Yevgeni Krushkin

Name

Size	Type	Alignment
Medium	Humanoid (human)	Neutral

AC: 13 (leather armor)

HP: 16 (3d8+3)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11	14	12			
+0	+2	+1	-5	-5	-5

Senses:

Passive Perception	Challenge	XP
15	1/2	100

Languages: any one language (usually Common)

Traits

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Features

Keen Hearing and Sight. Yevgeni has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

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

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

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

Baron Vargas Vallakovich

Name

Size	Type	Alignment
Medium	Humanoid (human)	Neutral Evil

AC: 15 (breastplate)

HP: 9 (2d8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11	12	11	12	14	16
+0	+1	+0	+1	+2	+3

Senses:

Passive Perception	Challenge	XP
10	1/8	25

Languages: any two languages

Traits

Skills Deception +5, Insight +4, Persuasion +5

Features

Actions

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target *Hit:* 5 (ld8 + 1) piercing damage.

Reactions

Parry. The Baron adds 2 to his AC against one melee attack that would hit him To do so, he must see the attacker and be wielding a melee weapon.

Baroness Lydia Petrovna

Name

Size	Type	Alignment
Medium	Humanoid (human)	Lawful Good

AC: 10

HP: 4 (1d8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10	10	10	10	10	10
+0	+0	+0	+0	+0	+0

Senses:

Passive Perception	Challenge	XP
10	0	10

Languages: any one language (usually Common)

Traits

Features

Actions

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