs.

Equipment: entertainer's pack, *potion of healing*, 45gp, torch.

KRAV MAGAAR

5th level monk

Medium humanoid (dragonborn), lawful good

Armor Class 15

Hit Points 33 (5d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	12 (+1)	12 (+1)	12 (+1)	7 (-2)

Saving Throws Str +6, Dex +7

Skills Athletics +9, Deception +7, Intimidation +7

Senses passive Perception 11

Languages Common and Draconic

Challenge 3 (700 XP)

Breath Attack 1/day. Poison breath. 2d6 DC 12 Con

Flurry of Blows. He can spend 1 ki point to make two unarmed strikes as a bonus action.

Open Hand Technique. If Flurry of Blows hits then can knock prone (DC 12) Dex save or push up to 15 ft. away /Str save or it can't take reactions for a turn.

Patient Defense. He can spend 1 ki point to take the Dodge action as a bonus action.

Poison Resistance. Resistance to poison damage.

Step of the Wind. He can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Stunning Strike. He can spend 1 ki point to stun.

Actions

Multiattack. Krav makes two attacks.

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

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 9 hit points.

Slow Fall. Use reaction to reduce falling damage by 25 hit points.

Background: Soldier (Officer)

Personality: Krav is always polite and respectful.

Ideal: Greater Good.

Bond: He would die for those who fight alongside him.

Flaw: Krav once made a terrible mistake that cost many lives.

Appearance: A large green dragonborn male. 6' 10" 270 lbs.

Equipment: backpack, 3 days of rations, holy symbol, 17gp, 2 torches, rope of climbing, 38gp, bedroll, blanket, cloak, tinderbox.

GARRET GOODBARREL

6th level monk

Small humanoid (halfling), lawful neutral

Armor Class 18

Hit Points 40 (6d8)

Speed 40 ft.

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

Saving Throws Str +5, Dex +8

Skills Arcana +5, History +3

Senses passive Perception 13

Languages Common and Halfling

Challenge 3 (700 XP)

Brave. Advantage on saves against being frightened.

Flurry of Blows. 1 ki pt. 2 unarmed strikes/bonus action

Ki-Empowered Strike. Unarmed strikes are magical.

Lucky. Can reroll any 1s.

Open Hand Technique. If Flurry of Blows hits then can knock prone (DC 14) Dex save or push up to 15 ft. away /Str save or it can't take reactions for a turn.

Patient Defense. He can spend 1 ki point to take the Dodge action as a bonus action.

Step of the Wind. He can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Stunning Strike. He can spend 1 ki point to stun.

Wholeness of Body 1/day. Can heal 18 hit points.

Actions

Multiattack. Garret makes two attacks.

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

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 11 hit points.

Slow Fall. Use reaction to reduce falling damage by 30 hit points.

Background: Urchin

Personality: He eats like a pig and has terrible manners.

Ideal: Community.

Bond: Believes no one else should have to endure the hardships he has been through.

Flaw: He mistrusts the wealthy.

Appearance: Brown-haired halfling with green eyes. 2' 7" 35 lbs.

DURIK RANKIL

1st level paladin

Medium humanoid (dwarf), lawful good

Armor Class 14 (chain shirt)

Hit Points 7 (1d10)

Speed 25 ft.

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

Saving Throws Wis +4, Cha +4

Skills Acrobatics +3, Athletics +4, Insight +4, Religion +4, Sleight of Hand +6

Senses darkvision 60 ft., passive Perception 12

Languages Common and Dwarvish

Challenge 1 (200 XP)

Divine Sense 3/day. He can know the location of any celestial, fiend, or undead within 60 ft.

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

Lay on Hands. He can draw from a pool of 5 hit points to restore hit points, or cure diseases or poisons on a touch action. A long rest is needed to restore this feature.

Actions

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

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

Background: Acolyte

Personality: Nothing can shake Durik's optimistic attitude.

Ideal: He seeks to prove his worthiness to his deity.

Bond: Durik seeks to preserve an ancient text.

Flaw: Blindly trusts his companions.

Appearance: Grey-haired dwarf with a long beard. 4' 4" 140 lbs.

Equipment: backpack, 1 day of rations, holy symbol, crossbow bolt case, 20 crossbow bolts, 8gp, steel mirror, 50 ft. rope, bedroll.

MORGAN MYST

2nd level paladin

Medium humanoid (human), lawful neutral

Armor Class 17 (chain mail)

Hit Points 14 (2d10)

Speed 30 ft.

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

Saving Throws Wis +4, Cha +5

Skills Arcana +4, Athletics +5, History +4, Persuasion +5

Senses passive Perception 12

Languages Common, Dwarvish, and Elvish

Challenge 1 (200 XP)

Divine Sense 4/day. She can know the location of any celestial, fiend, or undead within 60 ft.

Divine Smite. When she hits a creature, she can expend a spell slot to deal 2d8 radiant damage.

Lay on Hands. She can draw from a pool of 10 hit points to restore hit points, or cure diseases or poisons on a touch action. A long rest is needed to restore this feature.

Spellcasting. Morgan is an 2nd level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

1st level. (2 slots): detect evil and good, detect magic

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. Hit (1d8) piercing damage.

Background: Sage (Librarian)

Personality: Morgan loves to solve mysteries.

Ideal: Knowledge.

Bond: She works to preserve a library.

Flaw: At times she overlooks obvious solutions.

Appearance: An attractive woman with long blonde hair and green eyes. 5' 6" 120 lbs.

Equipment: backpack, 3 days of rations, holy symbol, crossbow bolt case, 20 crossbow bolts, 35gp, lantern of revealing, cloak, tinderbox.

ANGELIQUE ROBB

3rd level paladin

Medium humanoid (human), lawful good

Armor Class 19 (chain mail, shield)

Hit Points 24 (3d10)

Speed 30 ft.

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

Saving Throws Wis +3, Cha +6

Skills Athletics +5, History +2, Perception +3

Senses passive Perception 13

Languages Common and Celestial

Challenge 2 (450 XP)

Divine Health. She is immune to disease.

Divine Sense 5/day. She can know the location of any celestial, fiend, or undead within 60 ft.

Divine Smite. When she hits a creature, she can expend a spell slot to deal 2d8 radiant damage.

Lay on Hands. She can draw from a pool of 15 hit points to restore hit points, or cure diseases or poisons on a touch action. A long rest is needed to restore this feature.

Sacred Weapon 1/day. Add Charisma modifier to attack rolls for 1 minute. Emit bright light 20 ft., dim light 20 ft.

Spellcasting. Angelique is an 3rd level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

1st level. (3 slots): bless, cure wounds, shield of faith

Oath spells: protection from evil and good, sanctuary

Turn the Unholy 1/day. Turn fiends/undead within 30 ft.

Actions

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

Background: Diplomat

Personality: Angelique is an eternal optimist.

Ideal: Self-Improvement.

Bond: She will lay her life on the line for her companions.

Flaw: Overly optimistic at times.

Appearance: A beautiful, slim woman with long brown hair and blue eyes. 5' 8" 122 lbs.

Equipment: 4 days of rations, holy symbol, quiver, 20 arrows, 49gp, Keoghtom's ointment, quill, bottle of ink, 3 sheets parchment.

SARIEL STARFLOWER

4th level paladin

Medium humanoid (half-elf), lawful neutral

Armor Class 17 (chain mail)

Hit Points 32 (4d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	12 (+1)	14 (+2)	15 (+2)	16 (+3)

Saving Throws Wis +2, Cha +5

Skills Arcana +4, History +4, Perception +4, Persuasion +5, Stealth +3

Senses darkvision 60 ft., passive Perception 14

Languages Common and Elvish

Challenge 2 (450 XP)

Divine Health. She is immune to disease.

Divine Sense 5/day. She can know the location of any celestial, fiend, or undead within 60 ft.

Divine Smite. When she hits a creature, she can expend a spell slot to deal 2d8 radiant damage.

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

Lay on Hands. She can draw from a pool of 15 hit points to restore hit points, or cure diseases or poisons on a touch action. A long rest is needed to restore.

Sacred Weapon 1/day. Add Charisma modifier to attack rolls for 1 minute. Emit bright light 20 ft., dim light 20 ft.

Spellcasting. Sariel's spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

1st level. (3 slots): charm person, feather fall

Oath spells: protection from evil and good, sanctuary

Turn the Unholy 1/day. Turn fiends/undead w/30 ft.

Actions

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

Background: Sage (Scribe)

Personality: Sariel loves to talk about the latest story she's writing.

Ideal: Community.

Bond: She's looking for someone worthy to read her books.

Flaw: She's jealous of other writers.

Appearance: A pretty half-elf female with golden hair and golden eyes. 5' 8" 120 lbs.

ODA NIM

5th level paladin

Small humanoid (gnome), lawful good

Armor Class 19 (plate)

Hit Points 41 (5d10)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	10 (+0)	17 (+3)	15 (+2)

Saving Throws Wis +6, Cha +5

Skills Arcana +5, History +3

Senses darkvision 60 ft., passive Perception 13

Languages Common and Gnomish

Challenge 3 (700 XP)

Divine Health. She is immune to disease.

Divine Sense 3/day. She can know the location of any celestial, fiend, or undead within 60 ft.

Divine Smite. When she hits a creature, she can expend a spell slot to deal 2d8 radiant damage. 1d8 for 2nd level slot.

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

Lay on Hands. She can draw from a pool of 25 hit points to restore hit points, or cure diseases or poisons on a touch action. A long rest is needed restore this feature.

Nature's Wrath. Ensnare foe with spectral vines within 10 ft., creature must succeed on Str or Dex save.

Spellcasting. Oda is an 5th level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

1st level. (4 slots): cure wounds, searing smite, shield of faith, thunderous smite

2nd level. (2 slots): branding smite, find steed

Oath spells: ensnaring strike, speak with animals

Turn the Faithless. Fey and fiends within 30 ft. must make a Wisdom save or be turned for 1 minute.

Actions

Multiattack. Oda makes two attacks.

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

Background: Hermit

Personality: Oda has a steely, focused attitude towards life.

Ideal: Greater Good.

Bond: Her isolation has deepened her awareness of herself and others.

Flaw: She often ignores offers of support.

Appearance: A pretty, young gnome female with short blonde hair and light-blue eyes. 3'10" 36 lbs.

Equipment: tinderbox, bedroll, 39gp, bag of holding, 50ft. rope, bag of 20 caltrops, holy symbol, pot, incense stick.

ARDEN ASHMORE

6th level paladin

Medium humanoid (human), lawful good

Armor Class 19 (plate)

Hit Points 50 (6d10)

Speed 30 ft.

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

Saving Throws Wis +3, Cha +6

Skills Arcana +5, History +3, Perception +3

Senses passive Perception 13

Languages Common and Elvish

Challenge 3 (700 XP)

Divine Health. She is immune to disease.

Divine Sense 4/day. She can know the location of any celestial, fiend, or undead within 60 ft.

Divine Smite. When she hits a creature, she can expend a spell slot to deal 2d8 radiant damage. 1d8 for 2nd.

Lay on Hands. She can draw from a pool of 30 hit points to restore hit points, or cure diseases or poisons.

Sacred Weapon. Add Charisma modifier to attack rolls for 1 minute. Emit bright light 20 ft., dim light 20 ft.

Spellcasting. Arden is an 6th level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks).

1st level. (4 slots): bless, compelled duel, cure wounds, shield of faith

2nd level. (2 slots): find steed, locate object

Oath spells: lesser restoration, protection from evil and good, sanctuary, zone of truth

Turn the Unholy. Turn fiends/undead within 30 ft.

Actions

Multiattack. Arden makes two attacks.

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

Background: Noble

Personality: Arden is obviously a cut above the unwashed masses.

Ideal: Noble obligation.

Bond: Seeks to preserve an alliance with another noble house.

Flaw: Arden secretly believes that everyone is beneath her.

Appearance: An attractive human female with long black hair and hazel eyes. 5' 8" 130 lbs.

Equipment: backpack, 82gp, bedroll, tinderbox, cloak, pouch, 3 torches, signet ring, steel mirror, map of the local area.

JAYDEN MOSS

1st level ranger

Medium humanoid (human), chaotic neutral

Armor Class 15 (studded leather armor)

Hit Points 6 (1d10)

Speed 30ft.

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

Saving Throws Str +2, Dex +5

Skills Insight +4, Sleight of Hand +5, Stealth +5, Survival +4

Senses passive Perception 12

Languages Common, Elvish, Orcish, and Sylvan

Challenge 1 (200 XP)

Favored Enemy. Orcs! He has advantage on Wisdom (Survival) checks to track them.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Actions

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

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

Background: Urchin

Personality: Jayden sleeps with his back to a wall or a tree.

Ideal: Change.

Bond: Jayden owes his survival to another urchin he grew up with.

Flaw: If a fight goes badly, Jayden will run away to save himself.

Appearance: He is a short, stocky young man with blonde hair and light-blue eyes. 5' 8" 165 lbs.

Equipment: backpack, 1 day of rations, quiver, 20 arrows, *potion of healing*, 11gp, hunting trap, cloak, 50 ft. rope, bedroll.

EVELYN

2nd level ranger

Medium humanoid (human), lawful good

Armor Class 17 (chain shirt, shield)

Hit Points 15 (2d10)

Speed 30 ft.

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

Saving Throws Str +2, Dex +5

Skills Animal Handling +5, History +2, Insight +5, Perception +5

Senses passive Perception 15

Languages Common and Halfling

Challenge 1 (200 XP)

Favored Enemy. Undead! She has advantage on Wisdom (Survival) checks to track them.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Spellcasting. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks).

1st level. (2 slots): cure wounds, hunter's mark

Actions

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

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

Background: Noble

Personality: Evelyn uses her wealth to help the natural world.

Ideal – Responsibility.

Bond – She is loyal to her sovereign.

Flaw – Evelyn has a quick temper.

Appearance: She is a tall, older woman with long red hair and grey eyes. 5' 10" 145 lbs.

Equipment: backpack, 5 days of rations, quiver, 20 arrows, 110gp, *ring of warmth*, cloak, bedroll, mistletoe, component pouch.

ROWAN YEW

3rd level ranger

Medium humanoid (human), chaotic good

Armor Class 15 (chain shirt)

Hit Points 21 (3d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	10 (+0)	10 (+0)	15 (+2)	12 (+1)

Saving Throws Str +3, Dex +5

Skills Animal Handling +4, Insight +4, Perception +4, Survival +4

Senses passive Perception 14

Languages Common and Halfling

Challenge 2 (450 XP)

Favored Enemy. Dragons! He has advantage on Wisdom (Survival) checks to track them.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Spellcasting. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks).

1st level. (3 slots): ensnaring strike, hail of thorns, hunter's mark

Actions

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

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

Background: Folk Hero

Personality: Rowan prefers taking action over thinking.

Ideal: Freedom.

Bond: He protects those who cannot protect themselves.

Flaw: Rowen can make rash decisions.

Appearance: A handsome young man with long brown hair and green eyes. 6' 1" 178 lbs.

Equipment: backpack, 2 days of rations, quiver, 20 arrows, 2 *potions of healing*, cloak, bedroll, 2-person tent, 39gp.

DONELLA DAE

4th level ranger

Small humanoid (gnome), neutral

Armor Class 16 (+1 studded leather armor)

Hit Points 28 (4d10)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	9 (-1)	15 (+2)	16 (+3)	10 (+0)

Saving Throws Str +2, Dex +5

Skills Insight +5, Investigation +4, Nature +4, Survival +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Gnomish, Halfling, and Orc

Challenge 2 (450 XP)

Favored Enemy. Giants! She has advantage on Wisdom (Survival) checks to track them.

Giant Killer. If Large or larger creature hits or misses her, she can use her reaction to attack them.

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

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Spellcasting. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks).

1st level. (3 slots): alarm, animal friendship, fog cloud

Actions

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

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

Background: Guild Artisan (Cartographer)

Personality: Donella has a proverb for every occasion.

Ideal: She is committed to the people she cares about, not ideals.

Bond: Donella treats her maps with great care.

Flaw: She travels into dangerous territory to complete her maps.

Appearance: Halfling with white hair and grey eyes. 3' 2" 42 lbs.

Equipment: backpack, 3 days of rations, cartographer's tools, quill, bottle of ink, 10 sheets of parchment, 56gp, 8 maps in two scroll cases, crossbow bolt case, 20 crossbow bolts.

LARA CROSS

5th level ranger

Medium humanoid (human), chaotic good

Armor Class 16 (+1 studded leather armor)

Hit Points 41 (5d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	10 (+0)	12 (+1)	15 (+2)	18 (+1)

Saving Throws Str +6, Dex +6

Skills Athletics +6, Stealth +6, Survival +5

Senses passive Perception 12

Languages Common and Primordial

Challenge 3 (700 XP)

Colossus Slayer. Can do an extra 1d8 damage to a creature if it's below hit point max once a turn.

Favored Enemy. Monstrosities! She has advantage on Wisdom (Survival) checks to track them.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Spellcasting. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks).

1st level. (4 slots): animal friendship, cure wounds, hunter's mark, longstrider

2nd level. (2 slots): beast sense, pass without trace

Actions

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

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

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. Hit (1d8 + 3) piercing damage.

Background: Outlander (Exile)

Personality: Lara is more comfortable living in the wild.

Ideal: Greater Good.

Bond: An injury to the wilderness is an injury to her.

Flaw: Lara takes tremendous risks.

Appearance: A lean young woman with tanned skin. Lara has medium length brown hair and hazel eyes. 5' 7" 124 lbs.

Equipment: 2 days of rations, crossbow bolt case, 20 crossbow bolts.

MINDARTIS AMAKIIR

6th level ranger

Medium humanoid (elf), chaotic neutral

Armor Class 18 (+2 studded leather armor)

Hit Points 50 (6d10)

Speed 30 ft.

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

Saving Throws Str +4, Dex +7

Skills Animal Handling +6, Nature +4, Survival +6

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, and Sylvan

Challenge 3 (700 XP)

Favored Enemy. Fiends! He has advantage on Wisdom (Survival) checks to track them.

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

Horde Breaker. He can take another attack with same weapon once per turn against a different creature.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find twice as much food. When tracking, learn number, size, and how long ago they passed by area.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Spellcasting. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks).

1st level. (4 slots): animal friendship, cure wounds, detect magic, speak with animals

2nd level. (2 slots): animal messenger, beast sense

Actions

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

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

Background: Hermit

Personality: Mindartis connects everything that happens to a grand, cosmic plan.

Ideal: Live and Let Live.

Bond: His isolation gave him insight into a great evil.

Flaw: Now that he has returned to the world, he enjoys its delights a little too much.

Appearance: A male elf with golden hair, green eyes. 5' 9" 103 lbs

Equipment: backpack, bedroll, 31gp, tinderbox, *potion of healing*.

CASSIE CALDWELL

1st level rogue

Medium humanoid (human), chaotic good

Armor Class 14 (leather armor)

Hit Points 5 (1d8)

Speed 30 ft.

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

Saving Throws Dex +5, Int +4

Skills Acrobatics +5, Insight +5, Perception +5

Senses passive Perception 13

Languages Common, Thieves' cant, and Halfling

Challenge 1 (200 XP)

Sneak Attack. Once per turn, she can deal an extra 1d6 damage to one creature she hits with an attack if she has advantage or if another enemy is within 5 ft. of it.

Actions

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

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. Hit (1d6 + 3) piercing damage.

Background: Acolyte

Personality: Cassie idolizes a local folk hero.

Ideal: Change.

Bond: She would die to recover an ancient relic of her faith.

Flaw: Cassie is overly suspicious of strangers.

Appearance: A young woman with red hair and dark-blue eyes. 5' 4" 100 lbs.

Equipment: backpack, holy symbol, 28gp, crossbow bolt case, 20 crossbow bolts, cloak, bedroll, pouch, tinderbox.

MORGRAN BALDERK

2nd level rogue

Medium humanoid (dwarf), neutral good

Armor Class 15 (studded leather armor)

Hit Points 13 (2d8)

Speed 25 ft.

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

Saving Throws Dex +5, Int +2

Skills Acrobatics +5, Perception +3, Performance +4, Persuasion +4, Survival +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Thieves' cant, and Dwarvish

Challenge 1 (200 XP)

Cunning Action. Morgran can use a bonus action on each of his turns to take the Dash, Disengage, or Hide action.

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

Sneak Attack. Once per turn, he can deal an extra 1d6 damage to one creature he hits with an attack if he has advantage or if another enemy is within 5 ft. of it.

Actions

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

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

Background: Folk Hero

Personality: Morgran is a confident dwarf who inspires confidence in others.

Ideal: Sincerity.

Bond: He protects those who cannot protect themselves.

Flaw: Morgran has a weakness for mead.

Appearance: A black-haired male dwarf with a neat black beard. 3' 9" 123 lbs.

Equipment: backpack, 2 days of rations, crossbow bolt case, 20 crossbow bolts, tinderbox, cloak, 44gp, bedroll, *potion of heroism*.

DAMON

3rd level rogue

Medium humanoid (half-elf), lawful good

Armor Class 15 (studded leather armor)

Hit Points 19 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +5, Int +3

Skills Insight +4, Investigation +3, Intimidation +5, Perception +4, Persuasion +5, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common, Thieves' cant, and Elvish

Challenge 2 (450 XP)

Cunning Action. Damon can use a bonus action on each of his turns to take the Dash, Disengage, or Hide action.

Fast Hands. Damon can use a bonus action granted by Cunning Action to make a Dexterity (Sleight of Hand) check, use thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

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

Second-Story Work. Climbing is normal movement and when making a running jump he jumps an extra 3 ft.

Sneak Attack. Once per turn, he can deal an extra 2d6 damage to one creature he hits with an attack if he has advantage or if another enemy is within 5 ft. of it.

Actions

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

KELLAN NONGALL

4th level rogue

Small humanoid (gnome), chaotic neutral

Armor Class 15 (studded leather armor)

Hit Points 28 (4d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	7 (-2)	9 (-1)	12 (+1)

Saving Throws Dex +5, Int +0

Skills Acrobatics +5, Performance +3, Persuasion +3, Sleight of Hand +5, Stealth +5

Senses darkvision 60 ft., passive Perception 9

Languages Common, Thieves' cant, and Gnomish

Challenge 2 (450 XP)

Cunning Action. Kellan can use a bonus action on each of his turns to take the Dash, Disengage, or Hide action.

Fast Hands. Kellan can use a bonus action granted by Cunning Action to make a Dexterity (Sleight of Hand) check, use thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

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

Second-Story Work. Climbing is normal movement and when making a running jump he jumps an extra 3 ft.

Sneak Attack. Once per turn, he can deal an extra 2d6 damage to one creature he hits with an attack if he has advantage or if another enemy is within 5 ft. of it.

Actions

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

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

Background: Noble

Personality: Damon always looks his best.

Ideal: Responsibility.

Bond: Damon is in love with the heir of a family that his family despises.

Flaw: He can be rather self-centered.

Appearance: An extremely handsome young half-elf with short brown hair and bluish-green eyes. 5' 11" 145 lbs.

Equipment: backpack, 7 days of rations, *potion of healing*, 23gp, bedroll, cloak, quill, bottle of ink, 4 sheets of parchment, tinderbox.

Background: Urchin

Personality: Kellan thinks that anyone who's nice to him is hiding evil intent.

Ideal: Change.

Bond: Kellan will fight to defend his hometown.

Flaw: He never fully trusts anyone except himself.

Appearance: Gnome with blonde hair and green eyes. 3' 5" 44 lbs.

Equipment: backpack, 2 days of rations, 5 darts, 10gp, tinderbox, bedroll, cloak, 50 ft. rope, bag of 20 caltrops.

THE SHADOW

5th level rogue

Medium humanoid (human), chaotic neutral

Armor Class 17 (+1 studded leather armor)

Hit Points 36 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	10 (+0)	16 (+3)	7 (-2)

Saving Throws Dex +7, Int +2

Skills Acrobatics +7, Animal Handling +6, Insight +6, Sleight of Hand +7, Stealth +7, Survival +6

Senses passive Perception 13

Languages Common and Thieves' cant

Challenge 3 (700 XP)

Assassinate. The Shadow has advantage on attack rolls against any creature that hasn't taken a turn in combat yet. Any surprise hit is a critical hit.

Cunning Action. The Shadow can use a bonus action on each of her turns to take the Dash, Disengage, or Hide action.

Sneak Attack. Once per turn, he can deal an extra 3d6 damage to one creature he hits with an attack if he has advantage or if another enemy is within 5 ft. of it.

Actions

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

Reactions

Uncanny Dodge. When an attacker that he can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

Background: Outlander (Bounty Hunter)

Personality: The Shadow hunts down bandits to redeem his former life as a bounty hunter.

Ideal: Nature.

Bond: He has sworn to hunt down and kill all bandits.

Flaw: Violence is his answer to almost every problem.

Appearance: A stocky young man with many noticeable scars on his face, grey eyes, and completely bald. 5' 10" 200 lbs.

Equipment: backpack, 5 days of rations, disguise kit, 2 torches, *boots of levitation*, healer's kit, cloak, bedroll, tinderbox, hunting trap.

CORA QUICKFEET

6th level rogue

Small humanoid (halfling), chaotic good

Armor Class 18 (+2 studded leather armor)

Hit Points 47 (6d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Dex +7, Int +3

Skills Acrobatics +7, Athletics +5, Medicine +3, Sleight of Hand +7, Stealth +7

Senses passive Perception 10

Languages Common, Thieves' cant, and Halfling

Challenge 3 (700 XP)

Brave. Advantage on saves against being frightened.

Cunning Action. Bonus action/Dash, Disengage, or Hide

Fast Hands. Cora can use a bonus action granted by Cunning Action to make a Dexterity (Sleight of Hand) check, use thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Lucky. Can reroll any 1s.

Second-Story Work. Climbing is normal movement and when making a running jump she jumps an extra 4 ft.

Sneak Attack. Once per turn, she can deal an extra 3d6 damage to one creature she hits with an attack if she has advantage or if another enemy is within 5 ft. of it.

Uncanny Dodge. When an attacker that she can see hits her with an attack, she can use her reaction to halve the attack's damage against her.

Actions

+2 Dagger. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (1d4 + 6) piercing damage.

Reactions

Uncanny Dodge. When an attacker that she can see hits her with an attack, she can use her reaction to halve the attack's damage against her.

Background: Hermit

Personality: Cora is always eager to seek advice from the leader of her community.

Ideal: Greater Good.

Bond: Cora entered seclusion to hide from the ones hunting her.

Flaw: Cora takes great risks at times.

Appearance: A young halfling female with tanned skin. She has short brown hair and brown eyes. 2' 8" 36 lbs.

TERRENCE TOR

1st level sorcerer

Medium humanoid (human), lawful neutral

Armor Class 12 (15 with mage armor)

Hit Points 4 (1d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	10 (+0)	9 (-1)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Con +1, Cha +5

Skills Arcana +5, History +3

Senses passive Perception 12

Languages Common and Elvish

Challenge 1 (200 XP)

Spellcasting. Terrence is a 1st level sorcerer. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Terrence has the following sorcerer spells:

Cantrips. (at will): blade ward, light, minor illusion, ray of frost

1st level. (2 slots): color spray, disguise self, mage armor, magic missile

Tides of Chaos 1/day. Advantage on attack, check, or save.

Wild Magic Surge. Roll a d20 after casting spells, if the roll is a 1, roll on the Wild Magic Surge table.

Actions

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

Background: Sage (Scribe)

Personality: Terrence is convinced people are always trying to steal his secrets.

Ideal: Logic.

Bond: His life's work is a series of tomes about elves.

Flaw: Terrence is easily distracted by the promise of information.

Appearance: An attractive male with long grey hair and light-blue eyes. 5' 9" 145 lbs.

Equipment: backpack, 3 days of rations, 47gp, quill, bottle of ink, 10 sheets of parchment, *potion of healing*, cloak, tinderbox, empty vial.

AERDIN SUNSMITH

2nd level sorcerer

Medium humanoid (half-elf), neutral good

Armor Class 12 (15 with mage armor)

Hit Points 9 (2d6)

Speed 30 ft.

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

Saving Throws Con +2, Cha +6

Skills Arcana +5, History +5, Perception +3, Persuasion +6, Religion +5

Senses darkvision 60 ft., passive Perception 13

Languages Common and Elvish

Challenge 1 (200 XP)

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

Font of Magic 1/day. Can create an extra 1st level spell slot.

Spellcasting. Aerdin is a 2nd level sorcerer. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Aerdin has the following sorcerer spells:

Cantrips. (at will): fire bolt, light, prestidigitation, shocking grasp

1st level. (3 slots): charm person, mage armor, witch bolt

Tides of Chaos 1/day. Advantage on attack, check, or save.

Wild Magic Surge. Roll a d20 after casting spells, if the roll is a 1, roll on the Wild Magic Surge table.

Actions

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

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

Background: Noble

Personality: Aerdin flatters everyone he meets.

Ideal: Family.

Bond: He will face any challenge to win the approval of his family.

Flaw: Aerdin has an insatiable desire for carnal pleasures.

Appearance: A handsome half-elf male with long brown hair and blue eyes. 5' 10" 137 lbs.

Equipment: 4 days of rations, 60gp, 7 darts.

BREE FIREFLY

3rd level sorcerer

Small humanoid (halfling), lawful good

Armor Class 12 (15 with mage armor)

Hit Points 13 (3d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (+0)	16 (+3)	14 (+2)	20 (+5)

Saving Throws Con +2, Cha +7

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

Senses passive Perception 12

Languages Common and Halfling

Challenge 2 (450 XP)

Brave. Advantage on saves against being frightened.

Font of Magic 1/day. Can create an extra 1st level spell slot.

Lucky. Can reroll any 1s.

Spellcasting. Bree is a 3rd level sorcerer. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Bree has the following sorcerer spells:

Cantrips. (at will): fire bolt, minor illusion, prestidigitation, ray of frost

1st level. (4 slots): chromatic orb, expeditious retreat, mage armor, shield

2nd level. (2 slots): misty step, scorching ray

Tides of Chaos 1/day. Advantage on attack, check, or save.

Wild Magic Surge. Roll a d20 after casting spells, if the roll is a 1, roll on the Wild Magic Surge table.

Actions

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

Background: Folk Hero

Personality: Bree judges people by their actions, not their words.

Ideal: Fairness.

Bond: Bree protects those who cannot protect themselves.

Flaw: She does too much for others and doesn't always consider her own needs.

Appearance: A stunningly beautiful halfling female with light-brown hair and light-blue eyes. 3' 1" 39 lbs.

Equipment: backpack, 3 days of rations, 21gp, 2-person tent, orb, tinderbox, cloak, bedroll, healer's kit.

WYATT WEST

4th level sorcerer

Medium humanoid (human), neutral

Armor Class 12 (15 with mage armor)

Hit Points 19 (4d6)

Speed 30 ft.

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

Saving Throws Con +3, Cha +6

Skills Athletics +4, Arcana +5, Persuasion +6, Survival +1

Senses passive Perception 9

Languages Common, Goblin, and Orc

Challenge 2 (450 XP)

Font of Magic 1/day. Can create an extra 2nd level spell slot.

Spellcasting. Wyatt is a 4th level sorcerer. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Wyatt has the following sorcerer spells:

Cantrips. (at will): fire bolt, light, message, prestidigitation, ray of frost

1st level. (4 slots): charm person, mage armor, shield, sleep

2nd level. (3 slots): hold person, misty step, scorching ray

Tides of Chaos 1/day. Advantage on attack, check, or save.

Wild Magic Surge. Roll a d20 after casting spells, if the roll is a 1, roll on the Wild Magic Surge table.

Actions

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

Background: Outlander (Guide)

Personality: Wyatt is driven by a wanderlust that has taken him on many adventures.

Ideal: Nature.

Bond: He has visions of a coming evil and isn't sure about telling anyone.

Flaw: Wyatt has a weakness for wine.

Appearance: A very handsome human male with long brown hair and bluish-green eyes. 5' 10" 175 lbs.

Equipment: explorer's pack, 15gp, hunting trap, *potion of healing*.

KALASAR NORIX

5th level sorcerer

Medium humanoid (dragonborn), neutral good

Armor Class 12 (15 with mage armor)

Hit Points 27 (5d6)

Speed 30 ft.

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

Saving Throws Con +4, Cha +7

Skills Athletics +5, Intimidation +7, Persuasion +7

Senses passive Perception 11

Languages Common and Draconic

Challenge 3 (700 XP)

Breath Attack 1/day. Fire breath. 2d6 DC 12 Con save.

Fire Resistance. Resistance to fire damage.

Font of Magic 1/day. Can create an extra 2nd level spell slot.

Spellcasting. Kalasar is a 5th level sorcerer. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Kalasar has the following sorcerer spells:

Cantrips. (at will): fire bolt, mage hand, poison spray, ray of frost

1st level. (4 slots): burning hands, chromatic orb, mage armor, magic missile

2nd level. (3 slots): invisibility, misty step, scorching ray

3rd level. (2 slots): fireball, fly, lightning bolt

Tides of Chaos 1/day. Advantage on attack, check, or save.

Wild Magic Surge. Roll a d20 after casting spells, if the roll is a 1, roll on the Wild Magic Surge table.

Actions

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

STORMWIND

6th level sorcerer

Medium humanoid (human), chaotic neutral

Armor Class 12 (15 with mage armor)

Hit Points 35 (6d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	16 (+3)	15 (+2)	20 (+5)

Saving Throws Con +5, Cha +8

Skills Arcana +5, Insight +4, Medicine +6, Religion +6

Senses passive Perception 12

Languages Common, Abyssal, Sylvan, and Primordial

Challenge 3 (700 XP)

Font of Magic 1/day. Can create an extra 3rd level spell slot.

Spellcasting. Stormwind is a 6th level sorcerer. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Stormwind has the following sorcerer spells:

Cantrips. (at will): acid splash, minor illusion, prestidigitation, ray of frost, shocking grasp

1st level. (4 slots): burning hands, charm person, disguise self, mage armor

2nd level. (3 slots): alter self, misty step, suggestion

3rd level. (3 slots): blink, hypnotic pattern, lightning bolt

Tides of Chaos 1/day. Advantage on attack, check, or save.

Wild Magic Surge. Roll a d20 after casting spells, if the roll is a 1, roll on the Wild Magic Surge table.

Actions

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

Reactions

Bend Luck 1/day. Add 1d4 to another creature's attack roll, ability check, or saving throw (that he can see).

Background: Soldier (Infantry)

Personality: Kalasar is haunted the memories of war.

Ideal: Greater Good.

Bond: He would die for those he fights alongside.

Flaw: Kalasar is still afraid of a giant that killed the rest of his company.

Appearance: A gold dragonborn male. 6' 2" 243 lbs.

Equipment: backpack, 2 days of rations, 35gp, cloak, bedroll, tinderbox, bag of 20 caltrops.

Background: Hermit

Personality: Stormwind is an eloquent, charming older man.

Ideal: Free Thinking.

Bond: He entered seclusion for many years because he loved someone he could not have.

Flaw: Stormwind can be slow to act.

Appearance: A tall, older man with blue eyes, long white hair, and a long white beard. 6' 5" 210 lbs.

Equipment: 5 days of rations, wand, 39gp, healer's kit, tinderbox.

ESSIE ESSALIN

1st level warlock

Medium humanoid (human), neutral

Armor Class 12 (15 with mage armor)

Hit Points 6 (1d8)

Speed 30 ft.

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

Saving Throws Wis +3, Cha +5

Skills Athletics +2, Arcana +5, History +3, Survival +3

Senses passive Perception 11

Languages Common and Fey

Challenge 1 (200 XP)

Fey Presence 2/day. Can use an action to charm or frighten in a 10ft. cube from her/DC 13 Wisdom save.

Spellcasting. Essie is a 1st level warlock. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

Cantrips. (at will): eldritch blast, prestidigitation

1st level. (1 slot): charm person, unseen servant

Actions

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

Background: Outlander (Hunter)

Personality: Essie is always picking things up, absently fiddling with them, and sometimes accidentally breaking them.

Ideal – Nature.

Bond – It is her duty to provide children to sustain her tribe.

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

Appearance: A pretty halfling female with long chestnut-brown hair and hazel eyes. 3' 1" 34 lbs.

Equipment: backpack, 3 days of rations, cloak, bedroll, tinderbox, 32gp, steel mirror, hunting trap, candle, pouch.

PHAIROS

2nd level warlock

Medium humanoid (tiefling), chaotic good

Armor Class 11 (14 with mage armor)

Hit Points 14 (2d8)

Speed 30 ft.

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

Saving Throws Wis +4, Cha +5

Skills Arcana +5, Insight +4, Investigation +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Fey, and Infernal

Challenge 1 (200 XP)

Fey Presence 2/day. Can use an action to charm or frighten in a 10ft. cube from him/DC 13 Wisdom save.

Hellish Resistance. Phairos is resistant to fire damage.

Spellcasting. Phairos is a 2nd level warlock. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

Cantrips. (at will): eldritch blast, minor illusion

1st level. (2 slots): armor of Agathys, faerie fire, sleep, unseen servant, witch bolt

Invocations. (2): agonizing blast, repelling blast

Actions

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

Background: Guild Artisan (Jeweler)

Personality: Phairos is a snob who looks down on those who can't appreciate fine art.

Ideal: Aspiration.

Bond: He pursues wealth to secure someone's love.

Flaw: Phairos is never satisfied with the present moment.

Appearance: An attractive male tiefling with purple hair and golden eyes. 6' 1" 166 lbs.

Equipment: 2 days of rations, cloak, jeweler's tools, healer's kit, 28gp, tinderbox.

MARGRIM MORR

3rd level warlock

Medium humanoid (dwarf), chaotic good

Armor Class 11 (14 with mage armor)

Hit Points 19 (3d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	6 (-2)	9 (-1)	16 (+3)

Saving Throws Wis +1, Cha +5

Skills Deception +5, Intimidation +5, Stealth +3

Senses darkvision 60 ft., passive Perception 9

Languages Common and Dwarvish

Challenge 2 (450 XP)

Awakened Mind. He can communicate telepathically with any creatures within 30 ft.

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

Pact of the Chain. Has a pseudodragon familiar. Can use an attack to let the familiar attack with its reaction.

Spellcasting. Margrim is a 3rd level warlock. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

Cantrips. (at will): eldritch blast, minor illusion

1st and 2nd level. (2 slots): armor of Agathys, charm person, comprehend languages, detect thoughts, dissonant whispers, expeditious retreat, phantasmal force, Tasha's hideous laughter

Invocations. (2): beast speech, mask of many faces

Actions

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

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

Background: Criminal (Smuggler)

Personality: Margrim always has a backup plan.

Ideal: Freedom.

Bond: He's trying to pay off a debt.

Flaw: Margrim plays with his beard whenever he lies.

Appearance: An attractive dwarf male with black hair and a black beard. 4' 1" 134 lbs.

Equipment: backpack, 3 days of rations, 6 darts, cloak, 2-person tent, bedroll, 27gp, tinderbox, healer's kit.

ZANE

4th level warlock

Medium humanoid (human), chaotic neutral

Armor Class 12 (15 with mage armor)

Hit Points 27 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	16 (+3)	12 (+1)	17 (+3)

Saving Throws Wis +3, Cha +5

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Common and Elvish

Challenge 2 (450 XP)

Awakened Mind. He can communicate telepathically with any creatures within 30 ft.

Pact of the Chain. Has a pseudodragon familiar. Can use an attack to let the familiar attack with its reaction.

Spellcasting. Zane is a 4th level warlock. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

Cantrips. (at will): chill touch, minor illusion, prestidigitation

1st and 2nd level. (2 slots): cloud of daggers, detect thoughts, dissonant whispers, invisibility, misty step, phantasmal force, Tasha's hideous laughter, unseen servant, witch bolt

Invocations. (2): armor of shadows, eyes of the runekeeper

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit (1d8 + 2) piercing damage.

Background: Sage (Alchemist)

Personality: Zane speaks slowly to everyone, as he considers them less intelligent.

Ideal: No Limits.

Bond: Zane is searching for a potion that will prolong his life.

Flaw: He speaks without thinking, invariably insulting others.

Appearance: A slim, handsome young man with long black hair and brown eyes. 5' 10" 150 lbs.

Equipment: 2 days of rations, alchemist's supplies, 4 empty flasks, 25gp, 20 bolts, *potion of gaseous form*.

SILAS

5th level warlock

Medium humanoid (human), chaotic neutral

Armor Class 11 (14 with mage armor)

Hit Points 30 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	17 (+3)	14 (+2)	19 (+4)

Saving Throws Wis +5, Cha +7

Skills Deception +7, Investigation +6, Sleight of Hand +4

Senses passive Perception 12

Languages Common, Dwarvish, Elvish, and Fey

Challenge 3 (700 XP)

Fey Presence 2/day. Can use an action to charm or frighten in a 10ft. cube from him/DC 15 Wisdom save.

Pact of the Chain. Has a pseudodragon familiar. Can use an attack to let the familiar attack with its reaction.

Spellcasting. Silas is a 5th level warlock. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks).

Cantrips. (at will): chill touch, minor illusion, prestidigitation

1st – 3rd level. (2 slots): armor of Agathys, blink, calm emotions, counterspell, expeditious retreat, faerie fire, friends, invisibility, phantasmal force, plant growth, sleep, suggestion

Invocations. (3): agonizing blast, eldritch sight, mask of many faces

Actions

+2 Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit (1d4 + 3) piercing damage.

Background: Charlatan

Personality: Silas falls in love easily.

Ideal: Creativity.

Bond: He swindled and ruined a person and now seeks to atone for his misdeeds.

Flaw: He can't resist a pretty face.

Appearance: An attractive shorter man with short black hair and light-blue eyes. 5' 6" 140 lbs.

Equipment: 3 days of rations, 45gp, cloak, empty vial, tinderbox.

ROLEN RAEN

6th level warlock

Medium humanoid (elf), chaotic good

Armor Class 13 (15 with mage armor)

Hit Points 33 (6d8)

Speed 30 ft.

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

Saving Throws Wis +4, Cha +8

Skills Arcana +5, History +3, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, and Fey

Challenge 3 (700 XP)

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

Fey Presence 2/day. Can use an action to charm or frighten in a 10ft. cube from him/DC 15 Wisdom save.

Pact of the Chain. Has a sprite familiar. Can use an attack to let the familiar attack with its reaction.

Spellcasting. Rolen is a 6th level warlock. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks).

Cantrips. (at will): chill touch, eldritch blast, minor illusion

1st – 3rd level. (2 slots): armor of Agathys, blink, calm emotions, darkness, faerie fire, fly, hypnotic pattern, misty step, phantasmal force, plant growth, shatter, sleep, spider climb

Invocations. (3): beguiling influence, eldritch sight, misty visions

Actions

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

Reactions

Misty Escape 2/day. Can vanish in a puff of mist in response to harm. Use reaction to turn invisible and move 60 ft. Invisible until start of next turn or action.

Background: Entertainer (Singer)

Personality: Rolen only settles for perfection.

Ideal: Beauty.

Bond: He idolizes an elf hero of the old tales.

Flaw: A scandal prevents him from returning home.

Appearance: An extremely good-looking elf male with silver hair and yellow eyes. 6' 115 lbs.

MERRIC THORNHILL

1st level wizard

Small humanoid (halfling), neutral

Armor Class 11 (14 with mage armor)

Hit Points 3 (1d6)

Speed 30 ft.

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

Saving Throws Int +5, Wis +2

Skills Arcana +5, History +5

Senses passive Perception 10

Languages Common and Halfling

Challenge 1 (200 XP)

Brave. Advantage on saves against being frightened.

Lucky. Can reroll any 1s.

Spellcasting. Merric is a 1st level wizard. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Merric has the following wizard spells prepared:

Cantrips. (at will): fire bolt, message, prestidigitation

1st level. (2 slots): illusory script, mage armor

Actions

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

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

Background: Sage (Scribe)

Personality: Merric likes to boast he has read every book.

Ideal – Knowledge.

Bond – Merric feels it is his duty to protect his students.

Flaw – He speaks without thinking and usually ends up insulting others.

Appearance: A slim, young halfling with brown hair and blue eyes. 2' 11" 40 lbs.

Equipment: backpack, 2 days of rations, 8gp, spellbook, quill, bottle of ink, component pouch, 10 darts, tinderbox, bedroll, cloak.

ELARIAN LARUS

2nd level wizard

Medium humanoid (half-elf), lawful good

Armor Class 12 (15 with mage armor)

Hit Points 10 (2d6)

Speed 30 ft.

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

Saving Throws Int +5, Wis +2

Skills Arcana +5, History +5, Medicine +2, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish, and Gnomish

Challenge 1 (200 XP)

Arcane Ward. When he casts an abjuration spell, he can create a magic ward around him which lasts until a long rest. The ward has a hit point maximum of 7. Whenever he takes damage, the ward takes the damage instead. Once he creates the ward, he can't create it again until he finishes a long rest.

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

Spellcasting. Elarian is a 2nd level wizard. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Elarian has the following wizard spells prepared:

Cantrips. (at will): acid splash, poison spray, prestidigitation

1st level. (3 slots): detect magic, mage armor, magic missile

Actions

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

Background: Sage (Alchemist)

Personality: Elarian patiently helps out those who aren't as smart as him.

Ideal – Logic.

Bond – He protects a massive collection of potion recipes.

Flaw – Elarian will take risks to get rare ingredients.

Appearance: A handsome half-elf with gold hair and green eyes. 5' 7" 128 lbs.

Equipment: 3 days of rations, alchemist's supplies, spellbook, 41gp, quill, bottle of ink, component pouch, cloak, tinderbox.

STUBBY LEAPFROG

3rd level wizard

Small humanoid (gnome), chaotic good

Armor Class 12 (15 with mage armor)

Hit Points 14 (3d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	17 (+3)	12 (+1)	12 (+1)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5, Insight +3

Senses darkvision 60 ft., passive Perception 11

Languages Common and Gnomish

Challenge 2 (450 XP)

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

Improved Minor Illusion. When he casts *minor illusion*, he can create both a sound and an image with a single casting of the spell.

Spellcasting. Stubby is a 3rd level wizard. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Stubby has the following wizard spells prepared:

Cantrips. (at will): blade ward, chill touch, message, minor illusion

1st level. (4 slots): color spray, mage armor, Tasha's hideous laughter, Tenser's floating disc

2nd level. (2 slots): blur, scorching ray

Actions

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

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

Background: Guild Artisan (Tinker)

Personality: Stubby is always amazed if someone hasn't heard of him.

Ideal – Generosity.

Bond – Stubby is a loyal member of a tinker's guild.

Flaw – He longs for a noble title.

Appearance: Older gnome with blonde hair and blue eyes. 3' 7" 47 lbs.

Equipment: backpack, 4 days of rations, 55gp, tinker's tools, spellbook, quill, bottle of ink, component pouch, 6 darts, cloak, bedroll, tinderbox.

VADAENIA VAEN

4th level wizard

Medium humanoid (elf), chaotic neutral

Armor Class 11 (14 with mage armor)

Hit Points 18 (4d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (+0)	18 (+4)	9 (-1)	18 (+4)

Saving Throws Int +6, Wis +1

Skills Arcana +6, History +6, Perception +1

Senses darkvision 60 ft., passive Perception 11

Languages Common and Elvish

Challenge 2 (450 XP)

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

Hypnotic Gaze. Vadaenia can magically enthrall another creature. Using an action, she chooses a creature within 5 ft. of her, it must succeed on a Wisdom save (DC 13) or be charmed until the end of her next turn. The charmed creature has a speed of 0, it is incapacitated and appears visibly dazed.

Spellcasting. Vadaenia is a 4th level wizard. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Vadaenia has the following wizard spells prepared:

Cantrips. (at will): friends, prestidigitation, ray of frost, shocking grasp

1st level. (4 slots): chromatic orb, grease, mage armor, witch bolt

2nd level. (3 slots): crown of madness, gust of wind, Melf's acid arrow

Actions

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

Background: Noble

Personality: Vadaenia doesn't like to get her hands dirty.

Ideal – Independence.

Bond – Nothing is more important than her family.

Flaw – She often brings shame to her family.

Appearance: A pretty, tall elf female with golden hair and light-blue eyes. 6' 1" 117 lbs.

Equipment: backpack, 7 days of rations, spellbook, quill, bottle of ink, component pouch, 124gp, 12pp, tinderbox, cloak.

GABRIEL HAWKE

5th level wizard

Medium humanoid (human), chaotic good

Armor Class 11 (14 with mage armor)

Hit Points 25 (5d6)

Speed 30ft.

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

Saving Throws Int +7, Wis +4

Skills Athletics +3, Arcana +7, Insight +4, Survival +4

Senses passive Perception 11

Languages Common, Primordial, and Sylvan

Challenge 3 (700 XP)

Sculpt Spells. Gabriel can create pockets of relative safety within the effects of his evocation spells. He can choose a number of creatures equal to 1 + the spell's level, that he can see, that will automatically succeed on their saving throws and take no damage from the spell.

Spellcasting. Gabriel is a 5th level wizard. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Gabriel has the following wizard spells prepared:

Cantrips. (at will): light, minor illusion, prestidigitation, ray of frost

1st level. (4 slots): burning hands, mage armor, magic missile, unseen servant

2nd level. (3 slots): enlarge/reduce, invisibility, scorching ray

3rd level. (2 slots): fireball, Leomund's tiny hut

Actions

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

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

Background: Outlander (Outcast)

Personality: Gabriel has been driven by a wanderlust ever since he became an outcast.

Ideal: Change.

Bond: He is a member of a wizard college.

Flaw: Gabriel is slow to trust.

Appearance: An athletic man with short brown hair and green eyes. 5' 8" 150 lbs.

Equipment: backpack, 3 days of rations, spellbook, 51gp, quill, bottle of ink, component pouch, 8 darts, wand of magic missiles, tinderbox, bedroll, cloak.

CAWLEY WOODS

6th level wizard

Medium humanoid (human), lawful good

Armor Class 12 (15 with mage armor)

Hit Points 28 (6d6)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	10 (+0)	18 (+4)	18 (+4)	14 (+2)

Saving Throws Int +7, Wis +7

Skills Acrobatics +5, Arcana +7, Insight +7, Perception +7

Senses passive Perception 17

Languages Common, Celestial, and Elvish

Challenge 3 (700 XP)

Portent. Cawley can have glimpses of the future. Twice he can replace any attack roll, saving throw, or ability check by him or a creature that he can see with a foretelling roll on a d20. Long rests reset the feature.

Spellcasting. Cawley is a 6th level wizard. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Cawley has the following wizard spells prepared:

Cantrips. (at will): fire bolt, light, mage hand, message

1st level. (4 slots): charm person, detect magic, mage armor, magic missile, shield

2nd level. (3 slots): darkvision, detect thoughts, misty step, scorching ray

3rd level. (3 slots): blink, fireball, lightning bolt

Actions

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

Background: Entertainer (Storyteller)

Personality: A creative storyteller with a wicked sense of humor.

Ideal: To be a better person than he was the day before.

Bond: Nature.

Flaw: His sense of humor can get him in trouble.

Appearance: He is a human male with golden curly hair and blue eyes. 5' 10" 178 lbs.

Equipment: 2 days of rations, spellbook, 69gp, quill, bottle of ink, component pouch, wand, potion of healing, staff of fire, tinderbox.



A circular frame composed of intense, swirling fire and flames. At the top of the frame, a dragon's head is visible, breathing fire. The text "Henchmen/ NPCs" is centered within the dark interior of the fire circle.

Henchmen/ NPCs

MALROG

1st level barbarian

Medium humanoid (half-orc), chaotic evil

Armor Class 14

Hit Points 10 (1d12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	10 (+0)

Saving Throws Str +5, Con +4

Skills Athletics +5, Intimidation +2, Stealth +4

Senses darkvision 60 ft., passive Perception 9

Languages Common and Orcish

Challenge 1 (200 XP)

Rage. 2/day. Malrog has advantage on Strength checks and Strength saves, +2 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage.

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

Relentless Endurance. Can drop to 1 hit point instead of 0 when not killed outright. Long rest to reset feature.

Savage Attack. Extra damage die on critical melee hit.

Actions

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

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

Background: Criminal (Enforcer)

Personality: Malrog enjoys being strong and breaking things.

Ideal: Greed.

Bond: He wants to become the greatest warrior.

Flaw: An innocent person is in jail for a crime he committed.

Appearance: A large, muscular male half-orc. 6' 3" 220 lbs.

Equipment: backpack, 2 days of rations, 5gp, quiver, 20 arrows, cloak, bedroll, tinderbox.

GALD THE GREAT

2nd level barbarian

Medium humanoid (human), lawful evil

Armor Class 15

Hit Points 23 (2d12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	7 (-2)	10 (+0)	11 (+0)

Saving Throws Str +5, Con +5

Skills Athletics +5, Intimidation +2, Survival +2

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

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

Rage. 2/day. Gald has advantage on Strength checks and Strength saves, +2 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage.

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

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit (1d12 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. Hit (1d10 + 2) piercing damage.

Background: Soldier (Standard Bearer)

Personality: Gald is a dour, focused warrior.

Ideal: Responsibility.

Bond: Those who fight beside him are worth dying for.

Flaw: He is a pessimist.

Appearance: A tall human male with long brown hair and grey eyes. 6' 190 lbs.

Equipment: backpack, 4 days of rations, 12gp, 20 crossbow bolts, bedroll, cloak, blanket, tinderbox.

BARBAZELLA

3rd level barbarian

Medium humanoid (human), chaotic evil

Armor Class 15

Hit Points 30 (3d12)

Speed 30 ft.

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

Saving Throws Str +5, Con +3

Skills Acrobatics +5, Athletics +5, Survival +1

Senses passive Perception 9

Languages Common and Abyssal

Challenge 2 (450 XP)

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

Rage. 3/day. Barbazella has advantage on Strength checks and Strength saves, +2 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage.

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

Actions

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

+1 Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. Hit (1d6 + 4) piercing damage.

Background: Outlander (Guide)

Personality: Barbazella enjoys exploring the unknown.

Ideal: Change.

Bond: Barbazella is close to the members of her clan.

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

Appearance: A beautiful, athletic young woman with long brown hair and brown eyes. 5' 9" 135 lbs.

Equipment: backpack, 2 days of rations, 11gp, quiver, 20 arrows, bedroll, 2-person tent, hunting trap, tinderbox.

KALIDAAR

4th level barbarian

Medium humanoid (dragonborn), neutral evil

Armor Class 17 (shield)

Hit Points 47 (4d12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	15 (+2)	10 (+0)	8 (-1)

Saving Throws Str +4, Con +4

Skills Athletics +4, History +4

Senses passive Perception 10

Languages Common, Draconic, and Primordial

Challenge 2 (450 XP)

Breath Attack 1/day. Fire breath. 2d6 DC 12 Con save.

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

Fire Resistance. Resistance to fire damage.

Rage. 3/day. Kalidaar has advantage on Strength checks and Strength saves, +2 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage.

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

Actions

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

+1 Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. Hit (1d8 + 4) piercing damage.

Background: Noble

Personality: Kalidaar is an angry, vengeful warrior.

Ideal: Power.

Bond: She is loyal to the local evil chieftain.

Flaw: Violence is her answer to almost any challenge.

Appearance: An ugly red dragonborn. 6' 9" 264 lbs.

Equipment: backpack, 4 days of rations, 25gp, crossbow bolt case, 20 crossbow bolts, tinderbox, healer's kit, 3 vials of poison, signet ring.

BALRICK BALLRINGER

5th level barbarian

Medium humanoid (dwarf), lawful evil

Armor Class 14

Hit Points 66 (5d12)

Speed 35 ft.

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

Saving Throws Str +7, Con +6

Skills Athletics +7, Deception +4, Intimidation +4, Stealth +4

Senses darkvision 60 ft., passive Perception 11

Languages Common and Dwarvish

Challenge 3 (700 XP)

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

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

Feral Instinct. Advantage on Initiative rolls.

Rage. 3/day. Balrick has advantage on Strength checks and Strength saves, +2 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage.

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

Actions

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d10 + 4) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit (1d8 + 1) piercing damage.

IVAN THE UNFORGETTABLE

6th level barbarian

Medium humanoid (human), chaotic evil

Armor Class 15

Hit Points 68 (6d12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	12 (+1)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Str +7, Con +4

Skills Animal Handling +6, Athletics +7, Survival +6

Senses passive Perception 13

Languages Common

Challenge 3 (700 XP)

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

Feral Instinct. Advantage on Initiative rolls.

Rage. 3/day. Ivan has advantage on Strength checks and Strength saves, +2 to melee weapon damage, and resistance to bludgeoning, piercing, and slashing damage.

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

Actions

Multiattack. *Ivan makes two attacks.*

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

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. Hit (1d8 + 4) piercing damage.

Background: Criminal (Enforcer)

Personality: Balrick is incredibly slow to trust.

Ideal: He will do whatever it takes to become wealthy.

Bond: He is guilty of a terrible crime.

Flaw: Whenever he sees something valuable, he can't think about anything but how to steal it.

Appearance: Balrick is a muscular dwarf with black hair and a long black beard. 4' 2" 137 lbs.

Equipment: backpack, 2 days of rations, 35gp, manacles, crossbow bolt case, 20 crossbow bolts, cloak, tinderbox.

Background: Outlander (Bounty Hunter)

Personality: Ivan was in fact, raised by wolves.

Ideal: Might.

Bond: Ivan has a deep connection to wolves.

Flaw: Violence is his answer to almost every challenge.

Appearance: A tall, powerful male warrior with long black hair and dark-blue eyes. 6' 4" 219 lbs.

Equipment: backpack, 3 days of rations, 55gp, quiver, 20 arrows, bedroll, blanket, cloak, hunting trap, manacles, tinderbox.

FAEN DIOS

1st level bard

Medium humanoid (elf), chaotic evil

Armor Class 13 (leather armor)

Hit Points 5 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	7 (-2)	12 (+1)	16 (+3)

Saving Throws Dex +4, Cha +5

Skills Deception +5, Perception +3, Performance +5, Sleight of Hand +4, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Common and Elvish

Challenge 1 (200 XP)

Bardic Inspiration. 3/day. Bonus action to give another creature within 60 ft. a d6 to add to ability check, attack roll, or save in the next 10 minutes.

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

Song of Rest. Use soothing music or oration to give an extra 1d6 hit points to any friendly creatures who can hear her during a short rest.

Spellcasting. Faen is a 1st level bard. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Faen has the following bard spells:

Cantrips. (at will): mage hand, minor illusion

1st level. (2 slots): detect magic, identify

Actions

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

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

Background: Criminal (Pickpocket)

Personality: Faen is a risk-taker who makes very bad decisions.

Ideal: Greed.

Bond: She wants to become the greatest thief who ever lived.

Flaw: Faen will turn tail and run when things look bad.

Appearance: A pretty elf with copper skin, very long blonde hair and green eyes. 5' 6" 100 lbs.

Equipment: backpack, 1 day of rations, 25gp, pan flute, thieves' tools, 8 darts, 2 vials of poison, cloak, tinderbox, bedroll, blanket.

KYLAN MILES

2nd level bard

Medium humanoid (human), neutral evil

Armor Class 14 (studded leather armor)

Hit Points 12 (2d8)

Speed 30 ft.

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

Saving Throws Dex +4, Cha +5

Skills Athletics +2, Deception +5, Performance +5, Stealth +4, Survival +2

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Bardic Inspiration. 3/day. Bonus action to give another creature within 60 ft. a d6 to add to ability check, attack roll, or save in the next 10 minutes.

Song of Rest. Use soothing music or oration to give an extra 1d6 hit points to any friendly creatures who can hear him during a short rest.

Spellcasting. Kylan is a 2nd level bard. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Kylan has the following bard spells:

Cantrips. (at will): message, vicious mockery

1st level. (3 slots): animal friendship, disguise self, feather fall

Actions

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

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

Background: Outlander (Outcast)

Personality: Kylan is a disillusioned young man who doesn't like being around others.

Ideal: Change.

Bond: He plans to bring terrible wrath down upon those who cast him out from his homeland.

Flaw: He remembers every insult and slight.

Appearance: A handsome young man with long brown hair and dark-blue eyes. 5' 9" 160 lbs.

Equipment: backpack, 2 days of rations, quiver, 20 arrows, 18gp, tinderbox, flute, lyre, hunting trap, cloak, tinderbox, bedroll, healer's kit.

MORADIN DUNN

3rd level bard

Medium humanoid (dwarf), lawful evil

Armor Class 13 (studded leather armor)

Hit Points 19 (3d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	10 (+0)	12 (+1)	17 (+3)

Saving Throws Dex +3, Cha +5

Skills Perception +3, Persuasion +5, Sleight of Hand +3, Stealth +3, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Common and Dwarvish

Challenge 2 (450 XP)

Bardic Inspiration. 3/day. Bonus action to give another creature within 60 ft. a d6 to add to ability check, attack roll, or save in the next 10 minutes.

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

Song of Rest. Use soothing music or oration to give an extra 1d6 hit points to any friendly creatures who can hear him during a short rest.

Spellcasting. Moradin is a 3rd level bard. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Moradin has the following bard spells:

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

1st level. (4 slots): bane, charm person, detect magic, speak with animals

2nd level. (2 slots): cloud of daggers, hold person

Actions

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

STROPPY WHISTLE

4th level bard

Small humanoid (gnome), neutral evil

Armor Class 16 (+1 studded leather armor)

Hit Points 20 (4d8)

Speed 25 ft.

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

Saving Throws Dex +5, Cha +6

Skills Deception +6, Performance +6, Persuasion +6, Sleight of Hand +5

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elvish, and Gnomish

Challenge 2 (450 XP)

Bardic Inspiration. 4/day. Bonus action to give another creature within 60 ft. a d6 to add to ability check, attack roll, or save in the next 10 minutes.

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

Song of Rest. Use soothing music or oration to give an extra 1d6 hit points to any friendly creatures who can hear him during a short rest.

Spellcasting. Stropopy is a 4th level bard. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Stropopy has the following bard spells:

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

1st level. (4 slots): dissonant whispers, Tasha's hideous laughter

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

Actions

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

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

Background: Urchin

Personality: Moradin hides scraps of food and trinkets away in his pockets.

Ideal: Community.

Bond: Moradin owes a debt to a person who saved him from his old life on the streets.

Flaw: He will steal if he feels he needs something more than someone else.

Appearance: A handsome, young dwarf with long black hair and no beard. 4' 3" 140 lbs.

Equipment: backpack, 1 day of rations, 10gp, disguise kit, thieves' tools, small knife, map of hometown, *potion of healing*, drum.

Background: Charlatan

Personality: Stropopy uses sarcasm and insults as his weapons of choice.

Ideal: Aspiration.

Bond: He wants revenge against a powerful person who killed someone he loved.

Flaw: Stropopy can't resist swindling powerful people.

Appearance: An attractive, bearded gnome with fair hair and blue eyes. 3' 38 lbs.

Equipment: backpack, 2 days of rations, lyre, disguise kit, forgery kit, set of fine clothes, set of weighted dice, 15gp, 6 darts.

FEYLETH RYNN

5th level bard

Medium humanoid (elf), neutral evil

Armor Class 15 (studded leather armor)

Hit Points 34 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	5 (-3)	9 (-1)	18 (+4)

Saving Throws Dex +6, Cha +7

Skills Acrobatics +6, Perception +7, Perception +2, Performance +7, Persuasion +7

Senses darkvision 60 ft., passive Perception 12

Languages Common and Elvish

Challenge 3 (700 XP)

Bardic Inspiration. 4/day. Bonus action to give another creature within 60 ft. a d8 to add to ability check, attack roll, or save in the next 10 minutes.

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

Song of Rest. Use soothing music or oration to give an extra 1d6 hit points to any friendly creatures who can hear her during a short rest.

Spellcasting. Feyleth is a 5th level bard. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Feyleth has the following bard spells:

Cantrips. (at will): message, minor illusion, vicious mockery

1st level. (4 slots): animal friendship, charm person, Tasha's hideous laughter

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

3rd level. (2 slots): bestow curse, hypnotic pattern

Actions

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

Background: Entertainer (Actress)

Personality: Feyleth is a foul-mouthed, vain young woman.

Ideal: Greed.

Bond: She wants to be famous, whatever it takes.

Flaw: Feyleth's sharp tongue often gets her in trouble.

Appearance: A beautiful, skinny red-haired young elf with long red hair and blue eyes. 5' 8" 100 lbs.

Equipment. backpack, flute, love note, 15gp, costume, *potion of poison*, quiver, 20 arrows, bedroll, cloak, tinderbox.

ETHAN FOX

6th level bard

Medium humanoid (human), lawful evil

Armor Class 17 (+2 studded leather armor)

Hit Points 38 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	11 (+0)	15 (+2)	10 (+0)	20 (+5)

Saving Throws Dex +6, Cha +8

Skills Athletic +5, History +5, Performance +8, Persuasion +8

Senses passive Perception 10

Languages Common, Elvish, Halfling, and Infernal

Challenge 3 (700 XP)

Bardic Inspiration. 5/day. Bonus action to give another creature within 60 ft. a d8 to add to ability check, attack roll, or save in the next 10 minutes.

Song of Rest. Use soothing music or oration to give an extra 1d6 hit points to any friendly creatures who can hear him during a short rest.

Spellcasting. Ethan is a 6th level bard. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Ethan has the following bard spells:

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

1st level. (4 slots): charm person, disguise self, dissonant whispers

2nd level. (3 slots): enthrall, invisibility, suggestion

3rd level. (3 slots): dispel magic, fear, major image

Actions

+2 Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d10 + 4) slashing damage.

+1 Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. Hit (1d8 + 4) bludgeoning damage.

Background: Noble

Personality: Ethan takes great pains to always look his best and follow the latest fashions.

Ideal: Power.

Bond: He will face any challenge to win the approval of his family.

Flaw: Ethan has an insatiable desire for carnal pleasures.

Appearance: A very handsome young man with light-brown hair and hazel eyes. 6' 1" 185 lbs.

Equipment: 3 days of rations, set of fine clothes, 25gp, pan flute, *potion of healing*, crossbow bolt case, 20 crossbow bolts, tinderbox.

SIR NIGEL HARRIS

1st level cleric

Medium humanoid (human), neutral evil

Armor Class 14 (chain shirt)

Hit Points 7 (1d8)

Speed 30 ft.

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

Saving Throws Wis +5, Cha +2

Skills Insight +5, Religion +4

Senses passive Perception 13

Languages Common

Challenge 1 (200 XP)

Spellcasting. Nigel is a 3rd level cleric. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Nigel has the following cleric spells:

Cantrips. (at will): light, resistance, sacred flame

1st level. (2 slots): cure wounds, guiding bolt

Actions

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

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

Background: Acolyte

Personality: Nigel is intolerant of other faiths.

Ideal: Aspiration.

Bond: He will do anything to protect his temple.

Flaw: Nigel judges himself and others harshly.

Appearance: A young man with brown hair, brown eyes, and a goatee. 5' 11" 175 lbs.

Equipment: backpack, 1 day of rations, unholy symbol, 6 darts, prayer book, 5 sticks of incense, vestments, set of common clothes, pouch with 15gp, cloak, tinderbox, blanket.

HARGRIM BEARCLAW

2nd level cleric

Medium humanoid (dwarf), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 15 (2d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	7 (-2)	16 (+3)	14 (+2)

Saving Throws Wis +5, Cha +4

Skills Deception +4, Insight +5, Perception +5, Persuasion +4, Stealth +2

Senses darkvision 60 ft., passive Perception 15

Languages Common and Dwarvish

Challenge 1 (200 XP)

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

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

Cantrips. (at will): light, mending, thaumaturgy

1st level. (3 slots): bane, detect evil and good, detect magic

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. Hit (1d8) piercing damage.

Background: Criminal (Burglar)

Personality: Hargrim never pays attention to risks.

Ideal: Greed.

Bond: Trying to save gold for a lavish retirement.

Flaw: He turns tail and runs when things look bad.

Appearance: A bald dwarf with a white beard. 3' 10" 126 lbs.

Equipment: backpack, 2 days of rations, unholy symbol, thieves' tools, chess set, crowbar, set of dark common clothes including a hood, pouch with 15gp, crossbow bolt case, 20 crossbow bolts, tinderbox, steel mirror.

MOOK MIMBLE

3rd level cleric

Small humanoid (gnome), chaotic evil

Armor Class 13 (studded leather armor)

Hit Points 18 (3d8)

Speed 25 ft.

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

Saving Throws Wis +5, Cha +3

Skills History +5, Insight +5, Persuasion +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Abyssal, and Gnomish

Challenge 2 (450 XP)

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

Spellcasting. Mook is a 3rd level cleric. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Mook has the following cleric spells:

Cantrips. (at will): mending, sacred flame, thaumaturgy

1st level. (4 slots): bane, command, detect magic, shield of faith

2nd level. (2 slots): continual flame, hold person

Actions

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

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

Background: Guild Artisan (Tinker)

Personality: Mook is always interested in learning how things work.

Ideal: Freedom.

Bond: His workshop is the most important place in the world to him.

Flaw: He is horribly jealous of anyone who can outshine his handiwork.

Appearance: A gnome male with white hair and a white beard as well as grey eyes. 2' 11" 39 lbs.

Equipment: backpack, unholy symbol, 1 day of rations, tinkers' tools, set of traveler's clothes, letter from tinkers' guild, 15gp, tinderbox.

FENG

4th level cleric

Medium humanoid (half-orc), lawful evil

Armor Class 16 (chain mail)

Hit Points 25 (4d8)

Speed 30 ft.

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

Saving Throws Wis +6

Skills Athletics +5, Insight +6, Intimidation +2, Medicine +6

Senses darkvision 60 ft., passive Perception 14

Languages Common and Orcish

Challenge 2 (450 XP)

Relentless Endurance. Can drop to 1 hit point instead of 0 when not killed outright. Long rest to reset feature.

Savage Attack. Extra damage die on critical melee hit.

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

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

1st level. (4 slots): bane, command, guiding bolt, inflict wounds

2nd level. (3 slots): hold person, silence, spiritual weapon

Actions

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

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

Background: Soldier (Scout)

Personality: Feng has a crude sense of humor.

Ideal: Might.

Bond: He would lay down his life for his tribe.

Flaw: Feng's hatred of his enemies is blind and unreasoning.

Appearance: A very plain-looking half-orc male. 5' 5" 152 lbs.

Equipment: backpack, unholy symbol, 1 day of rations, broken blade, set of bone dice, set of common clothes, pouch with 10gp, crossbow bolt case, 20 crossbow bolts, tinderbox.

REED HILLTOPPLE

5th level cleric

Small humanoid (halfling) chaotic evil

Armor Class 18 (plate)

Hit Points 30 (5d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	10 (+0)	12 (+1)	19 (+4)	18 (+4)

Saving Throws Wis +7, Cha +7

Skills Insight +7, Medicine +7, Persuasion +7, Religion +4

Senses passive Perception 14

Languages Common and Halfling

Challenge 3 (700 XP)

Brave. Advantage on saves against being frightened.

Lucky. Can reroll any 1s.

Spellcasting. Reed is a 5th level cleric. His spellcasting ability is Wisdom (spell save DC 14, +7 to hit with spell attacks). Reed has the following cleric spells:

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

1st level. (4 slots): cure wounds, detect evil and good, detect magic, guiding bolt

2nd level. (3 slots): hold person, locate object, silence

3rd level. (2 slots): bestow curse, dispel magic

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. Hit (1d8 + 2) piercing damage.

SORA DRACHENROTH

6th level cleric

Medium humanoid (dragonborn), lawful evil

Armor Class 20 (plate, shield)

Hit Points 36 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	10 (+0)	16 (+3)	20 (+5)	7 (-2)

Saving Throws Wis +8, Cha +1

Skills Deception +1, History +3, Religion +6, Stealth +4

Senses passive Perception 11

Languages Common and Draconic

Challenge 3 (700 XP)

Breath Weapon 1/day. Poison breath. 3d6 DC 11 Con save.

Poison Resistance. Resistance to poison damage.

Spellcasting. Sora is a 6th level cleric. Her spellcasting ability is Wisdom (spell save DC 15, +8 to hit with spell attacks). Sora has the following cleric spells:

Cantrips. (at will): fire bolt, light, prestidigitation, ray of frost

1st level. (4 slots): bane, detect evil and good, detect magic, sanctuary

2nd level. (3 slots): calm emotions, locate object, spiritual weapon

3rd level. (3 slots): animate dead, meld into stone, speak with dead

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit (1d6 + 1) piercing damage.

Background: Hermit

Personality: Reed connects everything to a grand, cosmic plan.

Ideal: Power.

Bond: He is still seeking more power.

Flaw: Reed is dogmatic in his thoughts and philosophy.

Appearance: A handsome middle-aged man with dark hair and brown eyes. 6' 182 lbs.

Equipment: backpack, 1 day of rations, unholy symbol, winter blanket, set of common clothes, herbalism kit, 5gp, crossbow bolt case, 20 bolts, tinderbox, cloak, *ring of jumping*.

Background: Criminal (Smuggler)

Personality: Sora is always calm, no matter what the situation is.

Ideal: Greed.

Bond: Her gang share their ill-gotten gains.

Flaw: She has a foul mouth.

Appearance: An ugly female green dragonborn. 6' 1" 217 lbs.

Equipment: backpack, 49gp, 2 days of rations, unholy symbol, thieves' tools, forgery kit, quiver, 20 arrows, crowbar, set of dark common clothes including a hood, pouch with 30gp, *potion of healing*, cloak, tinderbox.

GERBO JOSTLING

1st level druid

Small humanoid (halfling), chaotic evil

Armor Class 14 (leather armor)

Hit Points 6 (1d8)

Speed 25 ft.

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

Saving Throws Int +4, Wis +5

Skills Perception +5, Stealth +5, Survival +5

Senses passive Perception 15

Languages Common and Halfling

Challenge 1 (200 XP)

Brave. Advantage on saves against being frightened.

Lucky. Can reroll any 1s.

Spellcasting. Gerbo is a 1st level druid. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Gerbo has the following druid spells.

Cantrips. (at will): poison spray, shillelagh

1st level. (2 slots): entangle, thunderwave

Actions

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

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

Reactions

Uncanny Dodge. When Gerbo sees an attacker, he can use his reaction to half the damage.

Background: Criminal (Enforcer)

Personality: The best way to get Gerbo to do something, is to tell him not to do it.

Ideal: Freedom.

Bond: He aims to steal back a valuable magic item.

Flaw: When faced with a choice between gold and friends, Gerbo will always choose the gold.

Appearance: A very ugly male halfling with brown hair and hazel eyes. 2' 8" 43 lbs.

Equipment: backpack, 2 days of rations, thieves' tools, crowbar, set of dark common clothes including a hood, pouch with 50gp, *potion of gaseous form*, quiver, 20 arrows.

JASMINE

2nd level druid

Medium humanoid (human), neutral evil

Armor Class 15 (+2 leather armor)

Hit Points 12 (2d8)

Speed 30 ft.

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

Saving Throws Int +5, Wis +5

Skills Arcana +5, History +5, Insight +5

Senses passive Perception 13

Languages Common and Primordial

Challenge 1 (200 XP)

Natural Recovery. Jasmine can recover one 1st level spell slot during a short rest.

Spellcasting. Jasmine is a 2nd level druid. Her spellcasting ability is Wisdom (spell save DC 15, +5 to hit with spell attacks).

Cantrips. (at will): druidcraft, resistance

1st level. (3 slots): charm person, fog cloud, speak with animals

Wild Shape. Jasmine can use an action to assume the shape of a CR 1 or less beast for 1 hour.

Actions

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

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

Background: Sage (Researcher)

Personality: Jasmine speaks very slowly, as she feels she is always the smartest one in the room.

Ideal: Knowledge.

Bond: She guards a grove filled with dark magic.

Flaw: Jasmine will protect the magical grove at all costs.

Appearance: A tall, brown-haired young woman with blue eyes. 6' 3" 180 lbs.

Equipment: backpack, 2 days of rations, quill, bottle of ink, 5 sheets of parchment, *potion of healing*, crossbow bolt case, 20 crossbow bolts, cloak, tinderbox.

VENDELA VANE

3rd level druid

Medium humanoid (human), lawful evil

Armor Class 14 (hide armor)

Hit Points 17 (3d8)

Speed 30 ft.

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

Saving Throws Int +2, Wis +6

Skills Nature +6, Medicine +6, Religion +2, Perception +6

Senses passive Perception 16

Languages Common and Sylvan

Challenge 2 (450 XP)

Natural Recovery. Vendela can recover one 1st level spell slot during a short rest.

Spellcasting. Vendela is a 3rd level druid. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Vendela has the following druid spells:

Cantrips. (at will): resistance, shillelagh

1st level. (4 slots): animal friendship, charm person, faerie fire, speak with animals

2nd level. (2 slots): darkvision, hold person

Circle of the Land spells (Forest): barkskin, spider climb

Wild Shape. Vendela can use an action to assume the shape of a CR 1 or less beast for 1 hour.

Actions

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

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

Background: Hermit

Personality: Vendela is always utterly serene, even in the face of disaster.

Ideal: Fame.

Bond: She's made a discovery that could bring an end to the world.

Flaw: Vendela will do anything to further her ambition for greater fame and power.

Appearance: A blonde-haired beauty with piercing light-blue eyes. 5' 10" 130 lbs.

Equipment: 1 day of rations, *potion of healing*, 75gp, 4 darts.

LOREN REDLEAF

4th level druid

Medium humanoid (half-elf), neutral evil

Armor Class 13 (leather armor)

Hit Points 27 (4d8)

Speed 30 ft.

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

Saving Throws Int +4, Wis +6

Skills Arcana +4, History +4, Intimidation +6, Perception +6, Persuasion +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elvish, and Primordial

Challenge 2 (450 XP)

Combat Wild Shape. Loren can use a bonus action to use Wild Shape and use a bonus action to regain 1d8 hit points per level of the spell slot expended.

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

Spellcasting. Loren is a 4th level druid. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Loren has the following druid spells:

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

1st level. (4 slots): charm person, fog cloud, speak with animals, thunderwave

2nd level. (3 slots): flame blade, gust of wind, spike growth

Wild Shape. Loren can use a bonus action to assume the shape of a CR 1 or less beast for 2 hours.

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit (1d8 + 2) piercing damage.

Background: Noble

Personality: If someone does him an injury, Loren will crush them, ruin their name, and salt their fields.

Ideal: Power.

Bond: His loyalty to his sovereign is unwavering.

Flaw: Loren believes everyone, save his sovereign, is beneath him.

Appearance: An attractive half-elf male, more elf than human. Gold hair and silver eyes. 5' 6" 110 lbs.

SAIHAUS NILLION

5th level druid

Medium humanoid (elf), chaotic evil

Armor Class 12 (leather armor)

Hit Points 31 (5d8)

Speed 30 ft.

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

Saving Throws Int +6, Wis +7

Skills Athletics +3, Nature +7, Perception +7, Survival +7

Senses darkvision 60 ft., passive Perception 17

Languages Common, Elvish, and Sylvan

Challenge 3 (700 XP)

Combat Wild Shape. Saihaus can use a bonus action to use Wild Shape and use a bonus action to regain 1d8 hit points per level of the spell slot expended.

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

Spellcasting. Saihaus is a 5th level druid. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Saihaus has the following druid spells:

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

1st level. (4 slots): entangle, fog cloud, longstrider, thunderwave

2nd level. (3 slots): animal messenger, flaming sphere, hold person

3rd level. (2 slots): call lightning, sleet storm

Wild Shape. Saihaus can use a bonus action to assume the shape of a CR 1 or less beast for 2 hours.

Actions

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

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

DERNAN EASTWOOD

6th level druid

Medium humanoid (human), neutral evil

Armor Class 13 (hide armor)

Hit Points 36 (6d8)

Speed 30 ft.

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

Saving Throws Int +6, Wis +7

Skills Perception +7, Sleight of Hand +4, Survival +7

Senses passive Perception 17

Languages Common and Halfling

Challenge 3 (700 XP)

Combat Wild Shape. DERNAN can use a bonus action to use Wild Shape and use a bonus action to regain 1d8 hit points per level of the spell slot expended.

Primal Strike. Attacks in beast form count as magical attacks.

Spellcasting. DERNAN is a 6th level druid. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). DERNAN has the following druid spells:

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

1st level. (4 slots): animal friendship, charm person, fog cloud, thunderwave

2nd level. (3 slots): darkvision, hold person, pass without a trace

3rd level. (3 slots): conjure animals, dispel magic, water walk

Wild Shape. DERNAN can use a bonus action to assume the shape of a CR 2 or less beast for 3 hours.

Actions

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

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

Background: Outlander (Bounty Hunter)

Personality: Saihaus has a lesson for every situation, drawn from nature.

Ideal: Change.

Bond: She is the last of her tribe and wants to ensure they are remembered.

Flaw: Violence is her answer to every situation.

Appearance: A plain-looking elf female with blonde hair and green eyes. 6' 118 lbs.

Background: Urchin

Personality: DERNAN is constantly asking questions.

Ideal: Retribution.

Bond: He doesn't believe anyone else should have to endure the hardships he has been through.

Flaw: He'd rather kill someone in their sleep than fight fair.

Appearance: A handsome red-haired man with blue eyes. 5' 10" 174 lbs.

Equipment: 1 day of rations, 5gp, tinderbox, cloak.

SIENNA SAEN

1st level fighter

Medium humanoid (elf), neutral evil

Armor Class 17 (chain mail)

Hit Points 9 (1d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	12 (+1)	10 (+0)	17 (+3)

Saving Throws Str +3, Con +4

Skills Acrobatics +5, Deception +5, History +3, Perception +2, Sleight of Hand +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Dwarvish, and Elvish

Challenge 1 (200 XP)

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

Second Wind. She can use a bonus action to regain 1d10 + 1 hit points. She must rest to regain this feature.

Actions

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

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

VEXX

2nd level fighter

Medium humanoid (human), chaotic evil

Armor Class 18 (chain mail, shield)

Hit Points 15 (2d10)

Speed 30 ft.

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

Saving Throws Str +4, Con +2

Skills Acrobatics +4, Athletics +4, Deception +2, Stealth +4

Senses passive Perception 11

Languages Common and Elvish

Challenge 1 (200 XP)

Action Surge. She can take an additional action. She must rest to regain this feature.

Second Wind. She can use a bonus action to regain 1d10 + 2 hit points. She must rest to regain this feature.

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit (1d8 + 2) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit (1d8 + 2) piercing damage.

Background: Charlatan

Personality: Sienna uses sarcasm and insults as her weapons of choice.

Ideal: To become the greatest charlatan ever.

Bond: She owes everything to her evil mentor, who sits in jail.

Flaw: Sienna can't resist swindling powerful people.

Appearance: A beautiful, slender elf with golden hair and green eyes. 5' 7" 94 lbs.

Equipment: backpack, quiver, 20 arrows, tinderbox, disguise kit, forgery kit, healer's kit, 17gp, cloak.

Background: Criminal (Hired Killer)

Personality: Vexx is incredibly slow to trust.

Ideal: Greed.

Bond: She's responsible for killing a powerful knight.

Flaw: Vexx will turn tail and run when things look bad.

Appearance: A stocky, athletic young woman with platinum-blond hair and blue eyes. 5' 8" 156 lbs.

Equipment: backpack, 3 days of rations, two *potions of poison*, thieves' tools, crowbar, set of dark common clothes including a hood, set of bone dice, 30gp, crossbow bolt case, 20 crossbow bolts, cloak, tinderbox, bedroll.

ULFRIC RUDD

3rd level fighter

Medium humanoid (human), chaotic evil

Armor Class 16 (studded leather armor)

Hit Points 24 (3d10)

Speed 30 ft.

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

Saving Throws Str +5, Con +2

Skills Acrobatics +5, Athletics +5, Sleight of Hand +5, Stealth +5

Senses passive Perception 9

Languages Common and Halfling

Challenge 2 (450 XP)

Action Surge. He can take an additional action. He must rest to regain this feature.

Improved Critical. A 19 on a weapon attack is also a critical hit.

Second Wind. He can use a bonus action to regain 1d10 + 3 hit points. He must rest to regain this feature.

Actions

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

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

SHAGLOT

4th level fighter

Medium humanoid (half-orc), chaotic evil

Armor Class 17 (chain mail)

Hit Points 37 (4d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	7 (-2)	10 (+0)	10 (+0)

Saving Throws Str +6, Con +4

Skills Acrobatics +5, Athletics +6, Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common and Orc

Challenge 2 (450 XP)

Action Surge. He can take an additional action. He must rest to regain this feature.

Improved Critical. A 19 on a weapon attack is also a critical hit.

Savage Attack. Extra damage die on critical melee hit.

Second Wind. He can use a bonus action to regain 1d10 + 4 hit points. He must rest to regain this feature.

Relentless Endurance. Can drop to 1 hit point instead of 0 when not killed outright. Long rest to reset feature.

Actions

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

Background: Urchin

Personality: Ulfric says what others fear to say.

Ideal: Retribution.

Bond: He gives gold to his former orphanage.

Flaw: Ulfric will never fully trust anyone other than himself.

Appearance: A short, bald middle-aged man with grey eyes. 5' 4" 153 lbs.

Equipment: 1 day of rations, quiver, 20 arrows, *4gp*, quiver, 20 arrows.

Background: Soldier (Infantry)

Personality: Shaglot has a crude sense of humor.

Ideal: Might.

Bond: He will never surrender to anyone.

Flaw: Shaglot only respects warriors.

Appearance: A very tall, muscular half-orc with a long scar on his face. 6' 6" 240 lbs.

Equipment: backpack, 2 days of rations, pot, tinderbox, *21gp*.

BYRON BLACK

5th level fighter

Medium humanoid (human), chaotic evil

Armor Class 17 (chain mail)

Hit Points 39 (5d10)

Speed 30 ft.

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

Saving Throws Str +7, Con +6

Skills Animal Handling +6, History +6, Persuasion +4

Senses passive Perception 11

Languages Common and Abyssal

Challenge 3 (700 XP)

Action Surge. He can take an additional action. He must rest to regain this feature.

Improved Critical. A 19 on a weapon attack is also a critical hit.

Second Wind. He can use a bonus action to regain 1d10 + 5 hit points. He must rest to regain this feature.

Actions

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

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

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

Background: Noble

Personality: Byron enjoys using brutal force to get his way.

Ideal: Power.

Bond: He would do anything for his father.

Flaw: Byron knows a dark secret about his father.

Appearance: A tall warrior with brown hair and hazel eyes. 6' 5" 231 lbs.

Equipment: backpack, 3 days of rations, 40 arrows, 59gp, tinderbox, quiver of Ehlonna, cloak, bedroll, signet ring, tinderbox.

VALDIN IRONBLADE

6th level fighter

Medium humanoid (dwarf), lawful evil

Armor Class 19 (plate)

Hit Points 56 (6d10)

Speed 25 ft.

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

Saving Throws Str +7, Con +5

Skills Athletics +7, Intimidation +6, Survival +5

Senses darkvision 60 ft., passive Perception 13

Languages Common and Dwarvish

Challenge 3 (700 XP)

Action Surge. He can take an additional action. He must rest to regain this feature.

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

Improved Critical. A 19 on a weapon attack is also a critical hit.

Second Wind. He can use a bonus action to regain 1d10 + 6 hit points. He must rest to regain this feature.

Actions

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

Warhammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d10 + 4) bludgeoning damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit (1d8 + 1) piercing damage.

Background: Soldier (Officer)

Personality: Valdin is always polite and charming.

Ideal: Might.

Bond: His henchmen once saved his life and Valdin keeps him close.

Flaw: Valdin has no mercy.

Appearance: A powerfully built dwarf with black hair and a black beard. 4' 8" 180 lbs.

Equipment: backpack, 2 days of rations, crossbow bolt case, 20 crossbow bolts, tinderbox, 26gp, cloak, bedroll.

BLUEBOTTLE

1st level monk

Small humanoid (halfling), chaotic evil

Armor Class 14

Hit Points 6 (1d8)

Speed 25 ft.

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

Saving Throws Str +4, Dex +5

Skills Acrobatics +5, Deception +3, Stealth +5

Senses passive Perception 11

Languages Common and Halfling

Challenge 1 (200 XP)

Brave. Advantage on saves against being frightened.

Flurry of Blows. He can spend 1 ki point to make two unarmed strikes as a bonus action.

Lucky. Can reroll any 1s.

Patient Defense. He can spend 1 ki point to take the Dodge action as a bonus action.

Step of the Wind. He can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Actions

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

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

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

Background: Criminal (Burglar)

Personality: Bluebottle always has a backup plan.

Ideal: Greed.

Bond: Bluebottle is close with other members of the Thieves' Guild.

Flaw: If a fight goes badly, he will run away.

Appearance: A grey-haired halfling male with startling blue eyes. 3' 2" 45 lbs.

Equipment: 1 day of rations, 22gp, 6 darts, thieves' tools, tinderbox, hooded cloak.

WOGGLE TWOFISTS

2nd level monk

Small humanoid (gnome), lawful evil

Armor Class 15

Hit Points 14 (2d8)

Speed 35 ft.

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

Saving Throws Str +5, Dex +5

Skills Acrobatics +5, Sleight of Hand +5, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Common and Gnomish

Challenge 1 (200 XP)

Flurry of Blows. He can spend 1 ki point to make two unarmed strikes as a bonus action.

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

Patient Defense. He can spend 1 ki point to take the Dodge action as a bonus action.

Step of the Wind. He can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Actions

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

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

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 5 hit points.

Background: Urchin

Personality: Woggle eats like a pig and has awful manners.

Ideal: Change.

Bond: He escaped a life of poverty by robbing an important person, and he's still wanted for it.

Flaw: Woggle doesn't fight fair.

Appearance: An ugly gnome male with short white hair and blue eyes. 3' 6" 43 lbs.

Equipment: 2 days of rations, 9gp, *potion of greater healing*, tinderbox, cloak.

DAEN DUNN

3rd level monk

Medium humanoid (dwarf), chaotic evil

Armor Class 15

Hit Points 21 (3d8)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	7 (-2)	14 (+2)	10 (+0)

Saving Throws Str +5, Dex +5

Skills Acrobatics +5, Insight +4, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Dwarvish, and Abyssal

Challenge 2 (450 XP)

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

Flurry of Blows. He can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense. He can spend 1 ki point to take the Dodge action as a bonus action.

Step of the Wind. He can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Actions

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

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

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 6 hit points.

Background: Acolyte

Personality: Daen is an eternal optimist.

Ideal: Change.

Bond: He owes his life to the evil priest who took him in as an orphan.

Flaw: Daen is inflexible in his thinking.

Appearance: A muscular, bald dwarf with a neat black beard. 4' 6" 165 lbs.

Equipment: 2 days of rations, unholy symbol, 19gp, cloak, tinderbox.

GHAR MYADOR

4th level monk

Medium humanoid (dragonborn), lawful evil

Armor Class 12

Hit Points 25 (4d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	5 (-3)	10 (+0)	8 (-1)

Saving Throws Str +6, Dex +4

Skills Athletics +6, Insight +2, Persuasion +1

Senses passive Perception 10

Languages Common and Draconic

Challenge 2 (450 XP)

Breath Weapon 1/day. Lightning breath. 2d6 DC 13 Con save.

Flurry of Blows. He can spend 1 ki point to make two unarmed strikes as a bonus action.

Lightning Resistance. Resistance to lightning damage.

Patient Defense. He can spend 1 ki point to take the Dodge action as a bonus action.

Step of the Wind. He can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Actions

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

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

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 6 hit points.

Slow Fall. Use reaction to reduce falling damage by 20 hit points.

Background: Guild Artisan (Blacksmith)

Personality: Ghar is rude to people who lack his commitment to hard work.

Ideal: Greed.

Bond: His smithy is the most important place in the world to him.

Flaw: He's never satisfied with what he has.

Appearance: A muscular blue dragonborn male. 6' 1" 226 lbs.

Equipment: backpack, 3 days of rations, 23gp, cloak, smith's tools, tinderbox, bedroll, blanket, 50 ft. rope, hammer.

BODI

5th level monk

Medium humanoid (human), neutral evil

Armor Class 13

Hit Points 36 (5d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	10 (+0)	16 (+3)	9 (-1)	14 (+2)

Saving Throws Str +4, Dex +7

Skills Acrobatics +4, Medicine +6, Religion +6

Senses passive Perception 9

Languages Common

Challenge 3 (700 XP)

Flurry of Blows. He can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense. He can spend 1 ki point to take the Dodge action as a bonus action.

Step of the Wind. He can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Actions

Multiattack. Bodi makes two attacks.

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

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

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 9 hit points.

Slow Fall. Use reaction to reduce falling damage by 25 hit points.

Background: Hermit

Personality: Bodi is filled with boundless energy.

Ideal: Power.

Bond: Nothing is more important than his brotherhood of monks.

Flaw: He has very poor boundaries.

Appearance: A bald young man with clear blue eyes. 5' 7" 123 lbs.

Equipment: 1 day of rations, 7gp, cloak, tinderbox.

HARDIN BRAWNFIST

6th level monk

Medium humanoid (dwarf), lawful evil

Armor Class 15

Hit Points 49 (6d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Str +7, Dex +7

Skills Acrobatics +7, Deception +3, Athletics +7, Perception +4, Stealth +7

Senses darkvision 60 ft., passive Perception 14

Languages Common and Dwarvish

Challenge 3 (700 XP)

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

Flurry of Blows. He can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense. He can spend 1 ki point to take the Dodge action as a bonus action.

Step of the Wind. He can spend 1 ki point to take the Disengage or Dash action as a bonus action.

Actions

Multiattack. Hardin makes two attacks.

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

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

Reactions

Deflect Missiles. Can use reaction to deflect or catch a missile and reduce the damage by 1d10 + 10 hit points.

Slow Fall. Use reaction to reduce falling damage by 30 hit points.

Background: Criminal (Enforcer)

Personality: Hardin is always calm.

Ideal: Greed.

Bond: One of his family members was killed by a bounty hunter.

Flaw: An innocent person was convicted for a murder he committed.

Appearance: A bearded dwarf male with brown hair and dark-blue eyes. 3' 10" 132 lbs.

Equipment: backpack, 20gp, 2 days of rations, bedroll, manacles, cloak, 50 ft. rope, tinderbox.

GARTH STEELE

1st level paladin (anti-paladin)

Medium humanoid (human), chaotic evil

Armor Class 16 (chain shirt, shield)

Hit Points 8 (1d10)

Speed 30 ft.

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

Saving Throws Wis +3, Cha +5

Skills Athletics +5, Intimidation +5

Senses passive Perception 11

Languages Common and Dwarvish

Challenge 1 (200 XP)

Divine Sense 3/day. He can know the location of any celestial, fiend, or undead within 60 ft.

Lay on Hands. He can draw from a pool of 5 hit points to restore hit points, or cure diseases or poisons on a touch action. A long rest is needed restore this feature.

Actions

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

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

Background: Soldier (Officer)

Personality: Garth faces problems head on.

Ideal: Might.

Bond: He is haunted by a crushing military defeat.

Flaw: Garth's hatred of his enemies is blind and unreasoning.

Appearance: A tall, imposing middle-aged man with long black hair and brown eyes. 6' 2" 212 lbs.

Equipment: backpack, 3 days of rations, 12gp, bedroll, 2-person tent, manacles, quiver, 20 arrows, cloak, tinderbox.

HARMONY

2nd level paladin (anti-paladin)

Medium humanoid (human), lawful evil

Armor Class 17 (chain mail)

Hit Points 17 (2d10)

Speed 30 ft.

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

Saving Throws Wis +2, Cha +5

Skills History +4, Persuasion +5, Religion +4

Senses passive Perception 10

Languages Common, Elvish, and Infernal

Challenge 1 (200 XP)

Dark Smite. When she hits a creature, she can expend a spell slot to deal 2d8 necrotic damage.

Divine Sense 3/day. She can know the location of any celestial, fiend, or undead within 60 ft.

Lay on Hands. She can draw from a pool of 10 hit points to restore hit points, or cure diseases or poisons on a touch action. A long rest is needed restore this feature.

Spellcasting. Harmony is an 2nd level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

1st level. (2 slots): command, detect evil and good

Actions

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

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

Background: Noble

Personality: Harmony is obviously a noble considering her regal bearing.

Ideal: Power.

Bond: She is love with a holy knight.

Flaw: Harmony secretly believes that everyone is beneath her.

Appearance: A very beautiful young woman with long black hair and dark-blue eyes. 5' 9" 128 lbs.

Equipment: 2 days of rations, 91gp, crossbow bolt case, 20 crossbow bolts, cloak, tinderbox.

ARATHORN VAUX

3rd level paladin (anti-paladin)
Medium humanoid (elf), neutral evil

Armor Class 17 (chain mail)
Hit Points 23 (3d10)
Speed 30 ft.

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

Saving Throws Wis +5, Cha +5
Skills History +3, Insight +5, Intimidation +5, Perception +5, Persuasion +5
Senses darkvision 60 ft., passive Perception 15
Languages Common and Elvish
Challenge 2 (450 XP)

Dark Smite. When he hits a creature, he can expend a spell slot to deal 2d8 necrotic damage.

Divine Health. He is immune to disease.

Divine Sense 3/day. He can know the location of any celestial, fiend, or undead within 60 ft.

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

Lay on Hands. He can draw from a pool of 15 hit points to restore hit points, or cure diseases or poisons on a touch action. A long rest is needed restore this feature.

Spellcasting. Arathorn is an 3rd level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

1st level. (3 slots): detect evil and good, thunderous smite, wrathful smite

Oath spells: protection from evil and good, sanctuary

Actions

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

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

Background: Noble

Personality: Arathorn doesn't like getting his hands dirty.

Ideal: Power.

Bond: He wants the common folk to see him as a hero.

Flaw: Arathorn hides a dark secret about his family.

Appearance: A handsome high elf male. 6' 2" 119 lbs.

Equipment: 7 days of rations, 50gp, *potion of healing*, quiver, 20 arrows, cloak, tinderbox, signet ring, steel mirror.

EVE ADAMS

4th level paladin (anti-paladin)
Medium humanoid (human), lawful evil

Armor Class 19 (chain mail, shield)
Hit Points 31 (4d10)
Speed 30 ft.

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

Saving Throws Wis +3, Cha +6
Skills Intimidation +6, Performance +6, Persuasion +6
Senses passive Perception 11
Languages Common and Infernal
Challenge 2 (450 XP)

Dark Smite. When she hits a creature, she can expend a spell slot to deal 2d8 necrotic damage.

Divine Health. She is immune to disease.

Divine Sense 4/day. She can know the location of any celestial, fiend, or undead within 60 ft.

Lay on Hands. She can draw from a pool of 15 hit points to restore hit points, or cure diseases or poisons on a touch action. A long rest is needed restore this feature.

Spellcasting. Sariel is an 4th level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

1st level. (3 slots): command, detect evil and good, wrathful smite

Oath spells: protection from evil and good, sanctuary

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit (1d8 + 2) slashing damage.

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

Background: Entertainer (Actress)

Personality: Nobody can stay angry with this charming woman.

Ideal: Tradition.

Bond: She idolizes a famous female anti-paladin.

Flaw: She is emotionally unavailable for any relationship.

Appearance: An attractive young woman with medium-length blonde hair and two different color eyes; blue and green. 5' 8" 134 lbs.

Equipment: 3 days of rations, 73gp, quiver, 20 arrows, tinderbox, *potion of invisibility*, cloak.

ZORA ZODD

5th level paladin (anti-paladin)

Medium humanoid (human), lawful evil

Armor Class 19 (plate mail)

Hit Points 42 (5d10)

Speed 30 ft.

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

Saving Throws Wis +5, Cha +6

Skills Athletics +4, Deception +6, Intimidation +7, Stealth +6

Senses passive Perception 12

Languages Common and Infernal

Challenge 3 (700 XP)

Dark Smite. When she hits a creature, she can expend a spell slot to deal 2d8 necrotic damage. 1d8 for 2nd lvl.

Divine Health. She is immune to disease.

Divine Sense 3/day. Celestial, fiend, or undead within 60 ft.

Lay on Hands. She can draw from a pool of 25 hit points to restore hit points, or cure diseases or poisons on a touch action. A long rest is needed restore this feature.

Nature's Wrath. She can draw from a pool of 25 hit points.

Spellcasting. Zora is an 5th level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks).

1st level. (4 slots): searing smite, shield of faith, thunderous smite, wrathful smite

2nd level. (2 slots): branding smite, find steed

Oath spells: ensnaring strike, speak with animals

Actions

Multiattack. Zora makes two attacks.

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

Background: Criminal (Enforcer)

Personality: Zora would rather make a new enemy than a new friend.

Ideal: Greed.

Bond: Most of the gold she gets goes to the upkeep of her family's castle.

Flaw: She runs her hands through her hair when she's lying.

Appearance: Very tall, dark-haired woman with green eyes. 6' 2" 174 lbs.

DAR AMROTH

6th level paladin (anti-paladin)

Medium humanoid (human), chaotic evil

Armor Class 21 (plate mail, shield)

Hit Points 54 (6d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	11 (+0)	18 (+4)	18 (+4)

Saving Throws Wis +7, Cha +7

Skills Athletics +6, Intimidation +7, Survival +7

Senses passive Perception 14

Languages Common and Elvish

Challenge 3 (700 XP)

Dark Smite. When he hits a creature, he can expend a spell slot to deal 2d8 necrotic damage. 1d8 for 2nd lvl.

Divine Health. He is immune to disease.

Divine Sense 4/day. He can know the location of any celestial, fiend, or undead within 60 ft.

Lay on Hands. He can draw from a pool of 30 hit points to restore hit points, or cure diseases or poisons.

Sacred Weapon. Add Charisma modifier to attack rolls for 1 minute. Emit bright light 20 ft., dim light 20 ft.

Spellcasting. Dar is an 6th level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks).

1st level. (4 slots): detect evil and good, searing smite, thunderous smite, wrathful smite

2nd level. (2 slots): find steed, zone of truth

Oath spells: lesser restoration, protection from evil and good, sanctuary, zone of truth

Actions

Multiattack. Dar makes two attacks.

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

Background: Outlander (Hunter)

Personality: Dar feels more comfortable around beasts.

Ideal: Might.

Bond: He will protect his companions at all cost.

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

Appearance: A tall, bald young man with grey eyes. 6' 5" 222 lbs.

Equipment: backpack, 1 day of rations, 85gp, hunting trap, bedroll, 3 torches, tinderbox, cloak, a bag of 20 caltrops.

FARAN MOONGLOW

1st level ranger

Medium humanoid (half-elf), neutral evil

Armor Class 14 (leather armor)

Hit Points 8 (1d10)

Speed 30 ft.

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

Saving Throws Str +3, Dex +5

Skills Animal Handling +4, Athletics +3, Medicine +4, Nature +4, Perception +4, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, and Sylvan

Challenge 1 (200 XP)

Favored Enemy. Fey! She has advantage on Wisdom (Survival) checks to track them.

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

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find x2 as much food. When tracking, learn number, size, and how long ago they passed by area.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Actions

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

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

Background: Outlander (Guide)

Personality: Faran watches over her friends closely.

Ideal: Nature.

Bond: She would do anything for her companions.

Flaw: Faran is very slow to trust strangers.

Appearance: A female half-elf with unkept blonde hair and blue eyes. 5' 7" 93 lbs.

Equipment: backpack, 12gp, 2 days of rations, quiver, 20 arrows, *ring of warmth*, cloak, bedroll, hunting trap, tinderbox, cloak.

AMBER RAINE

2nd level ranger

Medium humanoid (human), chaotic evil

Armor Class 15 (+1 studded leather armor)

Hit Points 16 (2d10)

Speed 30 ft.

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

Saving Throws Str +5, Dex +4

Skills Deception +1, Investigation +2, Perception +4, Stealth +4

Senses passive Perception 14

Languages Common and Elvish

Challenge 1 (200 XP)

Favored Enemy. Beasts! She has advantage on Wisdom (Survival) checks to track them.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find x2 as much food. When tracking, learn number, size, and how long ago they passed by area.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Spellcasting. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks).

1st level. (2 slots): ensnaring strike, hunter's mark

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit (1d8 + 2) piercing damage.

Background: Criminal (Hired Killer)

Personality: Amber will do anything for more gold.

Ideal: Greed.

Bond: She owes a debt to a local noble.

Flaw: When faced with a choice between gold and her friends, she will always choose the gold.

Appearance: A short woman with short blonde hair, green eyes, and a long scar on her face. 5' 2" 98 lbs.

Equipment: backpack, 15gp, 2 days of rations, bag of 20 caltrops, 6 darts, crossbow bolt case, 20 crossbow bolts, *bag of beans*, cloak.

ELRED FAERE

3rd level ranger

Medium humanoid (elf), chaotic evil

Armor Class 16 (studded leather armor)

Hit Points 24 (3d10)

Speed 30 ft.

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

Saving Throws Str +4, Dex +6

Skills Animal Handling +4, Medicine +4, Nature +4, Perception +4, Religion +4, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, and Sylvan

Challenge 2 (450 XP)

Favored Enemy. Dragons! He has advantage on Wisdom (Survival) checks to track them.

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

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find x2 as much food. When tracking, learn number, size, and how long ago they passed by area.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Spellcasting. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks).

1st level. (3 slots): detect magic, hail of thorns, speak with animals

Actions

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

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

ORIANNA

4th level ranger

Medium humanoid (tiefling), lawful evil

Armor Class 16 (chain mail)

Hit Points 30 (4d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	10 (+0)	16 (+3)	15 (+2)	14 (+2)

Saving Throws Str +3, Dex +5

Skills History +5, Investigation +5, Nature +5, Persuasion +4, Stealth +5

Senses darkvision 60 ft., passive Perception 10

Languages Common and Infernal

Challenge 2 (450 XP)

Favored Enemy. Celestials! She has advantage on Wisdom (Survival) checks to track them.

Giant Killer. If Large or larger creature hits or misses her, she can use her reaction to attack them.

Hellish Resistance. Orianna is resistant to fire damage.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find x2 as much food. When tracking, learn number, size, and how long ago they passed by area.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Spellcasting. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks).

1st level. (3 slots): hail of thorns, hunter's mark, longstrider

Actions

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

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

Background: Hermit

Personality: Elred oblivious to etiquette and social expectations.

Ideal: Free Thinking.

Bond: He entered seclusion to hide from a bounty hunter.

Flaw: Elred is loud and rude.

Appearance: An ugly elf male with a scarred face, blonde hair, and green eyes. 5' 8" 111 lbs.

Equipment: backpack, 2 days of rations, quiver, 20 arrows, bedroll, blanket, 35gp, cloak, healer's kit, tinderbox, hunting trap.

Background: Noble

Personality: Orianna has a nasty temper.

Ideal: Tradition.

Bond: The common folk look up to her.

Flaw: Orianna secretly believes that everyone is beneath her.

Appearance: A female tiefling with black hair and reddish eyes. 6' 152 lbs.

Equipment: 7 days of rations, 62gp, crossbow bolt case, 20 crossbow bolts, quill, bottle of ink, 10 sheets of parchment, cloak, tinderbox.

JASPER GRAY

5th level ranger

Medium humanoid (human), neutral evil

Armor Class 17 (+1 studded leather armor)

Hit Points 42 (5d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	9 (-1)	16 (+3)	14 (+2)	15 (+2)

Saving Throws Str +5, Dex +7

Skills Acrobatics +7, Insight +5, History +6, Perception +5, Performance +5

Senses passive Perception 15

Languages Common, Dwarvish, Elvish, and Halfling

Challenge 3 (700 XP)

Colossus Slayer. Can do an extra 1d8 damage to a creature if it's below hit point max once a turn.

Favored Enemy. Monstrosities! He has advantage on Wisdom (Survival) checks to track them.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find x2 as much food. When tracking, learn number, size, and how long ago they passed by area.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Spellcasting. His spellcasting ability is Wisdom (spell save DC 12, +5 to hit with spell attacks).

1st level. (4 slots): animal friendship, detect magic, fog cloud, speak with animals

2nd level. (2 slots): darkvision, pass without a trace

Actions

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

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. Hit (1d8 + 4) piercing damage.

Background: Entertainer (Storyteller)

Personality: Jasper is a hopeless romantic.

Ideal: Passion.

Bond: He wants to be famous, whatever it takes.

Flaw: He's a sucker for a pretty face.

Appearance: A good-looking, middle-aged man with grey hair and striking bluish-green eyes. 6' 176 lbs.

Equipment: 1 day of rations, 41gp, drum, quiver, 20 arrows, bag of holding, quill, bottle of ink, 7 sheets of parchment, cloak, tinderbox.

DANIELLE DARKWIND

6th level ranger

Medium humanoid (human), chaotic evil

Armor Class 19 (+2 studded leather armor)

Hit Points 59 (6d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	10 (+0)	18 (+4)	10 (+0)

Saving Throws Str +5, Dex +8

Skills Acrobatics +8, Athletics +5, Deception +3, Perception +7, Stealth +8

Senses passive Perception 17

Languages Common and Elvish

Challenge 3 (700 XP)

Favored Enemy. Constructs! She has advantage on Wisdom (Survival) checks to track them.

Horde Breaker. She can take another attack with same weapon once per turn against a different creature.

Natural Explorer. Difficult terrain doesn't slow group. Group can't get lost. If alone, move stealthily at normal pace. Find x2 as much food. When tracking, learn number, size, and how long ago they passed by area.

Primeval Awareness. Use spell slot to sense what creatures are within a mile, 6 miles for favored enemy.

Spellcasting. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks).

1st level. (4 slots): alarm, detect magic, fog cloud, jump

2nd level. (2 slots): darkvision, pass without a trace

Actions

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

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

Background: Criminal (Burglar)

Personality: Danielle always has a backup plan.

Ideal: Greed.

Bond: She wants to become the greatest thief that ever lived.

Flaw: When Danielle sees something valuable, she can't think of about anything but how to steal it.

Appearance: A young woman with medium-length black hair and brown eyes. 5' 3" 102 lbs.

Equipment: 2 days of rations, 54gp, thieves' tools, quiver, 20 arrows, *potion of speed*, cloak, tinderbox.

DIMBLE DOUBLELOCK

1st level rogue

Small humanoid (gnome), neutral evil

Armor Class 14 (leather armor)

Hit Points 6 (1d8)

Speed 25 ft.

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

Saving Throws Dex +6, Int +5

Skills Deception +4, Insight +4, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Thieves' cant, Common, and Gnomish

Challenge 1 (200 XP)

Cunning Action. Dimble can use a bonus action on each of his turns to take the Dash, Disengage, or Hide action.

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

Sneak Attack. Once per turn, he can deal an extra 1d6 damage to one creature he hits with an attack if he has advantage or if another enemy is within 5 ft. of it.

Actions

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

+1 Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. Hit (1d6 + 4) piercing damage.

MAELYNN AMADON

2nd level rogue

Medium humanoid (elf), chaotic evil

Armor Class 14 (leather armor)

Hit Points 12 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	10 (+0)	15 (+2)	10 (+0)	11 (+0)

Saving Throws Dex +5, Int +4

Skills Acrobatics +5, Athletics +4, Perception +2, Sleight of Hand +5, Stealth +5, Survival +2

Senses darkvision 60 ft., passive Perception 12

Languages Thieves' cant, Common, and Elvish

Challenge 1 (200 XP)

Cunning Action. Maelynn can use a bonus action on each of her turns to take the Dash, Disengage, or Hide action.

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

Sneak Attack. Once per turn, she can deal an extra 1d6 damage to one creature she hits with an attack if she has advantage or if another enemy is within 5 ft. of it.

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit (1d10 + 2) slashing damage.

+1 Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. Hit (1d8 + 4) piercing damage.

Background: Criminal (Smuggler)

Personality: Dimble blows up at the slightest insult.

Ideal: Greed.

Bond: His ill-gotten gains go to support his large family.

Flaw: Dimble will turn tail and run when things look bad.

Appearance: A bald male gnome with shining grey eyes. 3' 1" 38 lbs.

Equipment: backpack, 2 days of rations, 19gp, quiver, 20 arrows, thieves' tools, cloak, disguise kit, forgery kit, bedroll, bag of 20 caltrops, tinderbox.

Background: Outlander (Bounty Hunter)

Personality: Maelynn is driven by a wanderlust that takes her far from home.

Ideal: Change.

Bond: She feels close to fellow travellers.

Flaw: Violence is her answer to almost every problem.

Appearance: A female elf with copper hair and golden eyes. 5' 10" 112 lbs

Equipment: backpack, 3 days of rations, 21gp, crossbow bolt case, 20 crossbow bolts, thieves' tools, cloak, bedroll, blanket, hunting trap, tinderbox.

EWAN OLSON

3rd level rogue

Medium humanoid (human), lawful evil

Armor Class 15 (studded leather armor)

Hit Points 17 (3d8)

Speed 30 ft.

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

Saving Throws Dex +5, Int +2

Skills Acrobatics +5, Deception +4, Sleight of Hand +5, Stealth +5

Senses passive Perception 13

Languages Thieves' cant and Common

Challenge 2 (450 XP)

Assassinate. Ewan has advantage on attack rolls against any creature that hasn't taken a turn in combat yet. Any surprise hit is a critical hit.

Cunning Action. Ewan can use a bonus action on each of his turns to take the Dash, Disengage, or Hide action.

Sneak Attack. Once per turn, he can deal an extra 2d6 damage to one creature he hits with an attack if he has advantage or if another enemy is within 5 ft. of it.

Actions

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

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

Background: Urchin

Personality: Ewan bluntly says what everyone else is thinking.

Ideal: Retribution.

Bond: He is a loyal member of the Thieves' Guild.

Flaw: People who can't take care of themselves get what they deserve.

Appearance: A stout young man with brown curly hair and blue eyes. 5' 9" 142 lbs.

Equipment: 1 day of rations, thieves' tools, *potion of poison*, 6 darts, cloak, bag of 20 caltrops, healer's kit, blanket, bedroll, tinderbox.

BORRIN RATBANE

4th level rogue

Small humanoid (halfling), chaotic evil

Armor Class 16 (studded leather armor)

Hit Points 28 (4d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	10 (+0)	16 (+3)	6 (-2)

Saving Throws Dex +6, Int +2

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

Senses passive Perception 13

Languages Thieves' cant, Common, and Halfling

Challenge 2 (450 XP)

Brave. Advantage on saves against being frightened.

Cunning Action. Borrin can use a bonus action on each of his turns to take the Dash, Disengage, or Hide action.

Fast Hands. Borrin can use a bonus action granted by Cunning Action to make a Dexterity (Sleight of Hand) check, use thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Lucky. Can reroll any 1s.

Second-Story Work. Climbing is normal movement and when making a running jump he jumps an extra 3 ft.

Sneak Attack. Once per turn, he can deal an extra 2d6 damage to one creature he hits with an attack if he has advantage or if another enemy is within 5 ft. of it.

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. Hit (1d8 + 4) piercing damage.

Background: Criminal (Burglar)

Personality: Borrin would rather make a new enemy than a new friend.

Ideal: Greed.

Bond: Very close to his twin brother.

Flaw: He likes to leave a dead rat behind when he robs someone.

Appearance: A dark-haired halfling male with brown eyes. 2' 8" 35 lbs.

Equipment: backpack, 2 days of rations, *potion of speed*, thieves' tools, crossbow bolt case, 20 crossbow bolts, *32gp*, tinderbox.

ARIELLE ARONSON

5th level rogue

Medium humanoid (human), neutral evil

Armor Class 16 (studded leather armor)

Hit Points 32 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	16 (+3)	14 (+2)	17 (+3)

Saving Throws Dex +7, Int +6

Skills Deception +6, Perception +5, Persuasion +6, Stealth +7

Senses passive Perception 15

Languages Thieves' cant, Common, and Elvish

Challenge 3 (700 XP)

Assassinate. Arielle has advantage on attack rolls against any creature that hasn't taken a turn in combat yet. Any surprise hit is a critical hit.

Cunning Action. Arielle can use a bonus action on each of her turns to take the Dash, Disengage, or Hide action.

Sneak Attack. Once per turn, she can deal an extra 3d6 damage to one creature she hits with an attack if she has advantage or if another enemy is within 5 ft. of it.

Actions

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

Dart. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. Hit (1d4 + 4) piercing damage.

Reactions

Uncanny Dodge. When an attacker that she can see hits her with an attack, she can use his reaction to halve the attack's damage against her.

Background: Criminal (Hired Killer)

Personality: Arielle never pays attention to the risks in a situation.

Ideal: Greed.

Bond: She wants to take revenge on those she feels wronged her.

Flaw: Arielle is a narcissist.

Appearance: She is a very attractive young woman with short blonde hair and blue eyes. 5' 8" 123 lbs.

Equipment: 2 days of rations, thieves' tools, *potion of greater healing*, hooded cloak, tinderbox, 75gp, bag of 20 caltrops.

MARACK REDBEARD

6th level rogue

Medium humanoid (dwarf), lawful evil

Armor Class 17 (+1 studded leather armor)

Hit Points 51 (6d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	16 (+3)	14 (+2)	16 (+3)	9 (-1)

Saving Throws Dex +8, Int +3

Skills Deception +2, Perception +6, Stealth +8

Senses passive Perception 16

Languages Thieves' cant and Common

Challenge 3 (700 XP)

Cunning Action. Marack can use a bonus action on each of his turns to take the Dash, Disengage, or Hide action.

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

Fast Hands. Marack can use a bonus action granted by Cunning Action to make a Dexterity (Sleight of Hand) check, use thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Climbing is normal movement and when making a running jump he jumps an extra 3 ft.

Sneak Attack. Once per turn, he can deal an extra 3d6 damage to one creature he hits with an attack if he has advantage or if another enemy is within 5 ft. of it.

Actions

Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit (1d4 + 5) piercing damage.

Reactions

Uncanny Dodge. When an attacker that he can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

Background: Criminal (Burglar)

Personality: Marack is always plotting his next move.

Ideal: Greed.

Bond: Marack is a loyal member of the Thieves' Guild.

Flaw: Whenever he sees something valuable. He can't think about anything but how to steal it.

Appearance: A bald dwarf with a black beard. 4' 2" 135 lbs.

Equipment: backpack, 1 day of rations, 2 torches, 50gp, thieves' tools, disguise kit, tinderbox, cloak, 50 ft. rope.

NADARR DREXIOUS

1st level sorcerer

Medium humanoid (dragonborn), chaotic evil

Armor Class 11 (14 with mage armor)

Hit Points 5 (1d6)

Speed 30 ft.

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

Saving Throws Con +2, Cha +5

Skills Athletics +2, Arcana +5, Intimidation +5, Survival +3

Senses darkvision 60 ft., passive Perception 11

Languages Common and Draconic

Challenge 1 (200 XP)

Breath Weapon 1/day. Fire breath. 2d6 DC 10 Con save.

Fire Resistance. Resistance to fire damage.

Spellcasting. Nadarr is a 1st level sorcerer. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Nadarr has the following sorcerer spells:

Cantrips. (at will): blade ward, light, minor illusion, ray of frost

1st level. (2 slots): color spray, disguise self, mage armor, magic missile

Tides of Chaos 1/day. Advantage on attack, check, or save.

Wild Magic Surge. Roll a d20 after casting spells, if the roll is a 1, roll on the Wild Magic Surge table.

Actions

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

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

Background: Outlander (Exile)

Personality: Nadarr was raised in dark caverns.

Ideal: Change.

Bond: Nadarr wants to bring terrible wrath down on those who destroyed his homeland.

Flaw: He holds grudges for long periods of time.

Appearance: A handsome red dragonborn. 6' 5" 236 lbs.

Equipment: backpack, 2 days of rations, 12gp, 8 darts, tinderbox, cloak, 3 empty vials, *dust of disappearance*, bedroll, blanket.

SASHA THE SEVENTH

2nd level sorcerer

Medium humanoid (human), neutral evil

Armor Class 9 (12 with mage armor)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	9 (-1)	5 (-3)	5 (-3)	18 (+4)

Saving Throws Con +1, Cha +6

Skills Deception +6, Persuasion +6

Senses passive Perception 7

Languages Common

Challenge 1 (200 XP)

Font of Magic 1/day. Can create an extra 1st level spell slot.

Spellcasting. Sasha is a 2nd level sorcerer. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Sasha has the following sorcerer spells:

Cantrips. (at will): fire bolt, light, prestidigitation, shocking grasp

1st level. (3 slots): charm person, mage armor, witch bolt

Tides of Chaos 1/day. Advantage on attack, check, or save.

Wild Magic Surge. Roll a d20 after casting spells, if the roll is a 1, roll on the Wild Magic Surge table.

Actions

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

Background: Noble

Personality: Sasha always takes great care to look her best and follow the latest fashions. She is friends with a famous singer.

Ideal: Family.

Bond: Nothing is more important to her than family.

Flaw: In fact, the world does revolve around her.

Appearance: A curvaceous woman with long blonde hair and green eyes. 5' 9" 137 lbs

Equipment: 5 days of rations, 45gp, tinderbox, cloak, vial of perfume, wand, cloak.

THE MOTH

3rd level sorcerer

Medium humanoid (human), chaotic evil

Armor Class 12 (ring of protection, 15 with mage armor)

Hit Points 15 (3d6)

Speed 30 ft.

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

Saving Throws Con +4, Cha +6 (+1 to saves from ring)

Skills Arcana +5, Medicine +5, Religion +5

Senses passive Perception 11

Languages Common and Abyssal

Challenge 2 (450 XP)

Font of Magic 1/day. Can create an extra 1st level spell slot.

Spellcasting. The Moth is a 3rd level sorcerer. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The Moth has the following sorcerer spells:

Cantrips. (at will): fire bolt, minor illusion, prestidigitation, ray of frost

1st level. (4 slots): chromatic orb, expeditious retreat, mage armor, shield

2nd level. (2 slots): misty step, scorching ray

Tides of Chaos 1/day. Advantage on attack, check, or save.

Wild Magic Surge. Roll a d20 after casting spells, if the roll is a 1, roll on the Wild Magic Surge table.

Actions

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

Background: Hermit

Personality: The Moth often gets lost in his thoughts.

Ideal: Free Thinking.

Bond: The Moth is hiding from several bounty hunters.

Flaw: He harbors dark, bloodthirsty thoughts.

Appearance: An older human male with long grey hair and greenish-blue eyes. 6' 1" 169 lbs.

Equipment: backpack, 1 day of rations, 2 torches, cloak, tinderbox, healer's kit, bedroll, 26gp, ring of protection.

DAGMAR MADCAP

4th level sorcerer

Medium humanoid (human), neutral evil

Armor Class 11 (14 with mage armor)

Hit Points 19 (4d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	7 (-2)	8 (-1)	20 (+5)

Saving Throws Con +2, Cha +7

Skills Deception +7, Persuasion +7

Senses passive Perception 9

Languages Common

Challenge 2 (450 XP)

Font of Magic 1/day. Can create an extra 2nd level spell slot.

Spellcasting. Dagmar is a 4th level sorcerer. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Dagmar has the following sorcerer spells:

Cantrips. (at will): fire bolt, light, message, prestidigitation, ray of frost

1st level. (4 slots): charm person, mage armor, shield, sleep

2nd level. (3 slots): hold person, misty step, scorching ray

Tides of Chaos 1/day. Advantage on attack, check, or save.

Wild Magic Surge. Roll a d20 after casting spells, if the roll is a 1, roll on the Wild Magic Surge table.

Actions

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

Background: Noble (Socialite)

Personality: Dagmar is obsessed with her beauty and what others think of her.

Ideal: Power.

Bond: She will do anything for her close friends.

Flaw: Dagmar has an insatiable desire for carnal pleasures.

Appearance: A stunning young woman with medium-length brown hair and hazel eyes. 5' 8" 128 lbs.

Equipment: 2 days of rations, 75gp, tinderbox, cloak.

AELAR KRYNN

5th level sorcerer

Medium humanoid (elf), chaotic evil

Armor Class 12 (15 with mage armor)

Hit Points 29 (5d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	16 (+3)	12 (+1)	19 (+4)

Saving Throws Con +5, Cha +7

Skills Deception +7, Insight +4, Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common and Elvish

Challenge 3 (700 XP)

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

Font of Magic 1/day. Can create an extra 2nd level spell slot.

Spellcasting. Aelar is a 5th level sorcerer. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Aelar has the following sorcerer spells:

Cantrips. (at will): fire bolt, mage hand, poison spray, ray of frost

1st level. (4 slots): burning hands, chromatic orb, mage armor, magic missile

2nd level. (3 slots): invisibility, misty step, scorching ray

3rd level. (2 slots): fireball, fly, lightning bolt

Tides of Chaos 1/day. Advantage on attack, check, or save.

Wild Magic Surge. Roll a d20 after casting spells, if the roll is a 1, roll on the Wild Magic Surge table.

Actions

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

JENNA JADE

6th level sorcerer

Medium humanoid (human), lawful evil

Armor Class 13 (16 with mage armor)

Hit Points 32 (6d6)

Speed 30 ft.

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

Saving Throws Con +4, Cha +7

Skills Deception +7, Performance +7, Persuasion +7

Senses passive Perception 11

Languages Common and Infernal

Challenge 3 (700 XP)

Font of Magic 1/day. Can create an extra 3rd level spell slot.

Spellcasting. Jenna is a 6th level sorcerer. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Jenna has the following sorcerer spells:

Cantrips. (at will): acid splash, minor illusion, prestidigitation, ray of frost, shocking grasp

1st level. (4 slots): burning hands, charm person, disguise self, mage armor

2nd level. (3 slots): alter self, misty step, suggestion

3rd level. (3 slots): blink, hypnotic pattern, lightning bolt

Tides of Chaos 1/day. Advantage on attack, check, or save.

Wild Magic Surge. Roll a d20 after casting spells, if the roll is a 1, roll on the Wild Magic Surge table.

Actions

+2 Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit (1d4 + 5) piercing damage plus (5d6) poison damage.

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

Background: Criminal (Hired Killer)

Personality: Aelar never pays attention to the risks in a situation.

Ideal: Freedom.

Bond: He wants to become the greatest assassin ever.

Flaw: Aelar abandons his plans rather easily.

Appearance: A very handsome, slim elf male with blonde hair and silver eyes. 6' 2" 118 lbs.

Equipment: 2 days of rations, 35gp, 20 crossbow bolts, 2 torches.

Background: Entertainer (Actress)

Personality: Jenna is bitter if she's not the center of attention.

Ideal: Greed.

Bond: She wants to be famous, whatever it takes.

Flaw: Jenna will do anything to win fame and renown.

Appearance: An alluring, curvaceous woman with long black hair and hazel eyes. 5' 7" 128 lbs.

Equipment: backpack, 3 days of rations, 120gp, 10 darts, ring of invisibility, potion of greater healing, potion of poison, love letter.

BARAKAS

1st level warlock

Medium humanoid (tiefling), lawful evil

Armor Class 11

Hit Points 6 (1d8)

Speed 30 ft.

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

Saving Throws Wis +4, Cha +6

Skills Arcana +3, Deception +6, Sleight of Hand +3

Senses darkvision 60 ft., passive Perception 12

Languages Common and Infernal

Challenge 1 (200 XP)

Dark One's Blessing. When he reduces a hostile creature to 0 hit points, he gains 5 temporary hit points.

Hellish Resistance. Barakas is resistant to fire damage.

Spellcasting. Barakas is a 1st level warlock. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

Cantrips. (at will): friends, prestidigitation

1st level. (1 slot): burning hands, charm person, command, unseen servant

Actions

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

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

Background: Charlatan

Personality: Barakas is very skilled at using flattery to get what he wants.

Ideal: Aspiration.

Bond: A powerful paladin killed someone he loved. Barakas seeks revenge.

Flaw: He's convinced others can't charm him the way he charms everyone else.

Appearance: An attractive male tiefling with red hair and grey eyes. 5' 7" 131 lbs.

Equipment: 2 days of rations, crossbow bolt case, 20 crossbow bolts, 30gp, quill, bottle of ink, 5 sheets of parchment, disguise kit, forgery kit, cloak, tinderbox.

MORTHALIOS

2nd level warlock

Medium humanoid (human), lawful evil

Armor Class 12 (leather armor)

Hit Points 13 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	16 (+3)	14 (+2)	17 (+3)

Saving Throws Wis +4, Cha +5

Skills Athletics +2, Investigation +5, Nature +5, Survival +4

Senses passive Perception 12

Languages Common, Fey, and Infernal

Challenge 1 (200 XP)

Fey Presence 2/day. Can use an action to cause each creature in a 10ft. cube originating from him to make a DC 13 Wisdom save. If they fail, he charms or frightens them until the end of his next turn.

Spellcasting. Morthalios is a 2nd level warlock. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

Cantrips. (at will): eldritch blast, poison spray

1st level. (2 slots): armor of Agathys, faerie fire, hex, sleep, witch bolt

Invocations. (2): beast speech, devil's sight

Actions

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

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

Background: Outlander (Guide)

Personality: Morthalios places no stock in wealth or manners.

Ideal: Might.

Bond: Morthalios has vivid visions of a coming disaster.

Flaw: Violence is his answer to most situations.

Appearance: A handsome older man with long white hair and dark-blue eyes. 6' 2" 184 lbs.

Equipment: backpack, 3 days of rations, 8 darts, 17gp, 2 torches, driftglobe, bag of 20 caltrops, bedroll, cloak, hunting trap, tinderbox.

DENCH MOVAK

3rd level warlock

Medium humanoid (half-orc), chaotic evil

Armor Class 14 (leather armor)

Hit Points 18 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	10 (+0)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Wis +3, Cha +5

Skills Deception +5, Intimidation +5, Persuasion +5, Stealth +5

Senses darkvision 60 ft., passive Perception 11

Languages Common and Orc

Challenge 2 (450 XP)

Dark One's Blessing. When he reduces a hostile creature to 0 hit points, he gains 6 temporary hit points.

Pact of the Chain. Has an imp familiar. Can use an attack to let the familiar attack with its reaction.

Relentless Endurance. Can drop to 1 hit point instead of 0 when not killed outright. Long rest to reset feature.

Savage Attack. Extra damage die on critical melee hit.

Spellcasting. Dench is a 3rd level warlock. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

Cantrips. (at will): eldritch blast, minor illusion

1st and 2nd level. (2 slots): armor of Agathys, blindness/deafness, burning hands, charm person, command, comprehend languages, expeditious retreat, scorching ray

Invocations. (2): eldritch sight, repelling blast

Actions

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

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

Background: Criminal (Fence)

Personality: Dench always notices anything valuable.

Ideal: Greed.

Bond: Shares his loot with his gang.

Flaw: All Dench thinks about is getting more gold.

Appearance: A tall, handsome half-orc male. 6' 4" 217 lbs.

Equipment: backpack, 3 days of rations, crossbow bolt case, 20 crossbow bolts, disguise kit, hooded cloak, bedroll, tinderbox.

THIA GOLDSTAR

4th level warlock

Medium humanoid (half-elf), neutral evil

Armor Class 14 (+1 leather armor)

Hit Points 27 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	15 (+2)	14 (+2)	17 (+3)

Saving Throws Wis +4, Cha +5

Skills Arcana +4, Deception +5, History +4, Perception +4, Persuasion +5

Senses darkvision 60 ft., passive Perception 14

Languages Common, Dwarvish, Elvish, and Fey

Challenge 2 (450 XP)

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

Fey Presence 2/day. Can use an action to cause each creature in a 10ft. cube originating from her to make a DC 16 Wisdom save. If they fail, she charms or frightens them until the end of her next turn.

Pact of the Chain. Has an imp familiar. Can use an attack to let the familiar attack with its reaction.

Spellcasting. Thia is an 4th level warlock. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

Cantrips. (at will): chill touch, minor illusion, prestidigitation

1st and 2nd level. (2 slots): calm emotions, faerie fire, illusory script, invisibility, misty step, sleep, phantasmal force, unseen servant, witch bolt

Invocations. (2): armor of shadows, eyes of the runekeeper

Actions

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

Background: Sage (Scribe)

Personality: Thia speaks slowly as she believes nobody is as smart as her.

Ideal: Knowledge.

Bond: Thia sold her soul for knowledge.

Flaw: She speaks without thinking and often insults others.

Appearance: A good-looking female half-elf with silver hair and greenish-blue eyes. 5' 5" 97 lbs.

Equipment: backpack, 2 days of rations, quill, bottle of ink, 10 sheets of parchment, 3 torches, tinderbox.

FALLSTAFF

5th level warlock

Medium humanoid (human), neutral evil

Armor Class 12 (leather armor)

Hit Points 41 (5d8)

Speed 30 ft.

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

Saving Throws Wis +6, Cha +7

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

Senses passive Perception 12

Languages Common

Challenge 3 (700 XP)

Dark One's Blessing. When he reduces a hostile creature to 0 hit points, he gains 9 temporary hit points.

Pact of the Chain. Has an imp familiar. Can use an attack to let the familiar attack with its reaction.

Spellcasting. Fallstaff is a 5th level warlock. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks).

Cantrips. (at will): blade ward, eldritch blast, poison spray

1st – 3rd level. (2 slots): armor of Agathys, arms of Hadar, blindness/deafness, burning hands, command, hellish rebuke, invisibility, ray of enfeeblement, suggestion

Invocations. (3): agonizing blast, beast speech, repelling blast

Actions

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

Background: Hermit

Personality: Fallstaff is working on a grand philosophical theory.

Ideal: Power.

Bond: His isolation gave him insight into a great evil.

Flaw: He harbors dark, bloodthirsty thoughts.

Appearance: A middle-aged human male with wavy brown hair and green eyes. 5' 9" 157 lbs.

Equipment: backpack, 2 days of rations, 16gp, cloak of the manta ray, 3 torches, tinderbox, dragonchess set.

SHALASAR SELIASH

6th level warlock

Medium humanoid (dragonborn), chaotic evil

Armor Class 16 (+2 leather armor)

Hit Points 44 (6d8)

Speed 30 ft.

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

Saving Throws Wis +6, Cha +6

Skills Arcana +7, Insight +6, Religion +7

Senses passive Perception 12

Languages Common and Draconic

Challenge 3 (700 XP)

Breath Weapon 1/day. Lightning breath. 3d6 DC 12 Con save.

Dark One's Blessing. When she reduces a hostile creature to 0 hit points, she gains 9 temporary hit points.

Dark One's Luck 2/day. When she makes an ability check or a saving throw she can add 1d10 to the roll.

Lighting Resistance. Resistance to lightning damage.

Spellcasting. Shalasar is a 6th level warlock. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks).

Cantrips. (at will): chill touch, eldritch blast, minor illusion

1st – 3rd level. (2 slots): armor of Agathys, blindness/deafness, burning hands, command, hellish rebuke, hex, crown of madness, misty step, scorching ray, shatter, spider climb

Invocations. (3): beguiling influence, devil's sight, eldritch sight

Actions

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

Background: Acolyte

Personality: Shalasar sees omens in every event and action.

Ideal: Change.

Bond: She would die for her temple.

Flaw: Shalasar judges other harshly.

Appearance: A pretty female blue dragonborn. 6' 214 lbs.

Equipment: backpack, 4 days of rations, unholy symbol, bedroll, cloak, tinderbox, deck of illusions, 3 vials of poison.

DRAKE COPPERFIELD

1st level wizard

Medium humanoid (human), chaotic evil

Armor Class 10 (13 with mage armor)

Hit Points 4 (1d6)

Speed 30 ft.

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

Saving Throws Int +5, Wis +4

Skills Arcana +5, History +3

Senses passive Perception 12

Languages Common and Elvish

Challenge 1 (200 XP)

Spellcasting. Drake is a 1st level wizard. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Drake has the following wizard spells prepared:

Cantrips. (at will): blade ward, poison spray, ray of frost

1st level. (2 slots): illusory script, mage armor, Tasha's hideous laughter

Actions

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

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

Background: Sage (Librarian)

Personality: Drake likes to use big words to impress others.

Ideal: No Limits.

Bond: Drake works to maintain a library.

Flaw: He's easily distracted by the promise of information.

Appearance: A young man with long red hair and blue eyes. 5' 9" 158 lbs.

Equipment: backpack, 5 days of rations, spellbook, quill, bottle of ink, component pouch, wand, 6 darts, torch, bedroll, tinderbox.

KATHRA MORUNN

2nd level wizard

Medium humanoid (dwarf), lawful evil

Armor Class 11 (14 with mage armor)

Hit Points 9 (2d6)

Speed 25 ft.

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

Saving Throws Int +5, Wis +2

Skills Athletics +3, Arcana +5, History +5, Intimidation +2

Senses darkvision 60 ft., passive Perception 11

Languages Common and Dwarvish

Challenge 1 (200 XP)

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

Sculpt Spells. Kathra can create pockets of relative safety within the effects of her evocation spells. She can choose a number of creatures equal to 1 + the spell's level, that she can see, that will automatically succeed on their saving throws and take no damage from the spell.

Spellcasting. Kathra is a 2nd level wizard. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Kathra has the following wizard spells prepared:

Cantrips. (at will): fire bolt, ray of frost, shocking grasp

1st level. (3 slots): burning hands, mage armor, magic missile, thunderwave

Actions

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

Background: Soldier (Officer)

Personality: Kathra can stare down a hell hound without flinching.

Ideal: Might.

Bond: Kathra will die for those she fights alongside with.

Flaw: She never admits she's wrong.

Appearance: A female dwarf with brown hair and hazel eyes. 3' 11" 128 lbs.

Equipment: 3 days of rations, spellbook, quill, bottle of ink, 15gp, component pouch, tinderbox.

CALDERON

3rd level wizard

Medium humanoid (human), neutral evil

Armor Class 11 (14 with mage armor)

Hit Points 14 (3d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (+0)	17 (+3)	16 (+3)	7 (-2)

Saving Throws Int +5, Wis +5

Skills Arcana +5, History +5

Senses passive Perception 13

Languages Common and Giant

Challenge 2 (450 XP)

Hypnotic Gaze. Calderon can magically enthrall another creature. Using an action, he chooses a creature within 5 ft. of him, it must succeed on a Wisdom save (DC 13) or be charmed until the end of his next turn. The charmed creature has a speed of 0, it is incapacitated and appears visibly dazed.

Spellcasting. Calderon is a 3rd level wizard. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Calderon has the following wizard spells prepared:

Cantrips. (at will): blade ward, minor illusion, prestidigitation

1st level. (4 slots): expeditious retreat, mage armor, magic missile, Tenser's floating disk

2nd level. (2 slots): crown of madness, hold person

Actions

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

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

LAURIAN LIADOS

4th level wizard

Medium humanoid (elf), chaotic evil

Armor Class 12 (15 with mage armor)

Hit Points 19 (4d6)

Speed 30 ft.

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

Saving Throws Int +5, Wis +4

Skills Arcana +5, Deception +5, Insight +4, Investigation +5, Perception +4, Sleight of Hand +4

Senses darkvision 60 ft., passive Perception 14

Languages Common and Elvish

Challenge 2 (450 XP)

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

Improved Minor Illusion. When he casts *minor illusion*, he can create both a sound and an image with a single casting of the spell.

Spellcasting. Laurian is a 4th level wizard. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Laurian has the following wizard spells prepared:

Cantrips. (at will): dancing lights, message, minor illusion, prestidigitation

1st level. (4 slots): disguise self, illusory script, mage armor, silent image

2nd level. (3 slots): mirror image, phantasmal force, suggestion

Actions

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

Background: Sage (Astronomer)

Personality: Calderon is horribly awkward in social situations.

Ideal: Knowledge.

Bond: Calderon owns an ancient text full of dark secrets.

Flaw: He overlooks obvious solutions in favor of complicated ones.

Appearance: An ugly, bald man with many missing teeth and dark-blue eyes. 5' 9" 158 lbs.

Equipment: 4 days of rations, spellbook, quill, bottle of ink, component pouch, 10gp, 6 darts, torch, tinderbox, *potion of speed*.

Background: Charlatan

Personality: Laurian is a born gambler.

Ideal: Independence.

Bond: He swindled and ruined a well-known dwarf.

Flaw: Laurian is too greedy for his own good.

Appearance: A handsome male elf with blonde hair and green eyes. 5' 7" 101 lbs.

Equipment: 3 days of rations, spellbook, disguise kit, forgery kit, quill, bottle of ink, component pouch, 25gp, 5pp, tinderbox, cloak.

ANDER TOSSBOTTLE

5th level wizard

Small humanoid (halfling), chaotic evil

Armor Class 12 (15 with mage armor)

Hit Points 22 (5d6)

Speed 25 ft.

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

Saving Throws Int +7, Wis +5

Skills Arcana +5, Deception +4, History +3, Stealth +4

Senses passive Perception 12

Languages Common and Halfling

Challenge 3 (700 XP)

Benign Transposition 1/day. Can use his action to teleport 30 ft. away.

Brave. Advantage on saves against being frightened.

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

Lucky. Can reroll any 1s.

Spellcasting. Ander is a 5th level wizard. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Ander has the following wizard spells prepared:

Cantrips. (at will): friends, minor illusion, prestidigitation, shocking grasp

1st level. (4 slots): find familiar, fog cloud, mage armor, magic missile

2nd level. (3 slots): cloud of daggers, detect thoughts, misty step, scorching ray

3rd level. (2 slots): bestow curse, hold person, hypnotic pattern

Actions

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

Background: Criminal (Blackmailer)

Personality: Ander doesn't pay attention to the risks in a situation.

Ideal: Freedom.

Bond: His ill-gotten gains go to support his family.

Flaw: An innocent halfling is in jail for a crime he committed. He's okay with that.

Appearance: A male halfling with light-brown hair and brown eyes. 3' 42 lbs.

Equipment: 2 days of rations, spellbook, forgery kit, quill, bottle of ink, torch, cloak, tinderbox.

BAEL

6th level wizard

Medium humanoid (human), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 33 (6d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	20 (+5)	18 (+4)	12 (+1)

Saving Throws Int +8, Wis +7

Skills Arcana +8, History +8

Senses passive Perception 14

Languages Common and Elvish

Challenge 3 (700 XP)

Minor Alchemy. Can temporarily alter the physical properties of one nonmagical object, changing it from one substance into another.

Spellcasting. Bael is a 6th level wizard. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Bael has the following wizard spells prepared:

Cantrips. (at will): chill touch, fire bolt, prestidigitation, ray of frost

1st level. (4 slots): illusory script, mage armor, magic missile, shield, thunderwave

2nd level. (4 slots): alter self, enlarge/reduce, scorching ray, see invisibility

3rd level. (3 slots): fireball, gaseous form, slow

Transmuter's Stone. Can spend eight hours to create a magical stone that can give him or another creature darkvision 60 ft., increase speed 10 ft., proficiency in Constitution saves, or resistance to acid, cold, fire, lightning, or thunder damage.

Actions

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

Background: Sage (Alchemist)

Personality: Bael is convinced that people are trying to steal his secrets.

Ideal: Power.

Bond: Bael works to maintain a large collection of potions.

Flaw: He will do anything to create new potions.

Appearance: He has wild white hair and piercing blue eyes. 6' 158 lbs.

Equipment: 3 days of rations, spellbook, quill, bottle of ink, component pouch, *potion of poison*, tinderbox, cloak.

A circular frame composed of intense, swirling fire and flames. At the top of the circle, a dragon's head is visible, breathing fire into the ring. The center of the circle is dark, providing a background for the text.

Henchmen/ Monsters

AUNRAE DESPANA

Drow

Medium humanoid (elf), neutral evil

Armor Class 15 (chain shirt)

Hit Points 19 (3d8)

Speed 30 ft.

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

Skills Deception +5, Perception +2, Persuasion +5, Stealth +4

Senses darkvision 120 ft., passive Perception 12

Languages Elvish, Undercommon

Challenge 1/4 (50 XP)

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

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

Cantrips. (at will): fire bolt, light, prestidigitation, ray of frost

At will: dancing lights

1/day: darkness, faerie fire

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

Actions

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

Hand Crossbow. *Melee Weapon Attack:* +4 to hit, range 30/120 ft., one target. Hit (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for one hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

NPC MONSTER BIO

Personality Aunrae is more comfortable in the wilderness of the underworld.

Appearance Average-size drow female with ebony skin and blonde hair. 5' 8" 100 lbs.

Characteristics

Ideal. Might.

Bond. She would sacrifice her life for her deity.

Flaw. Aunrae is a risk-taker.

Background

Aunrae is part of a scouting company that explores the far corners of the underworld. She enjoys hunting down the enemies of the drow.

Equipment

backpack, 4 days of rations, crossbow bolt case, 20 crossbow bolts, 5 vials of poison, bag of 20 caltrops, cloak, *5pp*.

BELGOS NOQUAR

Drow

Medium humanoid (elf), neutral evil

Armor Class 15 (chain shirt)

Hit Points 23 (3d8)

Speed 30 ft.

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

Skills Perception +2, Stealth +4

Senses darkvision 120 ft., passive Perception 12

Languages Elvish, Undercommon

Challenge 1/4 (50 XP)

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

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

Cantrips. (at will): fire bolt, light, prestidigitation, ray of frost

At will: dancing lights

1/day: darkness, faerie fire

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

Actions

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

Hand Crossbow. *Melee Weapon Attack:* +4 to hit, range 30/120 ft., one target. Hit (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for one hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

NPC MONSTER BIO

Personality Eloquent and well-mannered

Appearance A handsome, tall drow male with dark skin and a silver mohawk. 6'1" 132 lbs.

Characteristics

Ideal. Responsibility.

Bond. He is in love with the head of another house.

Flaw. Self-absorbed.

Background

Belgos is well-known as a diplomatic liaison who helps the many drow houses communicate and work together. He has fallen in love with another drow male who leads a rebel male house.

Equipment

1 days of rations, crossbow bolt case, 20 crossbow bolts, 11 *pp*, signet ring.

ECLAVRA VANDREE

Drow

Medium humanoid (elf), neutral evil

Armor Class 15 (chain shirt)

Hit Points 23 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	16 (+3)	12 (+1)	17 (+3)

Skills Perception +2, Stealth +4

Senses darkvision 120 ft., passive Perception 12

Languages Elvish, Undercommon

Challenge 1/4 (50 XP)

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

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

Cantrips. (at will): fire bolt, light, prestidigitation, ray of frost

At will: dancing lights

1/day: darkness, faerie fire

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

Actions

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

Hand Crossbow. *Melee Weapon Attack:* +4 to hit, range 30/120 ft., one target. Hit (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for one hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

NPC MONSTER BIO

Personality Arrogant and merciless

Appearance A beautiful drow female with dark skin and long silver hair. 5' 10" 116 lbs.

Characteristics

Ideal. Family.

Bond. Her loyalty to her house is unwavering.

Flaw. She believes everyone is beneath her.

Background

Eclavra is part of the elite of drow society. She acts without hesitation and is a dangerous opponent. Eclavra is concerned about a rebel group of male drow.

Equipment

3 days of rations, crossbow bolt case, 20 crossbow bolts, *potion of invisibility*, cloak.

VALRIN ARGITH

Drow

Medium humanoid (elf), chaotic evil

Armor Class 15 (chain shirt)

Hit Points 24 (3d8)

Speed 30 ft.

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

Skills Perception +4, Stealth +4

Senses darkvision 120 ft., passive Perception 14

Languages Elvish, Undercommon

Challenge 1/4 (50 XP)

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

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

Cantrips. (at will): fire bolt, light, prestidigitation, ray of frost

At will: dancing lights

1/day: darkness, faerie fire

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

Actions

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

Hand Crossbow. *Melee Weapon Attack:* +4 to hit, range 30/120 ft., one target. Hit (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for one hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

NPC MONSTER BIO

Personality Inquisitive and sly

Appearance A lean, athletic drow male with long silver hair and ebony skin. 5' 8" 95 lbs.

Characteristics

Ideal. Change.

Bond. He is loyal to the drow rebels.

Flaw. Valrin doesn't trust anyone except the rebels.

Background

Valrin is part of a rebel male drow movement. They want to overthrow the matriarchy. He spies on the elite houses of drow society.

Equipment

3 days of rations, 10pp, crossbow bolt case, 20 crossbow bolts, cloak, *dust of disappearance*, *bag of holding*, 2 vials of poison.

BOARGIN

Lycanthrope (werebear)

Medium humanoid (human, shapechanger), neutral evil

Armor Class 10 in humanoid form, 11 (natural armor) in bear and hybrid form

Hit Points 146 (18d8 + 54)

Speed 30 ft. (40 ft., climb 30 ft. in bear or hybrid form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	11 (+0)	12 (+1)	12 (+1)

Skills Perception +7

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 17

Languages Common (can't speak in bear form)

Challenge 5 (1,800 XP)

Shapechanger. The werebear can use its action to polymorph into a Large bear-humanoid hybrid or into a Large bear, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell. The werebear has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. In bear form, the werebear makes two claw attacks. In humanoid form, it makes two greataxe attacks. In hybrid form, it can attack like a bear or a humanoid.

Bite (Bear or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (2d10 +4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werebear lycanthropy.

Claw (Bear or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (2d8 + 4) slashing damage.

Greataxe (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit (1d12 + 4) slashing damage.

NPC MONSTER BIO

Personality Blunt and hot-tempered

Appearance A tall, muscular human male with untidy brown hair and a brown beard. 6' 5" 232 lbs.

Characteristics

Ideal. Might.

Bond. He is gathering a small, loyal army.

Flaw. Boargin would rather die than admit he is wrong.

Background

This werebear worships the loyal god of war. He is gathering a small army to overthrow the nobles who control the surrounding territory. Nobody knows he is secretly a werebear. He is infecting each one of his soldiers with lycanthropy, one by one.

Equipment

backpack, 4 days of rations, 45gp, 3 torches, bedroll, 2 *potions of greater healing*, deck of cards, blanket, cloak, tinderbox.

FELLON

Lycanthrope (wererat)

Medium humanoid (human, shapechanger), lawful evil

Armor Class 12

Hit Points 39 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Damage Immunities bludgeoning, piercing, slashing from nonmagical attacks not made with silvered weapons

Senses darkvision 60 ft. (rat form only), passive Perception 12

Languages Common (can't speak in rat form)

Challenge 2 (450 XP)

Shapechanger. The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell. The wererat has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit (1d6 +2) piercing damage.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit (1d6 +2) piercing damage.

Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, range 30/120 ft., one target. Hit (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for one hour.

Hand Crossbow (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit (1d6 + 2) piercing damage.

NPC MONSTER BIO

Personality Cowardly and cruel

Appearance A skinny man with shaggy brown hair and brown eyes. 5' 10" 128 lbs.

Characteristics

Ideal. Greed.

Bond. Fellon is loyal to the other members of his gang of wererats.

Flaw. He thinks he's smarter than he is.

Background

This wererat has lived on the streets his entire life. Fellon and his gang have terrorized a city for years. The city guard are afraid of being bitten and getting lycanthropy.

Equipment

backpack, 4 days of rations, manacles, *potion of healing*, *ring of feather falling*, cloak, bag full of 40 caltrops, 40gp, bedroll, tinderbox.

CALEB

Lycanthrope (werewolf)

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 11 in humanoid form, 12 (natural armor) in wolf or hybrid form

Hit Points 68 (9d8 + 18)

Speed 30 ft. (40 ft. wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	16 (+3)

Skills Perception +4, Stealth +3

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 (700 XP)

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Actions

Multiattack (Humanoid or Hybrid Form Only). The werewolf makes two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit (2d4 +2) slashing damage.

Spear (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit (1d6 + 2) piercing damage, or (1d8 + 2) piercing damage if used with two hands to make a melee attack.

NPC MONSTER BIO

Personality Confident and fashionable

Appearance A good-looking nobleman with short black hair and dark blue eyes. 6' 2" 191 lbs.

Characteristics

Ideal. Independence.

Bond. Caleb is obsessed with a young noblewoman his family despises.

Flaw. He wants to control everyone and everything.

Background

Caleb has a reputation as a generous noble. However, this lycanthrope lives a double life. At night he visits dangerous creatures and makes sinister plans.

Equipment

2 days of rations, tinderbox, cloak, 93gp, signet ring.

KABAL

Lycanthrope (werewolf)

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 11 in humanoid form, 12 (natural armor) in wolf or hybrid form

Hit Points 70 (9d8 + 18)

Speed 30 ft. (40 ft. wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4, Stealth +3

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 (700 XP)

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Actions

Multiattack (Humanoid or Hybrid Form Only). The werewolf makes two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit (2d4 +2) slashing damage.

Spear (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit (1d6 + 2) piercing damage, or (1d8 + 2) piercing damage if used with two hands to make a melee attack.

NPC MONSTER BIO

Personality Mischievous and cruel

Appearance A grey-haired older man with a short grey beard. 5' 10" 182 lbs.

Characteristics

Ideal. Change.

Bond. He owes a great debt to his master.

Flaw. He'd rather kill someone in their sleep than fight fair.

Background

Kabal works with a necromancer. His master uses the werewolf to keep his other henchmen in line.

Equipment

backpack, 3 days of rations, bedroll, 32gp, tinderbox, cloak, blanket, *potion of gaseous form*, manacles.

LUPAZ

Lycanthrope (werewolf)

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 11 in humanoid form, 12 (natural armor) in wolf or hybrid form

Hit Points 77 (9d8 + 18)

Speed 30 ft. (40 ft. wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4, Stealth +3

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 (700 XP)

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Actions

Multiattack (Humanoid or Hybrid Form Only). The werewolf makes two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit (2d4 +2) slashing damage.

Spear (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit (1d6 + 2) piercing damage, or (1d8 + 2) piercing damage if used with two hands to make a melee attack.

NPC MONSTER BIO

Personality Bold and brutal

Appearance A badly scarred young man with short brown hair and a brown beard. 6' 210 lbs.

Characteristics

Ideal. Might.

Bond. Lupaz is loyal to his mistress, the witch.

Flaw. Violence is his answer to almost every challenge.

Background

Lupaz lives in the deepest part of a dark wood. He works for an evil witch and patrols the forest for her.

Equipment

backpack, 4 days of rations, 67gp, bedroll, cloak, 3 vials of poison, tinderbox.

RADOLF

Lycanthrope (Werewolf)

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 11 in humanoid form, 12 (natural armor) in wolf or hybrid form

Hit Points 80 (9d8 + 18)

Speed 30 ft. (40 ft. wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4, Stealth +3

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 (700 XP)

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Actions

Multiattack (Humanoid or Hybrid Form Only). The werewolf makes two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit (2d4 + 2) slashing damage.

Spear (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit (1d6 + 2) piercing damage, or (1d8 + 2) piercing damage if used with two hands to make a melee attack.

NPC MONSTER BIO

Personality Charming and graceful

Appearance He appears to be a rather handsome man. Tall with wavy brown hair and striking hazel eyes. 6' 3" 200 lbs.

Characteristics

Ideal. Greed.

Bond. His loyalty to his sovereign is unwavering.

Flaw. Radolf has an insatiable desire for carnal pleasures.

Background

Radolf has been part of the nobility since he was born. However, none of the other nobles know he is a werewolf. He is fond of visiting the seedy inns and taverns in the surrounding area.

Equipment

2 days of rations, 45gp, cloak, tinderbox.

DRUMF

Ogre

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 82 (7d10 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	16 (+3)

Skills Deception +5, Persuasion +5

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

Actions

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

Javelin. *Melee and Ranged Weapon Attack:* +6 to hit, reach 5 ft., range 30/120 ft., one target. Hit (2d6 + 4) piercing damage.

NPC MONSTER BIO

Personality Cruel and rude

Appearance An orange-skinned, obese monster. 10 ft. 999 lbs.

Characteristics

Ideal. Tribute.

Bond. He is loyal to the members of his clan.

Flaw. He's a sucker for a pretty face.

Background

Drumf came to power after opening a chain of inns and being accepted by a group of evil nobles. The nobles ignored his awful, crude, and heartless behavior. Rumors persist that a rival kingdom helped Drumf gain political power.

Equipment

backpack, 12 days of rations, *bag of holding*, 60gp, gold necklace, gold ring, bearskin.

UMANGA

Ogre

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 69 (7d10 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

Actions

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

Javelin. *Melee and Ranged Weapon Attack:* +6 to hit, reach 5 ft., range 30/120 ft., one target. Hit (2d6 + 4) piercing damage.

NPC MONSTER BIO

Personality Angry and violent

Appearance A muscled, grey-skinned ogre. 9'3" 893 lbs.

Characteristics

Ideal. Strength.

Bond. Being the leader in his gang.

Flaw. He is terrified of arcane magic.

Background

Umanga lives in a large complex of caves. He has a gang of twenty orcs with him. Together they raid nearby settlements.

Equipment

3 days of rations, 39gp, wolf fur.

MARUKA

Rakshasa

Medium fiend, lawful evil

Armor Class 16 (natural armor)

Hit Points 120 (13d8 + 52)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	18 (+4)	13 (+1)	16 (+3)	20 (+5)

Skills Deception +10, Insight +8

Damage Vulnerabilities piercing from weapons wielded by good creatures

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal

Challenge 13 (10,000 XP)

Limited Magic Immunity. The rakshasa can't be affected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The rakshasa can innately cast the following spells, requiring no material components:

At will: detect thoughts, disguise self, mage hand, minor illusion

3/day each: charm person, detect magic, invisibility, major image, suggestion

1/day each: dominate person, fly, plane shift, true seeing

Actions

Multiattack. The rakshasa makes two claw attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit (2d6 + 2) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a remove curse spell or similar magic.

NPC MONSTER BIO

Personality Cold and ruthless

Appearance A beautiful human female with long curly black hair and green eyes. 5' 10" 134lbs.

Characteristics

Ideal. Domination.

Bond. She always keeps her secret tome near her.

Flaw. It is inconceivable that another creature could outsmart her.

Background

Maruka is powerful noble in a sizeable settlement. She is well-connected and gains more and more influence every day. Her master is a mysterious dark figure who lives in a nearby forest.

Equipment

7 days of rations, cloak, 120pp, 3 pouches, staff of fire.

TAVANA

Rakshasa

Medium fiend, lawful evil

Armor Class 16 (natural armor)

Hit Points 134 (13d8 + 52)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	18 (+4)	13 (+1)	16 (+3)	20 (+5)

Skills Deception +10, Insight +8

Damage Vulnerabilities piercing from weapons wielded by good creatures

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal

Challenge 13 (10,000 XP)

Limited Magic Immunity. The rakshasa can't be affected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The rakshasa can innately cast the following spells, requiring no material components:

At will: detect thoughts, disguise self, mage hand, minor illusion

3/day each: charm person, detect magic, invisibility, major image, suggestion

1/day each: dominate person, fly, plane shift, true seeing

Actions

Multiattack. The rakshasa makes two claw attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit (2d6 + 2) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a remove curse spell or similar magic.

NPC MONSTER BIO

Personality Charming and cunning

Appearance He appears to be a rich merchant. He takes on the guise of a human male with long brown hair and brown eyes. 6' 3" 225 lbs.

Characteristics

Ideal. Obedience.

Bond. He has a secret he hides from other rakshasas.

Flaw. Sometimes he confuses others' thoughts with his.

Background

Tavana has played the part of a wealthy merchant in a large city for many years. He has many connections with the elite of the settlement and even the ear of the royalty. He lives a secret life, hoarding treasure and gaining more and more power.

Equipment

Pouches, 3 days of rations, 2 *potions of superior healing*, 210pp, 3 pouches, cloak.

AMBROSE DONN

Vampire

Medium undead (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 151 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 17

Languages the languages it knew in life

Challenge 13 (10,000 XP)

Shapechanger. The vampire can polymorph into a Tiny bat or a Medium cloud of mist.

Legendary Resistance 3/day. If the vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting place, it can transform into a cloud of mist.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampiric Weaknesses. *The vampire has these flaws:*

Forbiddance. Can only be invited into a residence.

Harmed by Running Water. Takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. Destroyed by wooden piercing weapon if incapacitated in its resting place.

Sunlight Hypersensitivity. It takes 20 radiant damage if it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire form). *It makes two attacks. Can only bite once.*

Unarmed Strike (Vampire form). *Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit (1d8 + 4) bludgeoning damage. Can grapple instead of damage (escape DC 18).*

Bite (Bat or Vampire form only). *Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit (1d6 + 4) plus (3d6) necrotic. Target's hit point maximum is reduced by necrotic attack and vampire regains that amount of hit points. The reduction lasts until target takes long rest. The target dies if this effect reduces its hit point maximum to 0. If a humanoid is slain in this way and then buried*

in the ground, it rises the following night as a vampire spawn under vampire's control.

Charm. *Can target one humanoid it sees within 30 ft. Target must succeed on DC 17 Wisdom save or be charmed by the vampire. It takes the vampire's requests or actions in a favorable way, and is a willing target for a bite attack. Target can repeat save if vampire's or its companions do anything harmful to it. Lasts 24 hours.*

Children of the Night 1/day. *Can call 2d4 swarms of bats or rats at night. Or call 3d6 wolves outdoors. Act as allies and remain for 1 hour. Arrive in 1d4 rounds.*

Legendary Actions

Can take 3 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. *Move up to its speed without provoking opportunity attacks.*

Unarmed Strike. *It makes one unarmed strike.*

Bite (Costs 2 Actions). *It makes one bite attack.*

NPC MONSTER BIO

Personality Arrogant and aloof

Appearance A gorgeous noblewoman with long blonde hair and light blue eyes. 5' 8" 126 lbs.

Characteristics

Ideal. Beauty.

Bond. Being a part of the nobility.

Flaw. She is obsessed with her own beauty.

Background

Ambrose lives in a small keep in a busy city.

Equipment

3 days of rations, 120gp, cloak, 2 vials of poison, *chime of opening*.

EMRICK KERN

Vampire

Medium undead (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 156 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 17

Languages the languages it knew in life

Challenge 13 (10,000 XP)

Shapechanger. The vampire can polymorph into a Tiny bat or a Medium cloud of mist.

Legendary Resistance 3/day. If the vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting place, it can transform into a cloud of mist.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampiric Weaknesses. *The vampire has these flaws:*

Forbiddance. Can only be invited into a residence.

Harmed by Running Water. Takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. Destroyed by wooden piercing weapon if incapacitated in its resting place.

Sunlight Hypersensitivity. It takes 20 radiant damage if it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire form). *It makes two attacks. Can only bite once.*

Unarmed Strike (Vampire form). *Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit (1d8 + 4) bludgeoning damage. Can grapple instead of damage (escape DC 18).*

Bite (Bat or Vampire form only). *Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit (1d6 + 4) plus (3d6) necrotic. Target's hit point maximum is reduced by necrotic attack and vampire regains that amount of hit points. The reduction lasts until target takes long rest. The target dies if this effect reduces its hit point maximum to 0. If a humanoid is slain in this way and then buried*

in the ground, it rises the following night as a vampire spawn under vampire's control.

Charm. *Can target one humanoid it sees within 30 ft. Target must succeed on DC 17 Wisdom save or be charmed by the vampire. It takes the vampire's requests or actions in a favorable way, and is a willing target for a bite attack. Target can repeat save if vampire's or its companions do anything harmful to it. Lasts 24 hours.*

Children of the Night 1/day. *Can call 2d4 swarms of bats or rats at night. Or call 3d6 wolves outdoors. Act as allies and remain for 1 hour. Arrive in 1d4 rounds.*

Legendary Actions

Can take 3 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. *Move up to its speed without provoking opportunity attacks.*

Unarmed Strike. *It makes one unarmed strike.*

Bite (Costs 2 Actions). *It makes one bite attack.*

NPC MONSTER BIO

Personality Calm and patient.

Appearance A handsome young man with wavy brown hair and dark blue eyes. 5' 10" 164 lbs.

Characteristics

Ideal. Independence.

Bond. He feels close to other creatures of the night.

Flaw. He can be slow to act.

Background

Emrick is a loner and wanders the streets of a port city by himself. He likes his freedom and roams and hunts with the other creatures of the night.

Equipment

2 days of rations, bag of holding, 110gp, cloak of the manta ray.

NARCISSO NOTH

Vampire

Medium undead (shapechanger), lawful evil

Armor Class 17 (natural armor and *ring of protection*)

Hit Points 174 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9 (+1 w/*ring of protection*)

Skills Perception +7, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 17

Languages the languages it knew in life

Challenge 13 (10,000 XP)

Shapechanger. The vampire can polymorph into a Tiny bat or a Medium cloud of mist.

Legendary Resistance 3/day. If the vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting place, it can transform into a cloud of mist.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampiric Weaknesses. *The vampire has these flaws:*

Forbiddance. Can only be invited into a residence.

Harmed by Running Water. Takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. Destroyed by wooden piercing weapon if incapacitated in its resting place.

Sunlight Hypersensitivity. It takes 20 radiant damage if it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire form). *It makes two attacks. Can only bite once.*

Unarmed Strike (Vampire form). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (1d8 + 4) bludgeoning damage. Can grapple instead of damage (escape DC 18).

Bite (Bat or Vampire form only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit (1d6 + 4) plus (3d6) necrotic. Target's hit point maximum is reduced by necrotic attack and vampire regains that amount of hit points. The reduction lasts until target takes long rest. The target dies if this effect reduces its hit point maximum to 0. If a humanoid is slain in this way and then buried

in the ground, it rises the following night as a vampire spawn under vampire's control.

Charm. *Can target one humanoid it sees within 30 ft. Target must succeed on DC 17 Wisdom save or be charmed by the vampire. It takes the vampire's requests or actions in a favorable way, and is a willing target for a bite attack. Target can repeat save if vampire's or its companions do anything harmful to it. Lasts 24 hours.*

Children of the Night 1/day. *Can call 2d4 swarms of bats or rats at night. Or call 3d6 wolves outdoors. Act as allies and remain for 1 hour. Arrive in 1d4 rounds.*

Legendary Actions

Can take 3 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. *Move up to its speed without provoking opportunity attacks.*

Unarmed Strike. *It makes one unarmed strike.*

Bite (Costs 2 Actions). *It makes one bite attack.*

NPC MONSTER BIO

Personality Vain and righteous. Desperate for attention, he is known for long, wordy stories.

Appearance A very slim and rather attractive man. Long black hair and brown eyes. 5' 10" 164 lbs.

Characteristics

Ideal. Fame.

Bond. His group of storytellers.

Flaw. Narcisso is completely ego-centric.

Background

Narcisso is a fairly well-known storyteller. However, he considers himself the greatest storyteller of all time.

Equipment

backpack, 3 days of rations, book of stories, quill, bottle of ink, 91gp, *ring of protection*, set of weighted bone dice, cloak.

PANDORA PAYNE

Vampire

Medium undead (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 193 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 17

Languages the languages it knew in life

Challenge 13 (10,000 XP)

Shapechanger. The vampire can polymorph into a Tiny bat or a Medium cloud of mist.

Legendary Resistance 3/day. If the vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting place, it can transform into a cloud of mist.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampiric Weaknesses. *The vampire has these flaws:*

Forbiddance. Can only be invited into a residence.

Harmed by Running Water. Takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. Destroyed by wooden piercing weapon if incapacitated in its resting place.

Sunlight Hypersensitivity. It takes 20 radiant damage if it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire form). *It makes two attacks. Can only bite once.*

Unarmed Strike (Vampire form). *Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit (1d8 + 4) bludgeoning damage. Can grapple instead of damage (escape DC 18).*

Bite (Bat or Vampire form only). *Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit (1d6 + 4) plus (3d6) necrotic. Target's hit point maximum is reduced by necrotic attack and vampire regains that amount of hit points. The reduction lasts until target takes long rest. The target dies if this effect reduces its hit point maximum to 0. If a humanoid is slain in this way and then buried*

in the ground, it rises the following night as a vampire spawn under vampire's control.

Charm. *Can target one humanoid it sees within 30 ft. Target must succeed on DC 17 Wisdom save or be charmed by the vampire. It takes the vampire's requests or actions in a favorable way, and is a willing target for a bite attack. Target can repeat save if vampire's or its companions do anything harmful to it. Lasts 24 hours.*

Children of the Night 1/day. *Can call 2d4 swarms of bats or rats at night. Or call 3d6 wolves outdoors. Act as allies and remain for 1 hour. Arrive in 1d4 rounds.*

Legendary Actions

Can take 3 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. *Move up to its speed without provoking opportunity attacks.*

Unarmed Strike. *It makes one unarmed strike.*

Bite (Costs 2 Actions). *It makes one bite attack.*

NPC MONSTER BIO

Personality Glamorous and charming

Appearance A very attractive woman with long blonde hair and grey eyes. 5' 10" 135lbs.

Characteristics

Ideal. Greed.

Bond. Pandora is in love with her master.

Flaw. She's too greedy for her own good. She can't resist taking a chance if gold is involved.

Background

She works for a powerful anti-paladin in the kingdom's capital. Pandora lives in a tower in the warrior's castle.

Equipment

4 days of rations, 133gp, cloak, sword of life stealing, bag of holding, silver ring, golden necklace.

BANNON

Vampire Spawn

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 95 (11d8 + 33)

Speed 30 ft.

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

Saving Throws Dex +6, Wis +3

Skills Perception +3, Stealth +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages Common, Abyssal, and Infernal

Challenge 5 (1,800 XP)

Regeneration. The vampire spawn regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire spawn takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire spawn's next turn.

Spider Climb. The vampire spawn can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampiric Weaknesses. *The spawn has these flaws:*

Forbiddance. Can only be invited into a residence.

Harmed by Running Water. Takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. Destroyed by wooden piercing weapon if incapacitated in its resting place.

Sunlight Hypersensitivity. Takes 20 radiant damage if it starts turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. *The vampire spawn makes two attacks, only one of which can be a bite attack.*

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit (2d4 + 3) slashing damage. Instead of dealing damage, the vampire spawn can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire spawn, incapacitated, or restrained. Hit (1d6 + 3) piercing damage plus (2d6) necrotic damage. The target's hit point maximum is reduced an amount equal to the necrotic damage taken, and the vampire spawn regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

NPC MONSTER BIO

Personality Sly and menacing

Appearance A disheveled, wreck of a man. In fact, he resembles a dead man walking. Grey hair and blue eyes, overweight. 6' 216 lbs.

Characteristics

Ideal. Hate.

Bond. Bannon especially hates the noble elite and will do anything to bring them to their knees.

Flaw. He believes all people are essentially greedy.

Background

This cunning creature works as a scribe. He writes about politics in the kingdom and has some influence over the nobility.

Equipment

backpack, 5 days of rations, 85gp, three *potions of poison*, cloak, deck of cards, quill, bottle of ink, 9 sheets of parchment, scroll case.

CORMACK

Vampire Spawn
Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 101 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	7 (-2)	7 (-2)	8 (-1)

Saving Throws Dex +6

Skills Stealth +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 5 (1,800 XP)

Regeneration. The vampire spawn regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire spawn takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire spawn's next turn.

Spider Climb. The vampire spawn can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampiric Weaknesses. *The spawn has these flaws:*

Forbiddance. Can only be invited into a residence.

Harmed by Running Water. Takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. Destroyed by wooden piercing weapon if incapacitated in its resting place.

Sunlight Hypersensitivity. Takes 20 radiant damage if it starts turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. *The vampire spawn makes two attacks, only one of which can be a bite attack.*

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit (2d4 + 3) slashing damage. Instead of dealing damage, the vampire spawn can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire spawn, incapacitated, or restrained. Hit (1d6 + 3) piercing damage plus (2d6) necrotic damage. The target's hit point maximum is reduced an amount equal to the necrotic damage taken, and the vampire spawn regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

NPC MONSTER BIO

Personality Desperate and lonely

Appearance A pudgy middle-aged man with brown hair and brown eyes. 5' 9" 155 lb.

Characteristics

Ideal. Pride.

Bond. He wants to belong to a group, any group.

Flaw. Cormack is a narcissist.

Background

This creature used to be a professor at a well-respected college. He is now an entertainer in small seedy taverns.

Equipment

backpack, 2 days of rations, bedroll, lute, silver ring, 32gp, bag of 20 caltrops, cloak.

DARVIN MOON

Vampire Spawn

Medium undead, lawful evil

Armor Class 15 (natural armor)

Hit Points 106 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	10 (+0)	7 (-2)

Saving Throws Dex +6, Wis +3

Skills Perception +3, Stealth +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages Common and Thieves' cant

Challenge 5 (1,800 XP)

Regeneration. The vampire spawn regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire spawn takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire spawn's next turn.

Spider Climb. The vampire spawn can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampiric Weaknesses. *The spawn has these flaws:*

Forbiddance. Can only be invited into a residence.

Harmed by Running Water. Takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. Destroyed by wooden piercing weapon if incapacitated in its resting place.

Sunlight Hypersensitivity. Takes 20 radiant damage if it starts turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. *The vampire spawn makes two attacks, only one of which can be a bite attack.*

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit (2d4 + 3) slashing damage. Instead of dealing damage, the vampire spawn can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire spawn, incapacitated, or restrained. Hit (1d6 + 3) piercing damage plus (2d6) necrotic damage. The target's hit point maximum is reduced an amount equal to the necrotic damage taken, and the vampire spawn regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

NPC MONSTER BIO

Personality Bold and brash

Appearance A young man with long silvery hair and a black patch over one eye. He is missing one of his blue eyes. 5' 11" 183 lbs.

Characteristics

Ideal. Destruction.

Bond. He is a member of the powerful Thieves' Guild.

Flaw. He lacks tactical guile.

Background

Darvin joined the thieves several months ago and has made a lot of gold. He has also spent a lot of gold. Some of the others members of the Thieves' Guild aren't too pleased to have an undead monster in their organization.

Equipment

backpack, 3 days of rations, thieves' tools, 55gp, 2 potions of poison, cloak, bag of beans.

NAOMI ZARA

Vampire Spawn

Medium undead, lawful evil

Armor Class 16 (natural armor)

Hit Points 120 (11d8 + 33)

Speed 30 ft.

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

Saving Throws Dex +6, Wis +3

Skills Perception +3, Stealth +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 5 (1,800 XP)

Regeneration. The vampire spawn regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire spawn takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire spawn's next turn.

Spider Climb. The vampire spawn can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampiric Weaknesses. *The spawn has these flaws:*

Forbiddance. Can only be invited into a residence.

Harmed by Running Water. Takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. Destroyed by wooden piercing weapon if incapacitated in its resting place.

Sunlight Hypersensitivity. Takes 20 radiant damage if it starts turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. *The vampire spawn makes two attacks, only one of which can be a bite attack.*

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit (2d4 + 3) slashing damage. Instead of dealing damage, the vampire spawn can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire spawn, incapacitated, or restrained. Hit (1d6 + 3) piercing damage plus (2d6) necrotic damage. The target's hit point maximum is reduced an amount equal to the necrotic damage taken, and the vampire spawn regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

NPC MONSTER BIO

Personality Quiet and calculating

Appearance She has medium length bright red hair, extremely pale skin, and reddish eyes. 5' 4" 100 lb.

Characteristics

Ideal. Safety.

Bond. Naomi has fallen in love with the vampire who turned her into an undead creature.

Flaw. She doesn't trust anyone, sometimes not even herself.

Background

She attempts to find a safe place to live for a short time, usually with a powerful male. At the moment she lives with a charming vampire who writes adventures for the locals.

Equipment

backpack, 4 days of rations, set of bone dice, love letter, 2 vials of poison, steel mirror, 45gp.

A circular frame made of fire and a dragon's head, with the text "NPC Tables" in the center. The dragon's head is at the top, facing left, with its mouth open as if breathing fire. The fire forms a ring around the text, with a bright yellow and orange glow. The background of the frame is black.

NPC Tables

Characteristics

D100	Encounter	D100	Encounter
01-02	Genius	51-52	Loyal
03-04	Quick-witted	53-54	Helpful
05-06	Joyful	55-56	Brave
07-08	Depressed	57-58	Loud
09-10	Untrustworthy	59-60	Quiet
11-12	Callous	61-62	Excited
13-14	Talkative	63-64	Calm
15-16	Listless	65-66	Intelligent
17-18	Menacing	67-68	Optimistic
19-20	Sarcastic	69-70	Reliable
21-22	Demanding	71-72	Sleepy
23-24	Polite	73-74	Slow-witted
25-26	Humorous	75-76	Seductive
27-28	Determined	77-78	Fearful
29-30	Inquisitive	79-80	Tough
31-32	Lazy	81-82	Sad
33-34	Wise	83-84	Hard-working
35-36	Bold	85-86	Awkward
37-38	Complaining	87-88	Resourceful
39-40	Trustworthy	89-90	Unreliable
41-42	Happy	91-92	Confident
43-44	Nervous	93-94	Satisfied
45-46	Arrogant	95-96	Disturbed
47-48	Charming	97-98	Obnoxious
49-50	Friendly	99-00	Nurturing

Races

D100	Encounter	D100	Encounter
01-02	Dragonborn	51-52	Human
03-04	Human	53-54	Half-Elf
05-06	Half-Elf	55-56	High Elf
07-08	Dragonborn	57-58	Dwarf
09-10	Halfling	59-60	Halfling
11-12	Gnome	61-62	Gnome
13-14	Elf	63-64	Human
15-16	Half-Orc	65-66	Tiefling
17-18	Hill Dwarf	67-68	Dragonborn
19-20	High Elf	69-70	Hill Dwarf
21-22	Dragonborn	71-72	Elf
23-24	Half-Elf	73-74	Lightfoot Halfling
25-26	Human	75-76	Human
27-28	Dwarf	77-78	Gnome
29-30	Gnome	79-80	Half-Elf
31-32	Lightfoot Halfling	81-82	Halfling
33-34	Tiefling	83-84	Half-Orc
35-36	Dragonborn	85-86	Human
37-38	Human	87-88	Hill Dwarf
39-40	Gnome	89-90	Gnome
41-42	Halfling	91-92	Half-Elf
43-44	Dwarf	93-94	Dragonborn
45-46	Elf	95-96	Lightfoot Halfling
47-48	Half-Elf	97-98	Human
49-50	Human	99-00	Tiefling

Classes

D100	Encounter	D100	Encounter
01-02	Sorcerer	51-52	Wizard
03-04	Fighter	53-54	Cleric
05-06	Warlock	55-56	Druid
07-08	Rogue	57-58	Barbarian
09-10	Wizard	59-60	Monk
11-12	Cleric	61-62	Ranger
13-14	Bard	63-64	Sorcerer
15-16	Druid	65-66	Rogue
17-18	Barbarian	67-68	Warlock
19-20	Rogue	69-70	Fighter
21-22	Paladin	71-72	Paladin
23-24	Ranger	73-74	Wizard
25-26	Druid	75-76	Monk
27-28	Warlock	77-78	Rogue
29-30	Cleric	79-80	Bard
31-32	Wizard	81-82	Ranger
33-34	Fighter	83-84	Barbarian
35-36	Monk	85-86	Cleric
37-38	Cleric	87-88	Fighter
39-40	Ranger	89-90	Druid
41-42	Sorcerer	91-92	Sorcerer
43-44	Bard	93-94	Ranger
45-46	Rogue	95-96	Paladin
47-48	Paladin	97-98	Wizard
49-50	Fighter	99-00	Bard

Backgrounds

D100	Encounter	D100	Encounter
01-02	Criminal (Hired Killer)	51-52	Noble
03-04	Outlander (Exile)	53-54	Sage (Alchemist)
05-06	Guild Artisan (Tinker)	55-56	Outlander (Guide)
07-08	Folk Hero	57-58	Criminal (Burglar)
09-10	Entertainer (Actor)	59-60	Guild Artisan (Blacksmith)
11-12	Sage (Researcher)	61-62	Charlatan
13-14	Noble	63-64	Athlete
15-16	Acolyte	65-66	Diplomat
17-18	Criminal (Enforcer)	67-68	Urchin
19-20	Urchin	69-70	Entertainer (Singer)
21-22	Sailor	71-72	Acolyte
23-24	Guild Artisan (Carpenter)	73-74	Sailor
25-26	Sage (Alchemist)	75-76	Noble
27-28	Athlete	77-78	Charlatan
29-30	Criminal (Burglar)	79-80	Criminal (Hired Killer)
31-32	Entertainer (Poet)	81-82	Hermit
33-34	Charlatan	83-84	Sage (Scribe)
35-36	Sailor	85-86	Guild Artisan (Brewer)
37-38	Outlander (Guide)	87-88	Folk Hero
39-40	Noble	89-90	Outlander (Hunter)
41-42	Criminal (Enforcer)	91-92	Soldier (Officer)
43-44	Folk Hero	93-94	Urchin
45-46	Entertainer (Storyteller)	95-96	Entertainer (Dancer)
47-48	Soldier (Infantry)	97-98	Criminal (Hired Killer)
49-50	Urchin	99-00	Hermit

Appearances

D100	Encounter	D100	Encounter
01-02	Gorgeous	51-52	Short
03-04	Fashionable	53-54	Overweight
05-06	Obese	55-56	Athletic
07-08	Disheveled	57-58	Well-dressed
09-10	Bald	59-60	Beautiful
11-12	Hideous	61-62	Healthy
13-14	Bulky	63-64	Long-haired
15-16	Lanky	65-66	Skinny
17-18	Short	67-68	Young
19-20	Tanned	69-70	Beautiful
21-22	Handsome	71-72	Elegant
23-24	Sophisticated	73-74	Stocky
25-26	Athletic	75-76	Tall
27-28	Unhealthy	77-78	Cat-like
29-30	Regal	79-80	Pale
31-32	Poorly Dressed	81-82	Filthy
33-34	Hairy	83-84	Middle-aged
35-36	Ugly	85-86	Athletic
37-38	Scruffy	87-88	Drab
39-40	Old	89-90	Overweight
41-42	Bearded	91-92	Gaunt
43-44	Handsome	93-94	Large
45-46	Muscular	95-96	Glamorous
47-48	Slim	97-98	Handsome
49-50	Tall	99-00	Graceful

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