

CONAN UNCHAINED!

DUNGEONS & DRAGONS 5TH EDITION CONVERSION BY KENTTI

PREPARING FOR THE ADVENTURE

The adventure uses hero point rules found on page 264 on the *Dungeon Master's Guide*. For fear factor, use fear rules found on page 267 on the *Dungeon Master's Guide*.

THE ADVENTURE

You can find this chapter on page 7.

PLOT ENCOUNTER #1: AT WAR

See page 7 for the following information. To notice the cloud requires a successful DC 15 Wisdom (Perception) check. The cloud has fear DC of 14.

There are **shadows** with fear DC of 16.

PLOT ENCOUNTER #2: THE FREE COMPANIONS

See page 8 for the following information. The riders are **thugs** equipped with scimitars and nets (lariats) riding **warhorses**. Use rules for nets found in the *Player's Handbook* while the riders try to take the PCs prisoner.

If the characters are captured, a successful DC 20 Strength check breaks free.

IMPORTANT NPCs

See page 9 for the following information. Tarlas Constantius, Hetman is a **gladiator** equipped with chain mail, shield (AC 18), longsword, and dagger. He has 12 hero points.

Karaz Chaam, Constantius's lieutenant is a **gladiator** equipped with longsword, mace, and dagger.

Rossim the Beardless is a **veteran** equipped with scale mail (AC 14), longsword, spear, and dagger. He also has **spy's** cunning action and sneak attack (1/turn) features.

Kozaks are **thugs** equipped with scimitars, daggers, and nets.

KOZAKI ENCOUNTER DESCRIPTIONS

See page 10 for the following information.

1. TURANIAN ATTACK

See pages 10-11 for the following information. A successful DC 15 Wisdom (Perception) check is required to notice something is not right.

Turanian soldiers are **guards** with scimitars and daggers.

Riders are riding **warhorses**.

Officer is a **knight** equipped with chain mail, shield (AC 18), scimitar, and dagger riding a **warhorse**.

3. THE BRAGGART

See page 12 for the following information. To notice Dhurmas kicking in the ribs requires a successful DC 15 Wisdom (Perception) check. Dhurmas is a **veteran** is with no armor (AC 11) and no weapons. His fists do 1d4 + 3 bludgeoning damage.

4. A FORTUNATE EVENT

See pages 12-13 for the following information. There is a **lion**.

If the characters are already free, Dhurmas is a **veteran** with no armor (AC 11) and no weapons. His fists do 1d4 + 3 bludgeoning damage.

5. THE DRUNKEN HETMAN

See page 14 for the following information.

Use normal mounted combat rules. Constatinus's Animal Handling is + 7 and he has the Mounted Combatant feat.

The horses are **warhorses** with military saddles.

7. THE RAIDERS LEAVE

See page 15 for the following information.

Caravan 1. Pack horses are **draft horses**, merchants are **commoners**, and guards are **bandits** riding **riding horses**.

Caravan 2. Oxcarts are carts drawn by **oxen**, merchants are **commoners**, guards are **bandits** riding **riding horses**, and mercenary leader is a **bandit captain** riding a **warhorse**.

Caravan 3. 25 **mules**, merchants are **commoners**, guards are **bandits** riding **riding horses**, mercenary leader is a **bandit captain** riding a **warhorse**, and Stygian is an **illusionist** with fear DC of 18 when casting spells.

8. SNUFFLING IN THE DARK

See page 16 for the following information. There is a **brown bear**.

To notice the night bird requires a successful DC 15 Wisdom (Perception) check. The night bird is a **gargoyle** with fear DC of 16.

The scream has fear DC of 20.

DAGGERS IN THE NIGHT

See pages 16-17 for the following information. To notice the assassin requires a successful DC 20 Wisdom (Perception) check. This check is made at disadvantage if the character is sleeping.

Vardan is an **assassin**.

PLOT ENCOUNTER #3: THE WOMAN IN NEED

See pages 17-18 for the following information. Cothiras is a **commoners** with Charisma score of 18.

The **invisible stalker** has fear score of 18.

THE RED BROTHERHOOD

See pages 18-19 for the following information. Bor'aqh Sharaq is a **swashbuckler** equipped with scimitar that can be fired as a ranged weapon (range 20/60 ft.) He has 11 hero points.

Zorias the Kushite is a **pirate captain**.

Red Brotherhood are 50 **pirates**.

THE SLEEPING SERPENT

See page 19 for the following information. The Sleeping Serpent is a galley.

ENCOUNTERS AT SEA

See pages 20-21 for the following information.

First Day. The character suffers 2 (1d4) slashing damage.

Third Day. The character requires a successful DC 15 Dexterity saving throw or be doused in foul-smelling slop from the galley.

Fourth Day. The character suffers one level of exhaustion.

Fifth Day. A character can go with half rations a number of days equal to 6 + his or her Constitution modifier. At the end of each day beyond that limit, a character automatically suffers one level of exhaustion.

Seventh Day. A successful DC 15 Wisdom (Perception) check is required to notice the thrown blade.

PIRACY

See page 21 for the following information. The merchant ship is a galley. The slaves are **commoners**. The mercenaries and fighting passengers are **scouts** without longbows.

TURANIAN WAR GALLEY

See page 21 for the following information. The slaves are **commoners**. Marines are **pirates** and the captain is a **pirate captain**.

PLOT ENCOUNTER #4: THE CITADEL OF BHIR-VEDI

See page 21 for the following information.

ARRIVING AT THE COAST

See pages 21-22 for the following information. Those making a successful DC 15 Wisdom (Perception) check feels something or someone is watching them.

SUNSET

See page 22 for the following information. The two guardians are **stone golems** with fear DC of 19.

To climb the cliffs above the guardians requires a successful DC 15 Strength (Athletics) check.

To push on a boulder requires a successful DC 20 Strength check. The check is made at advantage if the character has help.

THE PATH TO THE CITADEL

See pages 22-23 for the following information.

Cliffs. To climb the cliffs requires a successful DC 25 Strength (Athletics) check.

Rough Ground. The movement is reduced to one-quarter in this terrain. No damage is received.

THE MANOTOR

See page 23 for the following information. You can find information on the **manotor** from Appendix.

THE SUMMONINGS

See page 23 for the following information. You can find information on **summonings** from Appendix.

THE TOWER OF BHIR-VEDI

See pages 23-24 for the following information. To climb the tower requires a successful DC 30 Strength (Athletics) check.

Bhir-Vedi is a **necromancer**. He has the *rod of Wyziram*. He has fear DC 18 when casting spells and 11 hero points.

THE ROD OF WYZIRAM

Rod, very rare (requires attunement)

This rod is a piece of ivory 12 inches long. It is carved with runes and ancient writing. To use the rod, the character must research special commands to link himself to the life force of the rod.

While you are holding this rod, the rod absorbs all damage you would receive. After absorbing 150 hit points, the rod crumbles to dust.

The rod heals 5 points of damage it has absorbed every morning.

1. THE SNAKE PIT (GROUND FLOOR)

See page 25 for the following information. The gigantic snake is a **gargantuan snake** with fear DC of 16. See Appendix for more details.

2. STOREROOM (SECOND FLOOR)

See page 25 for the following information. There is a deformed **ape-like man-creature** with fear DC of 13. See Appendix for more details.

3. PIT TRAP

See page 25 for the following information. To notice the trap requires a successful DC 20 Intelligence (Investigation) or Wisdom (Perception) check.

A successful DC 15 Dexterity saving throw is required not to fall into the pit. On a failed save, the character takes 17 (5d6) bludgeoning damage from the fall.

4. LABORATORY

See page 25 for the following information.

Gray Lotus Powder (Inhaled). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. The poisoned creature must use its action before moving on each of its turns to make a melee attack roll against a random creature it can see.

No chance for accidentally inhaling the poison while searching the shelf.

5. BHIR-VEDI'S CHAMBER (THIRD FLOOR)

See page 26 for the following information. To notice the simple alarm requires a successful DC 15 Intelligence (Investigation) or Wisdom (Perception) check.

To disable the alarm requires a successful DC 15 Dexterity check with thieves' tools.

6. CELLS

See page 26 for the following information. To open the door requires a successful DC 20 Dexterity check with thieves' tools.

7. PURPLE LOTUS TRAP (FOURTH FLOOR)

See page 26 for the following information. To notice the trap requires a successful DC 20 Intelligence (Investigation) or Wisdom (Perception) check.

To disarm the trap requires a successful DC 25 Dexterity check with thieves' tools.

The purple lotus gas requires a successful DC 20 Constitution saving throw or the character is rendered unconscious for 1 hour.

To break one chain requires a successful DC 20 Strength check.

8. THE RITUAL CHAMBER

See pages 26-27 for the following information. To surprise Bhir-Vedi requires a successful DC 10 Dexterity (Stealth) check.

After three minutes the tower and the ground around it disappear into the earth. For several minutes after this, nothing happens. Then the ruins again begin to tremble. Forcing up through the remains of the tower is a gigantic snake-like slug. Use **purple worm** statistics. It cannot move from the remains. It has fear DC of 20.

APPENDIX: NEW MONSTERS

You can find this chapter on page 27.

APE-LIKE MAN-CREATURE

Medium monstrosity, neutral evil

Armor Class 12

Hit Points 65 (10d8 + 20)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +6, Perception +3

Senses passive Perception 13

Languages Understands common, but can't speak

Challenge 3 (700 XP)

Charge. If the man-creature moves at least 10 feet straight toward a target and then hits with a fist attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 5 feet away and knocked prone.

Actions

Multiattack. The man-creature makes three melee attacks: two with its fist and one with its bite.

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

Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 7 (1d6 + 4) bludgeoning damage.

GARGANTUAN CONSTRICTOR SNAKE

Gargantuan beast, unaligned

Armor Class 12

Hit Points 230 (15d10 + 20)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+7)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +4

Senses blindsight 10 ft., passive Perception 14

Languages —

Challenge 9 (5,000 XP)

Actions

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit* 17 (3d6 + 7) piercing damage.

Constrict. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage, and the target is grappled (escape DC 21). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

MANOTOR

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 50 ft.

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

Skills Perception +9

Senses darkvision 60 ft., passive Perception 19

Languages Abyssal

Challenge 6 (2,300 XP)

Charge. If the manotor moves at least 20 feet straight toward a target and then hits with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The manotor can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the manotor can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The manotor makes three melee attacks: two with its hooves and one with its gore attack.

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

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

SUMMONING

Small monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 27 (6d6 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	13 (+1)	11 (+0)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages Terran

Challenge 1 (200 XP)

Actions

Multiattack. The summoning makes three melee attacks: two with its claws and one with its bite.

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

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

PREGENERATED CHARACTERS

You can find this chapter on page 29.

CONAN

Human Male, Rogue 3/Fighter 12

Fate has twisted your life in many different directions until now. Should today be any different? So long as there are places you haven't seen, treasures to plunder or steal, and women to visit, a season campaigning in the sun seems now the thing to do.

Hit Dice 3d8 + 12d10

Hit Points 165

Armor Class 15 (leather armor)

Hero Points 12

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	14 (+2)	10 (+0)	17 (+3)

Proficiency Bonus +5

Saving Throws Dex +10, Int +7

Skills Acrobatics +10, Animal Handling +6, Athletics +15, Intimidation +9, Perception +6, Stealth +15, Survival +6

Feats Alert, Athlete, Dual Wielder, Tavern Brawler

Armor Light armor, medium armor, shields

Weapons Simple weapons, martial weapons

Tools Dice set, playing card set, thieves' tools, vehicles (water), woodcarver's tools

Senses passive Perception 16

Languages Common, Thieves' cant

ATTACK ROUTINE

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

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

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

OR

Dagger (Action). *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 5 piercing damage.

Dagger (Extra Attack). *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 5 piercing damage.

Dagger (Extra Attack). *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 5 piercing damage.

CLASS FEATURES

Action Surge (Recharges After a Short or Long Rest). On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, Hide, or Use an Object action or to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock.

Expertise. Your proficiency bonus is doubled for Athletics and Stealth skill checks.

Extra Attack. You can attack three times instead of once whenever you take the Attack action on your turn.

Fighting Style: Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Fighting Style: Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Indomitable (Recharges After a Long Rest). You can reroll a saving throw that you fail. If you do so, you must use the new roll.

Second Wind (Recharges After a Short or Long Rest). On your turn, you can use a bonus action to regain 1d10 + 13 hit points.

Sneak Attack. Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

MARTIAL ARCHETYPE: CHAMPION

Improved Critical. Your weapon attacks score a critical hit on a roll of 19 or 20.

Remarkable Athlete. You can add +3 to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by 5 feet.

ROGUSH ARCHETYPE: THIEF

Second-Story Work. Climbing no longer costs you extra movement.

In addition, when you make a running jump, the distance you cover increases 4 feet.

FEATS

Alert. You gain +5 bonus to initiative.

You can't be surprised while you are conscious.

Other creatures don't gain advantage on attack rolls against you as a result of being hidden from you.

Athlete. When you are prone, standing up uses only 5 feet of your movement.

Climbing doesn't halve your speed.

You can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet.

Dual Wielder. You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.

You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.

You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

Tavern Brawler. You are proficient with improvised weapons and unarmed strikes.

Your unarmed strike uses a d4 for damage.

When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target.

EQUIPMENT

Leather armor, longsword, dagger, and 50 gp.

NESTOR THE GUNDERMAN

Human Male, Fighter 14

You are one of the greatest swordsmen in all the land. Born in Gunderland, your travels have carried you far, in service to many crowns. Recently you hastily left the service of the Zamorians where you held an officers rank. Fate has now thrown you in with your old adversary and companion, Conan.

Hit Dice 14d10

Hit Points 116

Armor Class 19 (scale mail, shield)

Hero Points 12

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	17 (+3)	14 (+2)	14 (+2)

Proficiency Bonus +5

Saving Throws Str +9, Con +7

Skills Animal Handling +7, Athletics +9, Intimidation +7, Persuasion +7

Feats Athlete, Savage Attacker, Sentinel, Shield Master

Armor All armor, shields

Weapons Simple weapons, martial weapons

Tools Dice set, playing card set, smith's tools

Senses passive Perception 11

Languages Common

ATTACK ROUTINE

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

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

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

OR

Dagger (Action). *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 6 piercing damage.

Dagger (Extra Attack). *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 6 piercing damage.

Dagger (Extra Attack). *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 6 piercing damage.

CLASS FEATURES

Action Surge (Recharges After a Short or Long Rest). On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Extra Attack. You can attack three times instead of once whenever you take the Attack action on your turn.

Fighting Style: Defense. While you are wearing armor, you gain a +1 bonus to AC.

Fighting Style: Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Indomitable (2; Recharges After a Long Rest). You can reroll a saving throw that you fail. If you do so, you must use the new roll.

Second Wind (Recharges After a Short or Long Rest). On your turn, you can use a bonus action to regain 1d10 + 14 hit points.

MARTIAL ARCHETYPE: CHAMPION

Improved Critical. Your weapon attacks score a critical hit on a roll of 19 or 20.

Remarkable Athlete. You can add +3 to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by 4 feet.

FEATS

Athlete. When you are prone, standing up uses only 5 feet of your movement.

Climbing doesn't halve your speed.

You can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet.

Savage Attacker. Once per turn when you roll damage for a melee weapon attack, you can reroll the weapon's damage dice and use either total.

Sentinel When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.

Creatures within 5 feet of you provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.

When a creature within 5 feet of you makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make a melee weapon attack against the attacking creature.

Shield Master. If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you with your shield.

If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.

If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.

EQUIPMENT

Scale mail, shield, longsword, dagger, and 50 gp.

JUMA THE WARRIOR

Human Male, Rogue 1/Fighter 12

Brother-in-arms to Conan, you go with him out of boredom. Life in the Turanian Royal Guard has grown too soft and slow for you. Friend Conan always seems to attract danger like the vultures who follow the soldiers. You have survived the slavers, the gladiator's arena, and the Turanian army. What trouble can Conan get into that you cannot survive?

Hit Dice 1d8 + 12d10

Hit Points 145

Armor Class 16 (studded leather armor)

Hero Points 11

Speed 30 ft.

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

Proficiency Bonus +5

Saving Throws Dex +10, Int +8

Skills Acrobatics +14, Athletics +14, Intimidation +8,

Perception +7, Persuasion +8, Survival +7

Feats Athlete, Great Weapon Master, Sharpshooter, Tavern Brawler

Armor Light armor, medium armor, shields

Weapons Simple weapons, martial weapons

Tools Dice set, playing card set, thieves' tools

Senses passive Perception 17

Languages Common, Thieves' cant

ATTACK ROUTINE

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

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

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

OR

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

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

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

CLASS FEATURES

Action Surge (Recharges After a Short or Long Rest). On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Expertise. Your proficiency bonus is doubled for Acrobatics and Athletics skill checks.

Extra Attack. You can attack three times instead of once whenever you take the Attack action on your turn.

Fighting Style: Archery. You gain a +2 bonus to attack rolls you make with ranged weapons.

Fighting Style: Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Indomitable (Recharges After a Long Rest). You can reroll a saving throw that you fail. If you do so, you must use the new roll.

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

Sneak Attack. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

MARTIAL ARCHETYPE: CHAMPION

Improved Critical. Your weapon attacks score a critical hit on a roll of 19 or 20.

Remarkable Athlete. You can add +3 to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by 4 feet.

FEATS

Athlete. When you are prone, standing up uses only 5 feet of your movement.

Climbing doesn't halve your speed.

You can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet.

Great Weapon Master. On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.

Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

Sharpshooter. Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.

Your ranged weapon attacks ignore half cover and three-quarters cover.

Before you make an attack with a ranged weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

Tavern Brawler. You are proficient with improvised weapons and unarmed strikes.

Your unarmed strike uses a d4 for damage.

When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target.

EQUIPMENT

Studded leather armor, greatsword, shortbow, quiver with 20 arrows, and 23 gp.

VALERIA OF THE RED BROTHERHOOD

Human Female, Rogue 3/Fighter 10

Accomplished thief, pirate, swordmistress. One whose sharp sword and feminine charms have proved the undoing for more than one man. You have rejoined your fellow freebooter and roustabout, Conan. Now with him you seek new wealth so you may live in your old accustomed style.

Hit Dice 3d8 + 10d10

Hit Points 114

Armor Class 16 (chain shirt)

Hero Points 11

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	17 (+3)	16 (+3)	18 (+4)	19 (+4)

Proficiency Bonus +5

Saving Throws Dex +10, Int +8

Skills Acrobatics +15, Athletics +7, Perception +9, Persuasion +14, Stealth +10, Survival +9

Feats Athlete, Dual Wielder, Mobile

Armor Light armor, medium armor, shields

Weapons Simple weapons, martial weapons

Tools Navigator's tools, thieves' tools, vehicles (water), woodcarver's tools

Senses passive Perception 19

Languages Common, Thieves' cant

ATTACK ROUTINE

Scimitar (Action). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 1d6 + 5 slashing damage.

Dagger (Bonus Action). *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 5 piercing damage.

Scimitar (Extra Attack). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 1d6 + 5 slashing damage.

OR

Sling (Action). *Ranged Weapon Attack:* +10 to hit, range 30/120 ft., one target. *Hit:* 1d4 + 5 bludgeoning damage.

Sling (Extra Attack). *Ranged Weapon Attack:* +10 to hit, range 30/120 ft., one target. *Hit:* 1d4 + 5 bludgeoning damage.

CLASS FEATURES

Action Surge (Recharges After a Short or Long Rest). On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, Hide, or Use an Object action or to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock.

Expertise. Your proficiency bonus is doubled for Acrobatics and Persuasion skill checks.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

Fighting Style: Defense. While you are wearing armor, you gain a +1 bonus to AC.

Fighting Style: Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Indomitable (Recharges After a Long Rest). You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

Second Wind (Recharges After a Short or Long Rest). On your turn, you can use a bonus action to regain 1d10 + 10 hit points.

Sneak Attack. Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

MARTIAL ARCHETYPE: CHAMPION

Improved Critical. Your weapon attacks score a critical hit on a roll of 19 or 20.

Remarkable Athlete. You can add +3 to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by 2 feet.

ROGUSH ARCHETYPE: THIEF

Second-Story Work. Climbing no longer costs you extra movement.

In addition, when you make a running jump, the distance you cover increases 5 feet.

FEATS

Athlete. When you are prone, standing up uses only 5 feet of your movement.

Climbing doesn't halve your speed.

You can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet.

Dual Wielder. You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.

You can use two-weapon fighting even when the onehanded melee weapons you are wielding aren't light.

You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

Mobile. Your speed increases by 10 feet.

When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.

When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

EQUIPMENT

Chain shirt, longsword, dagger, sling, 20 bullets, and 100 gp.