

Spilled Ale Studios



RACES OF GALLIAN
THE DREMUND

RACES OF GALLIAN: THE DREMUND

LEGAL INFORMATION

Permission to copy, modify and distribute the files collectively known as the System Reference Document 5.1 ("SRD5") is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Underdark, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, EverChanging Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SRD5 is Open Game Content as described in Section 1(d) of the License.

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity

and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" Not for resale. Permission granted to print or photocopy this document for personal use only. System Reference Document 5.1 2 or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as

expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

END OF LICENSE

CREDITS

Races of Gallian: The Dremund by: RDD Wilkin

Layout and Formatting: RDD Wilkin

Graphics and Images: cover design by and © Dave Zajac, layout elements by and © Corey Johnston, parchment sidebar by and © Billiam Babble, "Ratfolk Luminaire" by Jayaraj Paul, "Ratfolk Pirate" by and © Gary Dupuis

Not for resale or redistribution. The purchaser may make copies or print out this document for personal use only.

CONTENTS

The Dremund	Pg. 3
Dremund Traits	Pg. 5
Dremund NPCs	Pg. 6

Benito smiled at the corpulent human trader sitting across from him. His opponent in this negotiation thought himself a savvy businessman, but he would learn differently. The fool had made it all too easy. Oh, he knew the worth of the stirge eggs as a material component, and their relative scarcity. But what he didn't know was that, quite unaccountably, some fool had served up stirge eggs at a feast in Espara's capital and now they were fashionable. It was a fact no one in Arisia should know yet. Benito only knew himself thanks to the swift thinking of his brother based in the Esparan branch, and the effort of a well-rewarded messenger who rode tirelessly for two days to bring Benito the news. Thanks to this, Benito would be able to buy the eggs at a competitive price. This trader would think he was getting a fair deal — but not a great deal, on Benito's pride as a negotiator — but Benito's brother would make triple back in Espara. And in a few days, when he finally heard the news, this fool human would be kicking himself. When would they ever learn? It pays to keep close business links with family.

Although their homeland is Vanica, a country adjacent to the western border of the Holy Empire, populations of the rodentlike dremund are widespread throughout the continent. They are an adaptable people who can thrive in most environments, and they are known to be keen and proficient traders. Their ability to grease the wheels of commerce can make them welcome in any nation.

Dremund are very fecund: with a gestation period of just over five months and an average of seven newborns per birth, it is possible for a dremund mother to bear in excess of fourteen children in a year. Dremund family units can become very large, and extended families are sprawling. A given dremund usually has dozens of aunts and uncles, and many more cousins. As for neices and nephews — well, it's usually impossible to keep track. One reason that dremund culture has evolved to favour mercantile ventures is their need to provide for a large number of dependants.

SMALL OF SIZE, BIG OF HEART

Dremund are a race of humanoid rodents. Standing at 3 and a half feet tall, dremund look up at a world much larger than they are. But this doesn't scare them; they instead see a challenge to which they can rise.

Dremund weigh approximately 40 pounds. They tend to be slim, and are often physically active. Even when still, they are full of restless energy, although this is a characteristic that older dremund eventually grow out of.

A dremund's body is covered with a thick coat of fur, except for its tail — a fleshy appendage nearly as long again as its body, which has a thinner covering of coarse hairs. The dremund's fur may be any colour or combination of colours. Its iris is typically black, dark enough that it

DREMUND AGES

Age of Maturity: 10

Average Lifespan: 46

Oldest Known Example: 64

is
not easy
to distinguish the
pupil.

As a mercantile culture, dremund are prone to displays of prosperity. Members of well-off households are known for wearing elaborately embroidered clothes coloured vibrantly with exotic dyes, as well as bejewelled earrings, finger and toe rings, and arm and tail bands. Dremund who have not achieved their fortune, or who belong to a family that has fallen on hard times, do their best to present themselves as richly appointed beyond their current means, for they apply the lesson “fake it until you make it.”

MERCHANT VENTURERS

Dremund live and thrive almost anywhere, being every bit as adaptable as humanity. Wherever they settle, they seek positions of influence within the wider community. In foreign states, many immigrant dremund find that an efficient way to assure this is to establish themselves as a merchant family. They are often able to achieve this in a few of their short generations by exploiting their natural fecundity, cultural proclivity to family loyalty, and induction of their own descendants as well as children of lesser families as cheap labour during the rite of Becoming. Apprentices to these merchant families often get to see the world without recourse to an Absent Becoming, since they may be called upon to travel as part of trading expeditions by caravan or sailing vessel.

Dremund merchants are known for honest dealings, a consequence of their adherence to the Conventions of Comportment. However, honest does not always mean “fair” — a dremund will not cheat or go back on their word, but they will still squeeze from a deal every bit of profit that they can manage and are perfectly happy to negotiate terms without concern for the cost to the other party.

As far as the dremund merchant is concerned, a bad negotiator brings it on themselves.

HONOURABLE AND LOYAL

Dremund families tend to self-police. An individual dremund is expected to act with honour, not so much out of deference to a personal code but rather to the code of his or her family. Acting dishonourably could damage their



family's standing, and there are few greater wrongs a dremund can commit. A dremund that dishonours their family risks becoming a social pariah until they can atone, or in the worst cases they may be permanently exiled from the territory of the family even if they otherwise avoid punishment from the law.

Dremund society as a whole respects the the Conventions of Comportment, ancient societal laws that encourage respect for other individuals, to one's family, and to the social hierarchy. Each family line also has their own code, which they call their Decorum, established by the family's founder and expanded upon throughout the generations. A bloodline's Decorum rarely contravenes the universally accepted Conventions. Instead, they define the family's specific interpretation of Conventions of which the meaning may be up for debate, or make rulings on circumstances that the Conventions do not adequately cover.

Because they are used to forming close bonds, dremund can be the best and most loyal of friends, treating their closest companions just as though they were members of family. However, they expect the same loyalty in return, and are quick to sever ties with erstwhile companions that betray them.

SHORT LIVES, BIG AMBITIONS

Dremund have comparatively short life spans, with most not living to be over 60. They are not considered old-aged until 50 years of age.

A dremund is physically matured by the age of 10, although it is recognised that a 10 year old has not yet had enough life experiences to learn the wisdom and patience required to truly join the adult world. At the age of 10, the dremund youth faces their Becoming, a 5-year rite of passage. On the eve of their Becoming, the youth participates in a formal event where, in front of the entire community, they declare their plans for the Becoming period.

The most conservative option is to enter into an apprenticeship and learn



THE OPINIONS OF OTHERS

Dragonborn: "They share our respect for the clan. Sadly, it is about the only thing we have in common. They are trying people, with personalities that are often insufferable."

Dwarves: "A race to respect, for they appreciate worth. Trust to their honesty, but don't deal with them if you're hoping for a bargain. They know the true value of all things is whatever the buyer is prepared to spend."

Elves: "The dremund seem to care about only two things: riches and family. The former is a fool's ambition, but the latter is an admirable trait. If they can learn to respect the bonds that link us all in the same way they respect their bonds of blood, they will be much improved for it."

Gnomes: "They seem like decent people, if only they'd lighten up a bit! They need to learn life's not all about working."

Half-Elves: "I'm half human and I fit in amongst

humans less well than a dremund trader. They insinuate themselves in wherever they happen to live and make themselves indispensable. A trait that is as admirable as it is fearsome."

Half-Orcs: "They use words as weapons, a trait for which I rarely have the patience. Still, I have known one or two who were loyal friends and worthy comrades."

Halflings: "They are definitely more avaricious than us, but the truth is we have a lot in common with the dremund. Which is a good thing, since we often end up living in the same districts. They make good neighbours, and they can be good friends."

Humans: "There's a saying: never deal with a dremund with a full wallet." If they can they'll take you for all you're carrying. But there's no denying they're scrupulously honest - you'll get exactly what you paid for."

Tieflings: "Their ability to ingratiate themselves into society is enviable, if only the other races would accept our kind as easily."

a trade. A dremund entering into an apprenticeship declares who they wish to be their master. Their prospective master must accept them as part of the ritual. In reality, the places are allocated informally long in advance. Apprenticeship places are limited, and they ensure the dremund a future, and that they will remain safely close to their family. They are therefore highly coveted, and the connections and societal importance of the dremund's parents or other relations are leveraged to secure them. Adult dremund work very hard to advance themselves in life, not just to meet their own ambitions, but also to ensure bright futures for their descendants or younger siblings and cousins.

A young dremund that fails to enter into an apprenticeship, or who seeks more adventure in their life, may instead seek their fortune away from the community. There is an Absent Becoming. On the first day of their tenth year, the dremund youth ventures out into the world to gain life experiences and find their own path. The morning's leaving ceremony is somber, as befitting an occasion that will separate the dremund from their family for at least five years, and from which many never return.

DREMUND ADVENTURERS

Those dremund who seek excitement and danger usually turn to adventuring during the years of their Absent Becoming. Many do so with the lofty goal of accumulating enough treasure that they can found their own business venture and return to dremund society with their head held high.

So highly do dremund rate the bonds of family, it is a rare individual who does not dream of returning to their home. If a dremund continues adventuring after their five year compulsory absence, it is possible that they have some reason to prevent them returning — or perhaps, that they have nowhere they can return to.

Although dremund adventurers of all types are possible, they make excellent bards and rogues and many gravitate to those heroic professions. Dremund who pursue the warrior's art are best suited to agile, swashbuckling fighting styles. They have no particular predilection towards magical pursuits, but dremund sorcerers, when they occur, are often powerful.

DREMUND NAMES

A dremund has a given name, and a family name. Many dremund in a family may share the same given name, but no dremund shares a name with an immediate sibling, so in conversation a dremund's father and mother may also be named to identify them.

Male Names: Adamo, Benito, Delmo, Ferruccio, Ippolito, Romolo, Silvio, Venerando

Female Names: Alba, Bibiana, Clelia, Giselda, Isidora, Liviana, Piera, Timotea

Family Names: Boni, Castiglione, Lucchese, Marino, Onio, Piccio, Russo, Sabbatini

DREMUND TRAITS

Ability Score Increases: Dexterity +1, Charisma +2

Age: A Dremund is considered physically mature at ten, but is not an adult until they finish their Becoming at the age of fifteen. Many Dremund adventurers start out on their career during their Becoming. Dremund generally do not live long past sixty.

Alignment: Dremund respect the local laws, and follow their own cultural and familial codes. They are almost all lawful in alignment. Morally they have no particular tendency toward good, evil or neutrality.

Size: Dremund are approximately the same size as halflings, though fashions favoured by Dremund typically incorporate thick-soled boots and large hats to make them appear taller. Your size is Small.

Speed: Your base walking speed is 25 feet.

Everything is Negotiable: Dremund always find a way to get the best deal. You have Proficiency in the Persuasion skill, and you have advantage on Charisma (Persuasion) checks relating to barter or trade negotiations.

Loyalty: Dremund are extremely loyal to family and friends. While under the effects of any ability or spell that has charmed you, if you are compelled to take any action that is either directly harmful to an ally or that you know is against their wishes or best interest, you may immediately make a new Wisdom saving throw at the effect's original saving throw DC. On a success you shrug off the effect entirely and are no longer charmed. If you fail this saving throw you cannot use Loyalty again against this instance of the ability or spell.

Squeeze Through: Like the mice, rats, and other rodents they are distantly related to, dremund are capable of squeezing through smaller spaces than might be expected. While squeezing through a space large enough for a Tiny creature, you do not double the cost of your movement. Moving through a non-hostile creature's space does not count as difficult terrain for you. You can move through a hostile creature's space if it is one size larger than you.

Trading Places: As a free action on your turn you may switch places with one willing adjacent and non-hostile creature. Once you use this feature, you can't use it again until you finish a short or long rest.

Languages: You can speak, read, and write Common and Dremund. Dremund is a language of rapid sounds which can only be described as squeaking, but are deeper in tone than those of a mere rodent. If the dremund is in a happy mood, their speech is interspersed by audible grinding of teeth known as bruxing, which conveys meaning to other dremund but is particularly difficult for others who learn dremund as a second language to understand and near-impossible for them to replicate. When a dremund is angry or frightened their squeaking becomes loud and shrill. The dremund tongue is considered to be an annoying language by many, and outside of their own communities dremund tend to stick to Common. Nevertheless, they are often unable to completely contain their instinct to brux when happy.

DREMUND NON-PLAYER CHARACTERS

DREMUND APPRENTICE

Small humanoid (dremund), lawful neutral

Armor Class 12

Hit Points 3 (1d6)

Speed 25 ft.

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

Skills insight +2, perception +2, persuasion +4, jeweller's tools

Senses passive Perception 12

Languages common, dremund, one other language

Challenge 0 (10 XP)

Everything is Negotiable: The dremund apprentice has advantage on Charisma (Persuasion) checks relating to barter or trade negotiations.

Loyalty: While charmed, if the dremund is compelled to take any action against the wishes or best interest of an ally, they may immediately make a new Wisdom saving throw at the original saving throw DC. On a success the dremund is no longer charmed. If they fail this saving throw the dremund cannot use Loyalty again against that particular instance of the ability or spell.

Squeeze Through: While squeezing through a space large enough for a Tiny creature, the dremund apprentice does not double the cost of their movement. Moving through a non-hostile creature's space does not count as difficult terrain for them. They can move through a hostile creature's space if it is one size larger.

Trading Places (1/short rest): As a free action on the dremund apprentice's turn they may switch places with one willing adjacent and non-hostile creature.

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

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

DREMUND MERCHANT

Small humanoid (dremund), lawful neutral

Armor Class 12

Hit Points 7 (2d6)

Speed 25 ft.

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

Skills insight +5, perception +5, persuasion +7, jeweller's tools

Senses passive Perception 15

Languages common, dremund, three other languages

Challenge 1/8 (25 XP)

Everything is Negotiable: The dremund merchant has advantage on Charisma (Persuasion) checks relating to barter or trade negotiations.

Haggling Master: Whatever compromise their opponent is prepared to agree to on a price, the dremund merchant can always squeeze them for an additional five percent.

Loyalty: While charmed, if the dremund is compelled to take any action against the wishes or best interest of an ally, they may immediately make a new Wisdom saving throw at the original saving throw DC. On a success the dremund is no longer charmed. If they fail this saving throw the dremund cannot use Loyalty again against that particular instance of the ability or spell.

Squeeze Through: While squeezing through a space large enough for a Tiny creature, the dremund merchant does not double the cost of their movement. Moving through a non-hostile creature's space does not count as difficult terrain for them. They can move through a hostile creature's space if it is one size larger.

Trading Places (1/short rest): As a free action on the dremund merchant's turn they may switch places with one willing adjacent and non-hostile creature.

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

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

DREMUND BARD

Small humanoid (dremund), lawful neutral

Armor Class 15 (studded leather armour)

Hit Points 13 (3d8)

Speed 25 ft.

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

Saving Throws Dexterity +5, Charisma +5

Skills acrobatics +5, arcana +3, deception +5, history +3, insight +2, performance +5, persuasion +4, flute, lute, lyre; the dremund bard adds half its Proficiency bonus (+1) to all ability checks in which they are not already proficient.

Senses passive Perception 11

Languages common, dremund, one other language

Challenge 1/2 (100 XP)

Bardic Inspiration (3/day): The bard may use a bonus action to give one creature within 60 feet a d6 Bardic Inspiration die. That creature can roll its Bardic Inspiration and add it to one ability check, attack roll, or saving throw made in the next 10 minutes.

Cutting Words: When a creature the bard can see within 60 feet makes an attack roll, an ability check, or a damage roll, they can use their reaction to expend Bardic Inspiration, rolling a d6 and subtracting the number rolled from the creature's roll.

Everything is Negotiable: The dremund has advantage on Charisma (Persuasion) checks relating to barter or trade negotiations.

Loyalty: While charmed, if the dremund is compelled to take any action against the wishes or best interest of an ally, they may immediately make a new Wisdom saving throw at the original saving throw DC. On a success the dremund is no longer charmed. If they fail this saving throw the dremund cannot use Loyalty again against that particular instance of the ability or spell.

Song of Rest: If the bard or a friendly creature who can hear it regains hit points at the end of a short rest during which the bard performed, they regain an additional 1d6 hit points.

Spellcasting. The dremund bard is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The dremund bard has the following spells prepared:

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

1st level (3 slots): *comprehend languages, disguise self, dissonant whispers, sleep*

2nd level (3 slots): *calm emotions, silence*

Squeeze Through: While squeezing through a space large enough for a Tiny creature, the dremund apprentice does not double the cost of their movement. Moving through a non-hostile creature's space does not count as difficult terrain for them. They can move through a hostile creature's space if it is one size larger.

Trading Places (1/short rest): As a free action on the dremund apprentice's turn they may switch places with one willing adjacent and non-hostile creature.

ACTIONS

Rapier. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

DREMUND SWASHBUCKLER

Small humanoid (dremund), lawful neutral

Armor Class 15 (studded leather armour)

Hit Points 13 (3d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	10 (+0)	12 (+1)	10 (+0)	16 (+3)

Saving Throws Dexterity +5, Intelligence +3

Skills acrobatics +7, deception +7, persuasion +4, stealth +5, thieves' tools

Senses passive Perception 10

Languages common, dremund, thieves cant

Challenge 1/2 (100 XP)

Cunning Action: The swashbuckler can take a bonus action on each of its turn to Dash, Disengage, or Hide.

Everything is Negotiable: The dremund apprentice has advantage on Charisma (Persuasion) checks relating to barter or trade negotiations.

Fancy Footwork: On nits turn, if the swashbuckler makes a melee attack against a creature, that creature cannot make opportunity attacks against them for the rest of the swashbuckler's turn.

Loyalty: While charmed, if the dremund is compelled to take any action against the wishes or best interest of an ally, they may immediately make a new Wisdom saving throw at the original saving throw DC. On a success the dremund is no longer charmed. If they fail this saving throw the dremund cannot use Loyalty again against that particular instance of the ability or spell.

Sneak Attack (1/turn): The swashbuckler deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have advantage on the attack roll.

Squeeze Through: While squeezing through a space large enough for a Tiny creature, the dremund apprentice does not double the cost of their movement. Moving through a non-hostile creature's space does not count as difficult terrain for them. They can move through a hostile creature's space if it is one size larger.

Trading Places (1/short rest): As a free action on the dremund apprentice's turn they may switch places with one willing adjacent and non-hostile creature.

ACTIONS

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

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

CONTINUE YOUR ADVENTURE!

Check out the Spilled Ale Studios blog for regular 5e content to use in your games, articles about the roleplaying hobby, and previews of upcoming Spilled Ale Studios products:

<http://spilledale.blogspot.com>

Or check out our other products at:

<http://spilledale.blogspot.com/p/products.html>

