

GAME MASTER'S TOOLBOX



ULTIMATE NPCs: SKULDUGGERY

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5TH EDITION COMPATIBLE



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TABLE OF CONTENTS

FOREWORD	4	Frug Timbers	100
INSTRUCTIONS.....	4	Jana.....	106
ENCOUNTER TABLE.....	5	Orryn Turen.....	112
GOOD ALIGNED GUILDS	6	Quranis Kuilanya.....	118
GOOD ALIGNED CHARACTERS	7	Rurik Rockfist.....	124
Aelar Oakenheel.....	8	EVIL ALIGNED GUILDS	130
Aticus Greenmoss	14	EVIL ALIGNED CHARACTERS	131
Cogrin Heavyfist	20	Bram Rothwell.....	132
Criella.....	26	Erdan Liadon	138
Elenor Ravenhair.....	32	Garrin Ashcpose.....	144
Mardren Mar.....	38	Ka'laera of Many Faces	150
Natterjack.....	44	Mal Addik.....	156
Nell.....	50	Nimh the Surgeon	162
Tam Fletcher	56	Stanus Millrun	168
Tauberel	62	Talim Nezara.....	174
NEUTRAL ALIGNED GUILDS	68	Utan Brabus	180
NEUTRAL ALIGNED CHARACTERS	69	Yrla Silverhand.....	186
Akirro	70	GENERIC NPCs	192
Ankharasos Skarn	76	UNIQUE ITEMS	218
Ashdan.....	82	UNIQUE SPELLS	222
Dariel Chaime.....	88	ACKNOWLEDGMENTS	224
Enna Moonwhisper.....	94		

FOREWORD

Like many gamers out there, we have been overflowing with creativity since an early age. Creative writing, poetry, art and music have always played a large role in our lives, but it was during our teenage years that all of those talents and passions were ignited into a fire storm of excitement when we sat down for our first session of Dungeons & Dragons. Although we didn't know it at the time, that first game would be a life changing experience. For almost two decades now we've been creating characters and going on fantastic adventures, each more exciting than the last!

When the latest version of D&D hit the shelves, we were eager to try it out. We had been part of the beta testing process and saw many new and interesting rules enter the scene. We enjoyed the Starter Set, and we picked up each of the core rule books as soon as they were available. For a year we've been meeting weekly, and sometimes daily, for game sessions where we've explored perilous dungeons, faced insurmountable hordes, fought deadly foes, and conquered monstrous beasts. We've lost a few party members along the way, but their names will be remembered as we reminisce for years to come about the epic adventures we all had together.

This very topic got all of us thinking. How can we help the gaming community, both Game Masters and Players, to get the most out of their gaming experience? The question wasn't easy to answer. There is already so much excellent content out there, what would gamers really need that doesn't already exist?

The answer came quite naturally one night during a game session when our Game Master was going a bit off script and needed an unplanned NPC to interact with the Players. It took him longer than usual to create the NPC from what he had to work with, and after a few rolls he had enough, but not much more than that. There was no backstory, no real personality beyond the stereotype based on race and gender.

We instantly saw a need for a resource book that didn't exist yet: a book populated by NPCs that had more to them than just a name, race and class. A book that could be used by a Game Master to populate a tavern, or a trading post, or a banquet hall. Alternatively, the book could be used by Players to create starting characters, or to spy out character progression, or to create characters at later levels if they come late to the adventure and the rest of the Players' characters have already leveled up a few times.

We brainstormed and collaborated, seeing our quest unfold before us. It would not be an easy task, but nothing worth doing ever is. We all know that; our years of role playing games have proven it time and time again. You can't just stroll in and slay the dragon, it takes planning, preparation, talent, and teamwork to accomplish the hardest quests. So that's what we've done.

INSTRUCTIONS

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

GAME MASTERS

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

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

PLAYERS

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

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

ENCOUNTER TABLE

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

d30	Name	Race	Alignment	Class	Background	Occupation	Page
1	Aelar Oakenheel	Wood Elf	Neutral Good	Ranger	Outlander	Bounty Hunter	8
2	Aticus Greenmoss	Lightfoot Halfling	Neutral Good	Bard	Entertainer	Instrumentalist	14
3	Cogrin Heavyfist	Human	Chaotic Good	Barbarian	Folk Hero	Blacksmith	20
4	Criella	Tiefling	Chaotic Good	Rogue	Urchin	Thief	26
5	Elenor Ravenhair	Human	Chaotic Good	Rogue	Criminal	Highway Robber	32
6	Mardren Mar	Human	Neutral Good	Fighter	Criminal	Watchman	38
7	Natterjack	Forest Gnome	Chaotic Good	Bard	Entertainer	Musician	44
8	Nell	Human	Neutral Good	Rogue	Urchin	Pickpocket	50
9	Tam Fletcher	Human	Chaotic Good	Fighter	Entertainer	Musician	56
10	Tauberel	Wood Elf	Chaotic Good	Rogue	Criminal	Thief	62
11	Akirro	High Elf	Chaotic Neutral	Ranger	Outlander	Bounty Hunter	70
12	Ankharasos Skarn	Dragonborn	Lawful Neutral	Fighter	Soldier	Mercenary	76
13	Ashdan	Tiefling	Chaotic Neutral	Rogue	Urchin	Vagabond	82
14	Dariel Chaime	Half Elf	Chaotic Neutral	Warlock	Charlatan	Swindler	88
15	Enna Moonwhisper	Wood Elf	Chaotic Neutral	Fighter	Guild Artisan	Fletcher	94
16	Frug Timbers	Rock Gnome	Chaotic Neutral	Rogue	Guild Artisan	Tinker	100
17	Jana	Human	Neutral	Fighter	Gladiator	Mercenary	106
18	Orryn Turen	Forest Gnome	Neutral	Rogue	Charlatan	Gambler	112
19	Quranis Kuilanya	High Elf	Neutral	Rogue	Archaeologist	Antiquarian	118
20	Rurik Rockfist	Mountain Dwarf	Neutral	Fighter	Criminal	Smuggler	124
21	Bram Rothwell	Human	Chaotic Evil	Fighter	Sailor	Slaver	130
22	Erdan Liadon	Half Elf	Lawful Evil	Rogue	Charlatan	Con Artist	138
23	Garrin Ashcopse	Lightfoot Halfling	Chaotic Evil	Warlock	Criminal	Crime Baron	144
24	Ka'Laera	Shape Changer	Neutral Evil	Rogue	Criminal	Spy	150
25	Mal Addik	Human	Lawful Evil	Ranger	Criminal	Sellsword	156
26	Nihm	Tiefling	Lawful Evil	Rogue	Apothecary	Surgeon	162
27	Stanus Millrun	Human	Neutral Evil	Bard	Sailor	Slaver	168
28	Talim Nezara	Human	Neutral Evil	Rogue	Assassin	Thief	174
29	Utan Brabus	Dark Elf	Chaotic Evil	Fighter	Noble	Mercenary	180
30	Yrla Silverhand	Mountain Dwarf	Neutral Evil	Rogue	Assassin	Guild Leader	186

GOOD ALIGNED GUILDS

Not all groups that work outside the law work to a nefarious end; perhaps the law is inflexible, negligent, or even evil itself. Below are some examples of shady organizations working for the greater good, along with a suggested membership.

PURSE CUTTERS

Taxes, rent, tithes; as The Purse Cutters see it, the rich are all thieves of one stripe or another, and everyone knows that stealing from thieves doesn't count. Besides, any decent sort of person would be glad to see their money go towards helping the poor and needy. Sometimes specific targets are pointed out — the particularly corrupt, greedy or tyrannical—other times each member is free to do as they see fit, as long as they make a contribution to the group's earnings. Said earnings are distributed amongst the lower rungs of society. Strangely enough, whenever the city watch makes enquiries about the latest wave of pickpockets, the poorer populace seem to forget all about these transactions...

Tauberel (p.62) is the de facto leader of the group. She never strove for leadership, but she is the best thief among them, and has the most fire for the cause.

Tam Fletcher (p.56) and Natterjack (p.44) are associates and accessories with varying levels of commitment to The Purse Cutters as a whole, but great personal loyalty to Tauberel.

THE RAVENS

Is there any animal more loyal than a raven? Not if you ask any member of this guild. What started in antiquity as an organization of messengers for the king's personal use became much more through the generations. Before long, The Ravens had become a society of scribes, bird trainers and messengers whose sole purpose was the spreading of knowledge.

Their intention was to quickly spread news across the realm to the benefit of all but, as is all too common, their power was soon turned to darker purposes. The king used The Ravens as a platform to spread propaganda and condemn those groups who opposed or spoke ill of him.

The Raven leaders who did not agree to spread the king's messages were jailed, and the remaining scribes, forced to write falsities, conspired together. The remaining elders among them, meanwhile, decided to leave the service of the king and instead live a life of seclusion and secrecy. No longer would they live in the lap of luxury within the palace. Their dedication to the spreading of truth and knowledge led to a collective agreement to abandon the lap of luxury in the dead of night.



The king was understandably furious when the news reached him that his scribes had vanished. He cursed their names and offered a prince's ransom for their capture, but the search was fruitless. The scribes had all taken new names and histories and settled in new cities as far away as they could manage.

Now, decades on, whispers and rumors of The Ravens have begun to be spoken around the tables at local inns. News is spread through small notes, often transported on a trained raven's ankle. The literate then spread the news among those who can only speak the common tongue.

The Ravens stand for truth above all else, and if any story in the realm is to have weight, it often starts with the words: "A Raven told me..."

THE RED GLOVES

The Red Gloves have a long and sordid history. Originally they were an aristocratic group lead by a man called Hammonder Strattenbury, a wealthy land owner in the realm. He and his constituents were often invited to fancy gatherings reserved for nobility and the landed gentry. The reason was simple: he controlled vast tracts of land excellent for farming and, although not everyone needs a fancy palace with a view overlooking a valley, everyone does need to eat. This made Hammonder very powerful in times of plenty, and even more so in times of need.

The Red Gloves remained a welcome addition to any social gathering of the upper class for many decades but little did they know there was a vagabond in their midst.

Tatan of the house Freely, as he named himself when first introduced to Hammonder, was an imposter. He was not of a noble house, as he claimed to be, nor indeed did he have any wealth to speak of. He was, in fact, a thief.

He had traveled the realm, never staying in a village, town, or city long enough to get comfortable. This time, however, he saw the chance to tip the scales in the favor of those less fortunate.

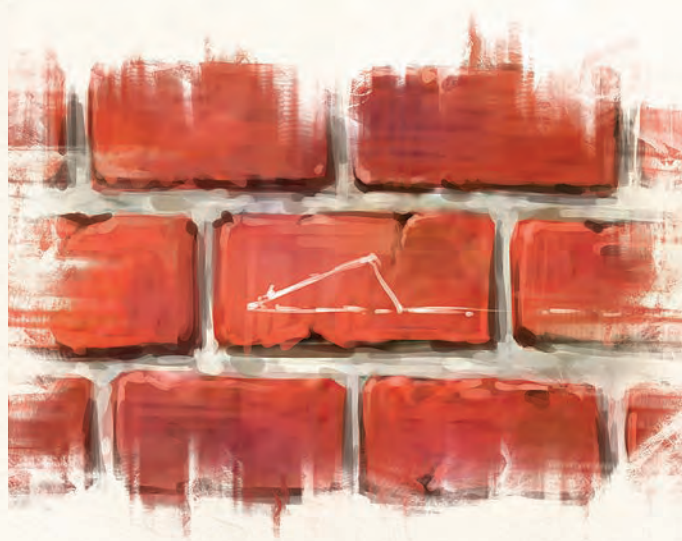
He quickly gained the favor of Hammonder, representing himself as a man with a long history concerning trade and commerce. After many years of improving business from the farms, he proposed to Hammonder that he handle more of the business arrangements. By this time, the old man was living comfortably in his retirement and felt there was no one more suited to the task. Promptly agreeing, he spent the rest of his years enjoying his wealth and attending lavish gatherings with the realm's elite until his death at a well-earned, but untimely, age of sixty three. With Hammonder having no heirs to lay claim to the land or the vast wealth he had accumulated, Tatan found himself in a hard place. The law of the land stated that the property of an heirless lord, in absense of a will, would become the property of the crown. Tatan and other friends of the old man had searched through his belongings for such a document, but to no avail.



Digging through his connections to underground networks of thieves and criminals, Tatan sought the aid of The Quills (p.68), a tight-lipped guild of forgers who artfully produce any document that need requires, if the requester is willing to pay the price...

Just two days before the king was to lay claim on the property of Hammonder, a will was unexpectantly discovered in his most personal effects declaring Tatan and four other members of The Red Gloves beneficiaries of his vast estate. The wealth was divided evenly between the five and, so great a compensation was just one fifth of his wealth, the other four kept to themselves any grievance that Tatan appeared to have been given the entirety of Hammonder's land. Tatan was quickly named Lord and took up residence in the Lord's House in which Hammonder had lived.

Even today, members of The Red Gloves consist of former criminals of one ilk or another. They use their power to subtly sway the pendulum of politics in their favor, with a philosophy that life is but a play and we are all actors in it. We each have much to gain if we play the right part.



WHARF RATS

It happens in the city; parents die, weaken in sickness or turn to drink, and children are abandoned or are forced to run away. These waifs and strays trickle down through the cracks in society almost exclusively illiterate, hungry and frightened and, if they're lucky, they find the Wharf Rats. Their exact numbers are difficult to guess and constantly fluctuating, but generally there are around 15. They are always on the move, scratching their crude symbol on walls and rooftiles to indicate the current place of safety. Without greed, and taking no pleasure in their situation, they steal what they must, and only what they must, to survive, but generally try to lead as legitimate and "normal" a life as possible (albeit one fraught with danger and which could be cut short at any time), if only so that no one can say they owe anything to society as a whole. They look after each other and their own business. Those that grow up to find work or apprenticeships are luckiest, but even those that grow up to join criminal enterprises are fortunate compared to the all-too-many that don't grow up at all.

Nell (p.50) leads The Rats, acting as part gang leader and part communal mother.

GOOD ALIGNED CHARACTERS

If you're looking for an ally, patron, or a temporary party member, this chapter contains a selection of (to varying degrees) good characters within the murky sphere of skulduggery. Use this table to select a character at random.

d10	Name	Class	Alignment	Background	Occupation	Page
1	Aelar Oakenheel	Ranger	Neutral Good	Outlander	Bounty Hunter	8
2	Aticus Greenmoss	Bard	Neutral Good	Entertainer	Instrumentalist	14
3	Cogrin Heavyfist	Barbarian	Chaotic Good	Folk Hero	Blacksmith	20
4	Criella	Rogue	Chaotic Good	Urchin	Thief	26
5	Elenor Ravenhair	Rogue	Chaotic Good	Criminal	Highway Robber	32
6	Mardren Mar	Fighter	Neutral Good	Criminal	Watchman	38
7	Natterjack	Bard	Chaotic Good	Entertainer	Musician	44
8	Nell	Rogue	Neutral Good	Urchin	Pickpocket	50
9	Tam Fletcher	Fighter	Chaotic Good	Entertainer	Musician	56
10	Tauberel	Rogue	Chaotic Good	Criminal	Thief	62

AELAR OAKENHEEL

Medium Humanoid (Wood Elf), Neutral Good

Class Ranger (lvl 1) **Armor Class** 14 (Hide)
Background Outlander **Hit Points** 11 (1d10+1)
Occupation Bounty Hunter **Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	10 (+0)	15 (+2)	8 (-1)

Saving Throws Strength +3, Dexterity +5

Skills Acrobatics +5, Athletics +3, Insight +4, Perception +4, Stealth +5, Survival +4, Flute

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Elvish, Goblin, Orcish, Thieves' Cant

Challenge 1/2 (100XP)

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

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

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

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

Favored Enemy (Orcs, Goblins).

Aelar has advantage on survival checks made when tracking his favored enemies, as well as advantage on Intelligence checks to recall information about them.

Natural Explorer (Forests).

Aelar may double his proficiency bonus when making Intelligence or Wisdom checks about his favored terrain, as well as other benefits listed on the following pages.



ACTIONS

Longsword. Melee Weapon Attack (Versatile): +3 to hit, reach 5ft, one creature. Hit: 6 / 7 (1d8 / 1d10 + 1) slashing damage.

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one creature. Hit: 8 (1d8 + 3) piercing damage.

OVERVIEW

Aelar spent his youth tracking and hunting wild animals in a forested valley near his tribe's village, selling the pelts to traveling merchants. It was a simple life, but when he reached maturity he wanted more. He sought fortune in the settlements he had learned about from passing traders and weary travelers. He joined a caravan and journeyed far from home over several weeks. It wasn't long after reaching the first city that he realized civilization isn't very civilized.

His entire stock of pelts which he brought with him was stolen on the first night they arrived, along with many other things from

the other traders' wagons. The whole trade quarter of the city was in an uproar over the thefts. A reward was offered to the first person to bring the thief or thieves to justice. Aelar, having a vested interest in the matter, tracked the thieves who had fled with the stolen merchandise through a small forest and to a nearby river. There was no negotiation; instead, his arrows found their mark and all three thieves were slain on the bank of the river as they loaded their boat. The stolen goods were returned to their rightful owners and Aelar was given a handsome reward.

In the decades since, he has spent his days collecting on contracts for outlaws, murderers and violent criminals. All the while, he has gained much fame, and enough gold to get by. Now he finds himself the target of other hunters in his trade looking to collect a bounty on him.

It would seem that he has unwittingly accepted and delivered on contracts for important members of criminal organizations. Whenever he spends time in and around civilization, he has to hide his face, and is habitually looking over his shoulder.

PERSONALITY TRAITS

"Money's fine, but I've yet to see a wolf take a bribe." Aelar places no stock in wealthy or well mannered folk. Money and manners can't save you from harm in the wild. He is very quiet, speaking only when absolutely necessary.

IDEALS

"It's everyone's responsibility to be the best they can be." Aelar believes in the greater good, and that each individual should make the best future for the whole tribe.

BONDS

"Hunting rabbits to hunting thieves. What will they think of me?" Aelar's family is the most important thing in his life, even when they are far away. He desires to go back some day, but fears how his family will react when he does.

FLAWS

"Carry your own weight and we'll get along just fine." Don't count on Aelar to save those who can't save themselves. It's nature's way to let the strong survive and the weak perish. He may help his party members out of a deadly situation if they lack the wits or strength themselves, but only the first time.

ROLEPLAYING AELAR

Aelar does not boast about himself or his achievements, he lets others do that for him. He doesn't often start conversations with people, or even continue them once someone has started a conversation with him. Instead, he watches and listens—ever aware of those around him and what's being said.

"An arrow to the chest. If you ask me, it couldn't have happened to a more deserving target."

WEAPONS, ARMOR & ITEMS

Longsword, Longbow, Hide Armor, Explorer's Kit, Quiver with 20 arrows. 15cp, 6sp, *Thief Slayer's Ring*

AELAR OAKENHEEL (LEVEL 4)

Medium Humanoid (Wood Elf), Neutral Good

Class Ranger (lvl 4) **Armor Class** 14 (Hide)
Background Outlander **Hit Points** 32 (4d10+4)
Occupation Bounty Hunter **Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	12 (+1)	10 (+0)	16 (+3)	8 (-1)

Saving Throws Strength+3, Dexterity +6

Skills Acrobatics +6, Athletics +3, Insight +5, Perception +5, Stealth +6, Survival +5, Flute

Senses Darkvision 60 ft., Passive Perception 15

Languages Common, Elvish, Goblin, Orcish, Thieves' Cant
Challenge 1 (200 XP)

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

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

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

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

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

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

Fighting Style (Archery). Aelar gains a +2 to attack rolls with ranged weapons.

Spellcasting. Aelar uses Wisdom as his spellcasting ability (Spell Save DC 13, +5 to hit with spell attacks). He may cast the following spells:

1st level, 3/day: *Alarm, Hail of Thorns, Hunter's Mark*

Horde Breaker. Once per turn, when Aelar makes a weapon attack against a creature, he may make another attack against another creature within 5 ft. of the target and within range of his weapon.

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

ACTIONS

Longsword. Melee Weapon Attack (Versatile): +3 to hit, reach 5ft, one creature. Hit: 6 / 7 (1d8 / 1d10 + 1) slashing damage.

Longbow. Ranged Weapon Attack: +8 to hit, range 150/600 ft., one creature. Hit: 9 (1d8 + 4) piercing damage.

WEAPONS, ARMOR & ITEMS

Longsword, Longbow, Hide Armor, Explorer's Kit, Quiver with 20 arrows. 8cp, 5sp, 1gp, *Thief Slayer's Ring*

THIEF SLAYER

It had been nearly two months of hard work: freezing nights on rooftops and up to his knees in filth in the sewers, but it had all been worth it. The information he had gathered—watch schedules, rivalries, fears—meant his plan went off without a hitch. After tonight, The Vipers would never take out another bounty on him.

Last night was hard, but by sunrise twelve of the highest ranking members of the group lay dead. Aelar had used their own techniques against them, making it look like old rivalries had flared, or treacherous deals had been made. Come the morning the bodies were discovered, and the entire gang dissolved into infighting factions. Those that weren't killed were now in chains and would doubtless face the hangman. Now there were just a few loose ends to clear up. Three loose ends to be precise, limping their way through the woods a few miles out from the city: the chief and his last two remaining loyal men.

Aelar had been close on their trail throughout the evening and, now that they had stopped to make camp, he had his opportunity. The chief had taken the first watch, staring slumped into the campfire. Aelar nocked an arrow and drew back the string but, just as he leveled his aim, the chief's face hardened with a sudden resolve. Slowly, he got to his feet, a flash of fire at his belt as his knife left its sheath. Aelar held his breath, but he was seemingly not the chief's target. Instead, he moved towards his sleeping men, clearly meaning to put to rest any suspicion in his mind that they would turn on him as the others had.

Aelar loosed the arrow; the chief grunted as it pierced his chest, and he sank to his knees. The two men awoke, startled, and reached for their weapons but two arrows piercing their wrists put a stop to such thoughts. The chief toppled forwards snapping a smoldering log and sending embers flying, and the men surrendered.

Aelar left them tied to a tree by the city's main gate, and ordered them to call for help, "and when it comes," he told them, "you shall confess your crimes and lead the guard to your camp."

As he disappeared into the night, he had a sudden thought.

"And tell them The Thief Slayer sent you."

AELAR OAKENHEEL (LEVEL 8)

Medium Humanoid (Wood Elf), Neutral Good

Class Ranger (lvl 8) **Armor Class** 14 (Hide)
Background Outlander **Hit Points** 60 (8d10+8)
Occupation Bounty Hunter **Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	12 (+1)	10 (+0)	16 (+3)	8 (-1)

Saving Throws Strength +4, Dexterity +8

Skills Acrobatics +8, Athletics +4, Insight +6, Perception +6, Stealth +8, Survival +6, Flute

Senses Darkvision 60ft, Passive Perception 16

Languages Common, Elvish, Goblin, Orcish, Giant, Thieves' Cant

Challenge 3 (700 XP)

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

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

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

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

Favored Enemy (Orcs, Goblins, Giants). Aelar has advantage on survival checks made when tracking his favored enemies, as well as advantage on Intelligence checks to recall information about them.

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

Fighting Style (Archery). Aelar gains a +2 to attack rolls with ranged weapons.

Spellcasting. Aelar uses Wisdom as his spellcasting ability (Spell Save DC 14, +6 to hit with spell attacks). He may cast the following spells:

1st level, 4/day: *Alarm, Ensnaring Strike, Hunter's Mark*

2nd level, 3/day: *Lesser Restoration, Pass Without Trace*

Horde Breaker. Once per turn, when Aelar makes a weapon attack against a creature, he may make another attack against another creature within 5 ft. of the target and within range of his weapon.

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

Steel Will. Aelar has advantage on saving throws against being frightened.

Land's Stride. Aelar may move through non-magical difficult terrain at no extra movement cost. He takes no damage from non-magical plants via thorns, spikes, and other similar hazards. In addition, he has advantage on saving throws against plants that are magically created or manipulated to impede movement.

ACTIONS

Extra Attack. Aelar makes two attacks per Attack action.

Longsword. Melee Weapon Attack (Versatile): +4 to hit, reach 5ft, one creature. Hit: 6 / 7 (1d8 / 1d10 + 1) slashing damage.

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

WEAPONS, ARMOR & ITEMS

Longsword, Longbow, Hide Armor, Explorer's Kit, Quiver with 20 arrows. 90sp, 10gp, *Thief Slayer's Ring*

AELAR IN YOUR GAME

Aelar is most likely to be met out in the wilderness, possibly pursuing one of his bounties. He may turn up out of the blue to save the party from a group of ne'er-do-wells he has been tracking, or to help bring them to justice. If the party were to encounter him in a more civilized setting, he is unlikely to start up a conversation, but would respond cordially if spoken to.

Quest Hook. Aelar sees potential in the player characters and asks them to help him gather intelligence on the leader of a group of ruffians by attempting to bluff their way into the gang. If they are found out, will Aelar come to their rescue, or abandon them to their fate?

AELAR OAKENHEEL (LEVEL 12)

Medium Humanoid (Wood Elf), Neutral Good

Class Ranger (lvl 12) **Armor Class** 14 (Hide)
Background Outlander **Hit Points** 100 (12d10+24)
Occupation Bounty Hunter **Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	14 (+2)	10 (+0)	16 (+3)	8 (-1)

Saving Throws Strength +5, Dexterity +9

Skills Acrobatics +9, Athletics +5, Insight +7, Perception +7, Stealth +9, Survival +7, Flute

Senses Darkvision 60ft, Passive Perception 17

Languages Common, Elvish, Goblin, Orcish, Giant, Thieves' Cant

Challenge 5 (1,800 XP)

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

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

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

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

Favored Enemy (Orcs, Goblins, Giants). Aelar has advantage on survival checks made when tracking his favored enemies, as well as advantage on Intelligence checks to recall information about them.

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

Fighting Style (Archery). Aelar gains a +2 to attack rolls with ranged weapons.

Spellcasting. Aelar uses Wisdom as his spellcasting ability (Spell Save DC 15, +7 to hit with spell attacks). He may cast the following spells:

1st level, 4/day: *Alarm, Ensnaring Strike, Hunter's Mark*

2nd level, 3/day: *Lesser Restoration, Pass Without Trace*

3rd level, 3/day: *Plant Growth, Speak with Plants*

Horde Breaker. Once per turn, when Aelar makes a weapon attack against a creature, he may make another attack against another creature within 5 ft. of the target and within range of his weapon.

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

Steel Will. Aelar has advantage on saving throws against being frightened.

Land's Stride. Aelar may move through non-magical difficult terrain at no extra movement cost. He takes no damage from non-magical plants via thorns, spikes, and other similar hazards. In addition, he has advantage on saving throws against plants that are magically created or manipulated to impede movement.

Hide in Plain Sight. Aelar may spend 1 minute creating camouflage for himself. He must have access to fresh mud, dirt, plants, soot, or other naturally occurring materials with which to create his camouflage. Once Aelar is camouflaged in this way he gains +10 to his Stealth checks as long as he remains stationary without taking actions. Once he moves or takes an action or reaction he must camouflage himself again to gain this benefit

Volley. Aelar can use his action to make a ranged attack against any number of creatures within 10 feet of a point he can see within his weapon's range. He must have ammunition for each target as normal and he makes a separate attack for each target.

ACTIONS

Extra Attack. Aelar makes two attacks per Attack action.

Longsword. Melee Weapon Attack (Versatile): +5 to hit, reach 5ft, one creature. Hit: 6 / 7 (1d8 / 1d10 + 1) slashing damage.

Longbow. Ranged Weapon Attack: +11 to hit, range 150/600 ft., one creature. Hit: 10 (1d8 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

Longsword, Longbow, Hide Armor, Explorer's Kit, Quiver with 20 arrows. 210sp, 30gp, *Thief Slayer's Ring*



AELAR OAKENHEEL (LEVEL 16)

Medium Humanoid (Wood Elf), Neutral Good

Class Ranger (lvl 16) **Armor Class** 14 (Hide)
Background Outlander **Hit Points** 132 (16d10+32)
Occupation Bounty Hunter **Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	14 (+2)	10 (+0)	18 (+4)	8 (-1)

Saving Throws Strength +6, Dexterity +10

Skills Acrobatics +10, Athletics +6, Insight +9, Perception +9, Stealth +10, Survival +9, Flute

Senses Darkvision 60ft, Passive Perception 19

Languages Common, Elvish, Goblin, Orcish, Giant, Draconic, Thieves' Cant

Challenge 6 (2,300 XP)

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

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

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

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

Favored Enemy (Orcs, Goblins, Giants, Dragons). Aelar has advantage on survival checks made when tracking his favored enemies, as well as advantage on Intelligence checks to recall information about them.

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

Fighting Style (Archery). Aelar gains a +2 to attack rolls with ranged weapons.

Spellcasting. Aelar uses Wisdom as his spellcasting ability (Spell Save DC 15, +7 to hit with spell attacks). He may cast the following spells:

1st level, 4/day: *Alarm, Ensnaring Strike, Hunter's Mark*

2nd level, 3/day: *Lesser Restoration, Pass Without Trace*

3rd level, 3/day: *Plant Growth, Speak with Plants*

4th level, 2/day: *Freedom of Movement, Grasping Vine*

Horde Breaker. Once per turn, when Aelar makes a weapon attack against a creature, he may make another attack against another creature within 5 ft. of the target and within range of his weapon.

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

Steel Will. Aelar has advantage on saving throws against being frightened.

Land's Stride. Aelar may move through non-magical difficult terrain at no extra movement cost. He takes no damage from non-magical plants via thorns, spikes, and other similar hazards. In addition, he has advantage on saving throws against plants that are magically created or manipulated to impede movement.

Hide in Plain Sight. Aelar may spend 1 minute creating camouflage for himself. He must have access to fresh mud, dirt, plants, soot, or other naturally occurring materials with which to create his camouflage. Once Aelar is camouflaged in this way he gains +10 to his Stealth checks as long as he remains stationary without taking actions. Once he moves or takes an action or reaction he must camouflage himself again to gain this benefit

Volley. Aelar can use his action to make a ranged attack against any number of creatures within 10 feet of a point he can see within his weapon's range. He must have ammunition for each target as normal and he makes a separate attack for each target.

Vanish. Aelar may use the Hide action as a bonus action on his turn. Also he can't be tracked by non-magical means unless he chooses to leave a trail.

Evasion. When Aelar is subjected to an effect that allows him to make a Dexterity saving throw to only take half damage, he takes no damage on a successful saving throw and half damage on a failed one.

ACTIONS

Extra Attack. Aelar makes two attacks per Attack action.

Longsword. Melee Weapon Attack (Versatile): +6 to hit, reach 5ft, one creature. Hit: 6 / 7 (1d8 / 1d10 + 1) slashing damage

Longbow. Ranged Weapon Attack: +12 to hit, range 150/600 ft., one creature. Hit: 10 (1d8 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

Longsword, Longbow, Hide Armor, Explorer's Kit, Quiver with 20 arrows. 300sp, 70gp, *Thief Slayer's Ring*

AELAR OAKENHEEL (LEVEL 20)

Medium Humanoid (Wood Elf), Neutral Good

Class Ranger (lvl 20)	Armor Class 14 (Hide)
Background Outlander	Hit Points 164 (20d10+40)
Occupation Bounty Hunter	Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	14 (+2)	10 (+0)	20 (+5)	8 (-1)

Saving Throws Strength +7, Dexterity +11

Skills Acrobatics +11, Athletics +7, Insight +11, Perception +11, Stealth +11, Survival +11, Flute

Senses Darkvision 60ft, Passive Perception 21

Languages Common, Elvish, Goblin, Orcish, Giant, Draconic, Thieves' Cant

Challenge 7 (2,900 XP)

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

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

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

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

Favored Enemy (Orcs, Goblins, Giants, Dragons). Aelar has advantage on survival checks made when tracking his favored enemies, as well as advantage on Intelligence checks to recall information about them.

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

Fighting Style (Archery). Aelar gains a +2 to attack rolls with ranged weapons.

Spellcasting. Aelar uses Wisdom as his spellcasting ability (Spell Save DC 15, +7 to hit with spell attacks). He may cast the following spells:

1st level, 4/day: *Alarm, Ensnaring Strike, Hunter's Mark*

2nd level, 3/day: *Lesser Restoration, Pass Without Trace*

3rd level, 3/day: *Plant Growth, Speak with Plants*

4th level, 3/day: *Freedom of Movement, Grasping Vine*

5th level, 2/day: *Locate Creature, Swift Quiver*

Horde Breaker. Once per turn, when Aelar makes a weapon attack against a creature, he may make another attack against another creature within 5 ft. of the target and within range of his weapon.

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

Steel Will. Aelar has advantage on saving throws against being frightened.

Land's Stride. Aelar may move through non-magical difficult terrain at no extra movement cost. He takes no damage from non-magical plants via thorns, spikes, and other similar hazards. In addition, he has advantage on saving throws against plants that are magically created or manipulated to impede movement.

Hide in Plain Sight. Aelar may spend 1 minute creating camouflage for himself. He must have access to fresh mud, dirt, plants, soot, or other naturally occurring materials with which to create his camouflage. Once Aelar is camouflaged in this way he gains +10 to his Stealth checks as long as he remains stationary without taking actions. Once he moves or takes an action or reaction he must camouflage himself again to gain this benefit

Volley. Aelar can use his action to make a ranged attack against any number of creatures within 10 feet of a point he can see within his weapon's range. He must have ammunition for each target as normal and he makes a separate attack for each target.

Vanish. Aelar may use the Hide action as a bonus action on his turn. Also he can't be tracked by non-magical means unless he chooses to leave a trail.

Evasion. When Aelar is subjected to an effect that allows him to make a Dexterity saving throw to only take half damage, he takes no damage on a successful saving throw and half damage on a failed one.

Feral Senses. When Aelar attacks a creature he can't see, his inability to see it doesn't impose disadvantage on his attack roll against it. He is also aware of the location of any invisible creature within 30 ft. of him, provided the creature is not hidden from him and he is not blinded or deafened

Foe Slayer. Once per turn, Aelar can add his Wisdom modifier to the attack roll or the damage roll of an attack he makes against one of his favored enemies. He can choose to use this feature before or after the roll but before any effects of the roll are applied.

ACTIONS

Extra Attack. Aelar makes two attacks per Attack action.

Longsword. Melee Weapon Attack (Versatile): +7 to hit, reach 5ft, one creature. Hit: 6 / 7 (1d8 / 1d10 + 1) slashing damage.

Longbow. Ranged Weapon Attack: +13 to hit, range 150/600 ft., one creature. Hit: 10 (1d8 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

Longsword, Longbow, Hide Armor, Explorer's Kit, Quiver with 20 arrows. 300sp, 120gp, *Thief Slayer's Ring*

ATICUS GREENMOSS

Small Humanoid (Lightfoot Halfling), Neutral Good

Class Bard (lvl 1) **Armor Class** 14 (Leather)
Background Entertainer **Hit Points** 9 (1d8+1)
Occupation Instrumentalist **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	10 (+0)	13 (+1)	16 (+3)

Saving Throws Dexterity +5, Charisma +5

Skills Acrobatics +5, History +2, Insight +3, Performance +5, Persuasion +5, Disguise Kit, Flute

Senses Passive Perception 11

Languages Common, Halfling

Challenge 1/2 (100 XP)

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

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

Halfling Nimbleness. Aticus can move through a space occupied by a creature that is larger than him.

Naturally Stealthy. Aticus can attempt to hide even when he's only obscured by a creature at least one size bigger than him.

By Popular Demand. Aticus can always find a place to perform, and can expect free food and lodging at the venue for each performance day.

Spellcasting. Aticus uses Charisma as his spellcasting ability (Spell Save DC 13, +5 to hit with spell attacks). He may cast the following spells:

Cantrips: *Minor Illusion, Prestidigitation*

1st level 2/day: *Charm Person, Comprehend Languages, Cure Wounds, Disguise Self*

Bardic Inspiration (d6). Aticus can use his bonus action to give a creature within 60 ft. his bardic inspiration die. Once within the next 10 minutes the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. Aticus can use bardic inspiration 3 times per day.

ACTIONS

Rapier. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 3) piercing damage.

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

OVERVIEW

Aticus was born and raised in a beautiful green country, in a small village of lightfoot halflings. He and his parents, along with four brothers and one sister, lived quite comfortably in their vast burrow and Aticus had little care for the world of the big folk. That was, until one day when a traveling merchant came to town to trade with the little folk. Promising that Aticus would have astounding tales to relate on his return, the merchant convinced the eager halfling to accompany him during his travels.

Aticus' parents were against his leaving, forbidding it, which only made Aticus want to leave even more. He left one night through his bedroom window, taking with him only a few items, most importantly, his grandfather's flute. Ever since, he's been finding work as an entertainer in various taverns and inns across the land, longing to one day return home with a fortune beyond imagination to prove his parents wrong.

PERSONALITY TRAITS

"That reminds me of when..." Aticus knows a story for almost every situation, even if he embellishes the details a bit. He's not opposed to lying if it makes for a good story. Not easily insulted, he uses his small stature to his advantage from time to time.

IDEALS

"Come! Sit! Drink! Let me play you a tune!"

Aticus is a people person. He likes seeing the smiles on peoples' faces when he performs. He longs for bigger and better things, but doesn't want to let down his current employers.

BONDS

"This? Oh, it's just my little piece of home." His flute is his most treasured possession; it reminds him of his grandfather, who was also an entertainer. Sometimes, he regrets ever leaving his family behind.

FLAWS

"I suppose one more little ditty won't hurt..."

Despite his best efforts he is unreliable, often choosing a gig and a chance at riches over his friends. This has left him with very few of them to speak of. He has a hard time saying no when it comes to performing, not only because of the money, but for the attention as well. His outlandish claims have caused people to question his stories more than once.

ROLEPLAYING ATICUS

Although barely twenty years old, his life has been filled with countless interesting people, who all had their own tales to tell. Of course he doesn't always know or remember every detail when he comes to retell them, so he often shifts the topic of the conversation to himself, or an experience that he had, or merges them with other stories that he heard second hand. This is not out of selfishness, but rather a desire to entertain people. He would never go out of his way to steal from someone, but if he happened to find a lost coin purse, he would be very conflicted on whether to seek out its owner or consider it an extra tip. Most folk pay him little mind, considering him more of an oddity than anyone of worth. He uses this to his advantage so as to avoid too much attention from the less than reputable folk that he often performs for. After all, when a thief thinks him penniless, they're not likely to make him their mark.

"If it's a story worth telling, I'll tell it, even if I have to fudge the details."

WEAPONS, ARMOR & ITEMS

Rapier, Dagger, Fine Leather Shirt, Jester's Clothes, *Gemstone Flute*, 23cp, 5sp, 1gp.



ATICUS GREENMOSS (LEVEL 4)

Small Humanoid (Lightfoot Halfling), Neutral Good

Class Bard (lvl 4) **Armor Class** 14 (Leather)
Background Entertainer **Hit Points** 27 (4d8+4)
Occupation Instrumentalist **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	10 (+0)	13 (+1)	18 (+4)

Saving Throws Dexterity +5, Charisma +6

Skills Acrobatics +5, History +2, Insight +3, Investigation +4, Performance +8, Persuasion +8, Sleight of Hand +5, Stealth +5, Disguise Kit, Flute

Senses Passive Perception 12

Languages Common, Halfling

Challenge 1 (200 XP)

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

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

Halfling Nimbleness. Aticus can move through a space occupied by a creature that is larger than him.

Naturally Stealthy. Aticus can attempt to hide even when he's only obscured by a creature at least one size bigger than him.

By Popular Demand. Aticus can always find a place to perform, and can expect free food and lodging at the venue for each performance day.

Spellcasting. Aticus uses Charisma as his spellcasting ability (Spell Save DC 14, +6 to hit with spell attacks). He may cast the following spells:

Cantrips: *Minor Illusion, Prestidigitation, Vicious Mockery*

1st level 4/day: *Charm Person, Comprehend Languages, Cure Wounds, Disguise Self*

2nd level 3/day: *Enthrall, Phantasmal Force, Suggestion*

Bardic Inspiration (d6). Aticus can use his bonus action to give a creature within 60 ft. his bardic inspiration die. Once within the next 10 minutes the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. Aticus can use bardic inspiration 4 times per day

Jack of all Trades. Aticus can add half his proficiency bonus, rounded down, to any ability check he makes that doesn't already include his proficiency bonus.

Song of Rest (d6). During a short rest, when Aticus or any friendly creature who can hear him regains HP by spending hit dice, Aticus can use his Song of Rest to allow each creature to regain an additional 1d6 HP.

Expertise (Performance, Persuasion). Aticus adds double his proficiency bonus to skill checks he has expertise with.

Cutting Words. When a creature that Aticus can see within 60 ft. of him makes an attack roll, an ability check, or a damage roll, he can use his reaction and expend one of his uses of Bardic Inspiration to roll a Bardic Inspiration die and subtract the number rolled from the creature's roll. He can choose to use this feature after the creature makes its roll but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage.

ACTIONS

Rapier. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 3) piercing damage.

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

WEAPONS, ARMOR & ITEMS

Rapier, Dagger, Fine Leather Shirt, Jester's Clothes, *Gemstone Flute*, 15cp, 15sp, 2gp.

STORYTELLER

This is it, Aticus thought as he stumped up the track after his companions, this will be a tale worth telling.

He hadn't exactly been unhappy with his progress in the years since he left home, but he hadn't been exactly satisfied either. By now he expected to be performing on stages with more renown and audience than taverns and inns. That said, it was in a tavern that the opportunity for this little adventure had come up, so he couldn't complain.

"I'll wager you fellows are glad you ran into me," he puffed as his little legs worked to keep up, "I've more than a little treasure-hunting experience myself, in fact, that reminds me of one time—"

"Let's save some stories for when we make camp, eh?" snapped Rhona, the leader of the band of soldiers-turned-treasure-hunters. Rhona looked weary and short-tempered, despite Aticus doing his best to keep up spirits with stories and songs but, he reasoned, it had been a long day of travel.

As the path they were following approached a river crossing, a voice called out from the rocks ahead of them, ordering them to stop. A group of half a dozen figures stepped into view.

"There's a toll for this bridge," said a rough-looking fellow Aticus had a sneaking suspicion was not a bridge warden.

"Is that right?" Rhona looked ready to draw her sword.

"Give us everything you've got and you can cross, or—"

"You could kill us all and take our valuables, it's true," cut in Aticus, sidling into the front of the group. "It would be easy. A trifle really, wouldn't it, friends?"

He looked towards his companions for assurance, but they were staring at him blankly.

"That's right," he continued regardless, "we're outmatched and outnumbered," *possibly over-doing it a bit*, "anyway, the point is you shouldn't. If you kill us, you'll be passing up the opportunity of a life time. We are on an expedition to ruins teeming with plunder and, what's more, we've been offered a rich reward upon our return with a few choice artifacts, which I'm sure we could split to our mutual satisfaction."

There was a pregnant pause. After mulling it over, the bandit sheathed his weapon.

"'Teeming with plunder', you say?"

ATICUS GREENMOSS (LEVEL 8)

Small Humanoid (Lightfoot Halfling), Neutral Good

Class Bard (lvl 8)	Armor Class 14 (Leather)				
Background Entertainer	Hit Points 51 (8d8+8)				
Occupation Instrumentalist	Speed 25 ft.				
STR 8 (-1)	DEX 16 (+3)	CON 12 (+1)	INT 10 (+0)	WIS 13 (+1)	CHA 20 (+5)

Saving Throws Dexterity +6, Charisma +8

Skills Acrobatics +6, History +3, Insight +3, Performance +11, Persuasion +11, Sleight of Hand +6, Stealth +6, Disguise Kit, Flute

Senses Passive Perception 12

Languages Common, Halfling

Challenge 2 (450 XP)

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

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

Halfling Nimbleness. Aticus can move through a space occupied by a creature that is larger than him.

Naturally Stealthy. Aticus can attempt to hide even when he's only obscured by a creature at least one size bigger than him.

By Popular Demand. Aticus can always find a place to perform, and can expect free food and lodging at the venue for each performance day.

Spellcasting. Aticus uses Charisma as his spellcasting ability (Spell Save DC 16, +8 to hit with spell attacks). He may cast the following spells:

Cantrips: *Minor Illusion, Prestidigitation, Vicious Mockery*

1st level 4/day: *Charm Person, Comprehend Languages, Cure Wounds, Disguise Self*

2nd level 3/day: *Detect Thoughts, Enthrall, Phantasmal Force, Suggestion*

3rd level 3/day: *Counterspell, Fireball, Hypnotic Pattern*

4th level 2/day: *Confusion, Greater Invisibility*

Bardic Inspiration (d8). Aticus can use his bonus action to give a creature within 60 ft. his bardic inspiration die. Once within the next 10 minutes the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. Aticus can use bardic inspiration 5 times per day.

Jack of all Trades. Aticus can add half his proficiency bonus, rounded down, to any ability check he makes that doesn't already include his proficiency bonus.

Song of Rest (d6). During a short rest, when Aticus or any friendly creature who can hear him regains HP by spending hit dice, Aticus can use his Song of Rest to allow each creature to regain an additional 1d6 HP.

Expertise (Performance, Persuasion). Aticus adds double his proficiency bonus to skill checks he has expertise with.

Cutting Words. When a creature that Aticus can see within 60 ft. of him makes an attack roll, an ability check, or a damage roll, he can use his reaction and expend one of his uses of Bardic Inspiration to roll a Bardic Inspiration die and subtract the number rolled from the creature's roll. He can choose to use this feature after the creature makes its roll but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage.

Font of Inspiration. Aticus regains all uses of his bardic inspiration ability when he finishes a long or short rest.

Countercharm. As an action, Aticus can start a performance that lasts until his next turn. During that time, he and any friendly creature within 30 feet of him have advantage on saving throws against being frightened or charmed.

ACTIONS

Rapier. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 3) piercing damage.

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

WEAPONS, ARMOR & ITEMS

Rapier, Dagger, Fine Leather Shirt, Jester's Clothes, *Gemstone Flute*, 21sp, 7gp.

ATICUS IN YOUR GAME

The party is most likely to meet Aticus in a tavern, performing. He is eager to speak to adventurers to hear details of their exploits he can spin into a legendary tale, so will seek out the player characters if he hears they are nearby. Due to his love of stories, Aticus can be counted on if the party needs to gather information or rumors, but he can't always be relied upon for the details...

Quest Hook. The rumor of a legendary artifact is on every townsperson's lips; Aticus has spun an incredible tale, and is happy to fill in any extra details for an interested party. Does the truth live up to the legend? Well, that's up to you!

ATICUS GREENMOSS (LEVEL 12)

Small Humanoid (Lightfoot Halfling), Neutral Good

Class Bard (lvl 12) **Armor Class** 14 (Leather)
Background Entertainer **Hit Points** 75 (12d8+12)
Occupation Instrumentalist **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	13 (+1)	10 (+0)	14 (+2)	20 (+5)

Saving Throws Dexterity +7, Charisma +9

Skills Acrobatics +11, History +4, Insight +6, Performance +13, Persuasion +13, Sleight of Hand +11, Stealth +7, Disguise Kit, Flute

Senses Passive Perception 14

Languages Common, Halfling

Challenge 3 (700 XP)

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

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

Halfling Nimbleness. Aticus can move through a space occupied by a creature that is larger than him.

Naturally Stealthy. Aticus can attempt to hide even when he's only obscured by a creature at least one size bigger than him.

By Popular Demand. Aticus can always find a place to perform, and can expect free food and lodging at the venue for each performance day.

Spellcasting. Aticus uses Charisma as his spellcasting ability (Spell Save DC 17, +9 to hit with spell attacks). He may cast the following spells:

Cantrips: *Friends, Minor Illusion, Prestidigitation, Vicious Mockery*

1st level 4/day: *Charm Person, Comprehend Languages, Cure Wounds, Disguise Self*

2nd level 3/day: *Detect Thoughts, Enthrall, Phantasmal Force, Suggestion*

3rd level 3/day: *Counterspell, Fireball, Hypnotic Pattern*

4th level 3/day: *Confusion, Dimension Door, Greater Invisibility*

5th level 2/day: *Animate Objects, Mass Cure Wounds*

6th level 1/day: *Otto's Irresistible Dance*

Bardic Inspiration (d10). Aticus can use his bonus action to give a creature within 60 ft. his bardic inspiration die. Once within the next 10 minutes the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. Aticus can use bardic inspiration 5 times per day.

Jack of all Trades. Aticus can add half his proficiency bonus, rounded down, to any ability check he makes that doesn't already include his proficiency bonus.

Song of Rest (d8). During a short rest, when Aticus or any friendly creature who can hear him regains HP by spending hit dice, Aticus can use his Song of Rest to allow each creature to regain an additional 1d8 HP.

Expertise (Acrobatics, Performance, Persuasion, Sleight of Hand). Aticus adds double his proficiency bonus to skill checks he has expertise with.

Cutting Words. When a creature that Aticus can see within 60 ft. of him makes an attack roll, an ability check, or a damage roll, he can use his reaction and expend one of his uses of Bardic Inspiration to roll a Bardic Inspiration die and subtract the number rolled from the creature's roll. He can choose to use this feature after the creature makes its roll but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage.

Font of Inspiration. Aticus regains all uses of his bardic inspiration ability when he finishes a long or short rest.

Countercharm. As an action, Aticus can start a performance that lasts until his next turn. During that time, he and any friendly creature within 30 feet of him have advantage on saving throws against being frightened or charmed.

ACTIONS

Rapier. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 3) piercing damage.

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

WEAPONS, ARMOR & ITEMS

Rapier, Dagger, Fine Leather Shirt, Jester's Clothes, *Gemstone Flute*, 24sp, 16gp.



ATICUS GREENMOSS (LEVEL 16)

Small Humanoid (Lightfoot Halfling), Neutral Good

Class Bard (lvl 16) **Armor Class** 14 (Leather)
Background Entertainer **Hit Points** 115 (16d8+32)
Occupation Instrumentalist **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	14 (+2)	10 (+0)	14 (+2)	20 (+5)

Saving Throws Dexterity +8, Charisma +10

Skills Acrobatics +13, History +5, Insight +7, Performance +15, Persuasion +15, Sleight of Hand +13, Stealth +8, Disguise Kit, Flute

Senses Passive Perception 14

Languages Common, Halfling

Challenge 5 (1,800 XP)

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

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

Halfling Nimbleness. Aticus can move through a space occupied by a creature that is larger than him.

Naturally Stealthy. Aticus can attempt to hide even when he's only obscured by a creature at least one size bigger than him.

By Popular Demand. Aticus can always find a place to perform, and can expect free food and lodging at the venue for each performance day.

Spellcasting. Aticus uses Charisma as his spellcasting ability (Spell Save DC 18, +10 to hit with spell attacks). He may cast the following spells:

Cantrips: *Friends, Minor Illusion, Prestidigitation, Vicious Mockery*

1st level 4/day: *Charm Person, Comprehend Languages, Cure Wounds, Disguise Self, Heroism, Identify*

2nd level 3/day: *Detect Thoughts, Enthrall, Phantasmal Force, Suggestion*

3rd level 3/day: *Calm Emotions, Counterspell, Fireball, Hypnotic Pattern, Sending*

4th level 3/day: *Confusion, Dimension Door, Greater Invisibility*

5th level 2/day: *Animate Objects, Legend Lore, Mass Cure Wounds*

6th level 1/day: *Mass Suggestion, Otto's Irresistible Dance*

7th level 1/day: *Project Image, Symbol*

8th level 1/day: *Power Word Stun*

Bardic Inspiration (d12). Aticus can use his bonus action to give a creature within 60 ft. his bardic inspiration die. Once within the next 10 minutes the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. Aticus can use bardic inspiration 5 times per day.

Jack of all Trades. Aticus can add half his proficiency bonus, rounded down, to any ability check he makes that doesn't already include his proficiency bonus.

Song of Rest (d10). During a short rest, when Aticus or any friendly creature who can hear him regains HP by spending hit dice, Aticus can use his Song of Rest to allow each creature to regain an additional 1d10 HP.

Expertise (Acrobatics, Performance, Persuasion, Sleight of Hand). Aticus adds double his proficiency bonus to skill checks he has expertise with.

Cutting Words. When a creature that Aticus can see within 60 ft. of him makes an attack roll, an ability check, or a damage roll, he can use his reaction and expend one of his uses of Bardic Inspiration to roll a Bardic Inspiration die and subtract the number rolled from the creature's roll. He can choose to use this feature after the creature makes its roll but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage.

Font of Inspiration. Aticus regains all uses of his bardic inspiration ability when he finishes a long or short rest.

Countercharm. As an action, Aticus can start a performance that lasts until his next turn. During that time, he and any friendly creature within 30 feet of him have advantage on saving throws against being frightened or charmed.

Peerless Skill. When Aticus makes an ability check, he can expend one use of Bardic Inspiration to roll a Bardic Inspiration die and add the number rolled to his ability check. He can choose to do so after the roll but before the DM tells him whether he succeeds or fails.

ACTIONS

Rapier. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 3) piercing damage.

Dagger. Ranged Weapon Attack: +8 to hit, range 20/60 ft., one creature. Hit: 5 (1d4 + 3) piercing damage.

WEAPONS, ARMOR & ITEMS

Rapier, Dagger, Fine Leather Shirt, Jester's Clothes, Gemstone Flute, 24sp, 130gp.

ATICUS GREENMOSS (LEVEL 20)

Small Humanoid (Lightfoot Halfling), Neutral Good

Class Bard (lvl 20) **Armor Class** 15 (Leather)
Background Entertainer **Hit Points** 143 (20d8+40)
Occupation Instrumentalist **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	14 (+2)	10 (+0)	14 (+2)	20 (+5)

Saving Throws Dexterity +10, Charisma +11

Skills Acrobatics +16, History +6, Insight +8, Performance +17, Persuasion +17, Sleight of Hand +16, Stealth +10, Disguise Kit, Flute

Senses Passive Perception 15

Languages Common, Halfling

Challenge 6 (2,300 XP)

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

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

Halfling Nimbleness. Aticus can move through a space occupied by a creature that is larger than him.

Naturally Stealthy. Aticus can attempt to hide even when he's only obscured by a creature at least one size bigger than him.

By Popular Demand. Aticus can always find a place to perform, and can expect free food and lodging at the venue for each performance day.

Spellcasting. Aticus uses Charisma as his spellcasting ability (Spell Save DC 19, +11 to hit with spell attacks). He may cast the following spells:

Cantrips: *Friends, Minor Illusion, Prestidigitation, Vicious Mockery, Heroism, Identify*

1st level 4/day: *Charm Person, Comprehend Languages, Cure Wounds, Disguise Self*

2nd level 3/day: *Detect Thoughts, Enthrall, Phantasmal Force, Suggestion*

3rd level 3/day: *Calm Emotions, Counterspell, Fireball, Hypnotic Pattern, Sending*

4th level 3/day: *Confusion, Dimension Door, Greater Invisibility*

5th level 3/day: *Animate Objects, Legend Lore, Mass Cure Wounds*

6th level 2/day: *Mass Suggestion, Otto's Irresistible Dance*

7th level 2/day: *Prismatic Spray, Project Image, Symbol*

8th level 1/day: *Dominate Monster, Power Word Stun*

9th level 1/day: *Power Word Heal*

Bardic Inspiration (d12). Aticus can use his bonus action to give a creature within 60 ft. his Bardic Inspiration die. Once within the next 10 minutes the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. Aticus can use Bardic Inspiration 5 times per day.

Jack of all Trades. Aticus can add half his proficiency bonus, rounded down, to any ability check he makes that doesn't already include his proficiency bonus.

Song of Rest (d12). During a short rest, when Aticus or any friendly creature who can hear him regains HP by spending hit dice, Aticus can use his Song of Rest to allow each creature to regain an additional 1d12 HP.

Expertise (Acrobatics, Performance, Persuasion, Sleight of Hand). Aticus adds double his proficiency bonus to skill checks he has expertise with.

Cutting Words. When a creature that Aticus can see within 60 ft. of him makes an attack roll, an ability check, or a damage roll, he can use his reaction and expend one of his uses of Bardic Inspiration to roll a Bardic Inspiration die and subtract the number rolled from the creature's roll. He can choose to use this feature after the creature makes its roll but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage.

Font of Inspiration. Aticus regains all uses of his Bardic Inspiration ability when he finishes a long or short rest.

Countercharm. As an action, Aticus can start a performance that lasts until his next turn. During that time, he and any friendly creature within 30 feet of him have advantage on saving throws against being frightened or charmed.

Peerless Skill. When Aticus makes an ability check, he can expend one use of Bardic Inspiration to roll a Bardic Inspiration die and add the number rolled to his ability check. He can choose to do so after the roll but before the DM tells him whether he succeeds or fails.

Superior Inspiration. When Aticus rolls initiative, if he has no uses of Bardic Inspiration left, he regains one use.

ACTIONS

Rapier. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 9 (1d8 + 4) piercing damage.

Dagger. Ranged Weapon Attack: +10 to hit, range 20/60 ft., one creature. Hit: 6 (1d4 + 4) piercing damage.

WEAPONS, ARMOR & ITEMS

Rapier, Dagger, Fine Leather Shirt, Jester's Clothes, Gemstone Flute, 50sp, 140gp.

COGRIN HEAVYFIST

Medium Humanoid (Human), Chaotic Good

Class Barbarian (lvl 1) **Armor Class** 11
Background Folk Hero **Hit Points** 14 (1d12+2)
Occupation Blacksmith **Speed** 30 ft.

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

Saving Throws Strength +5, Constitution +4
Skills Animal Handling +2, Athletics +5, Intimidation +4, Survival +2, Smith's Tools, Land Vehicles
Senses Passive Perception 10
Languages Common, Dwarvish
Challenge 1/2 (100 XP)

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

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

ACTIONS

Greatsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 13 (2d6 + 5) slashing damage.

Javelin. Ranged Weapon Attack: +5 to hit, range 30/120 ft., one creature. Hit: 7 (1d6 + 3) piercing damage.

OVERVIEW

Cogrin's father taught him the art of swordplay from an early age, imparting all of his own knowledge to his son. On his sixteenth birthday, he was given a masterfully crafted greatsword which his father had spent weeks forging, balancing, sharpening, and polishing. It was a thing to behold, and he was grateful. Cogrin's people were natural warriors, but only ever meant to defend what was theirs; their land and their families.

The village lived in relative peace for many years until one day, when Cogrin and his uncle were hunting in the forest for deer and small game, they spied a troop of half a dozen vagabonds, scurrying through the forest with a common purpose: a scouting party, his uncle thought. They were headed toward Cogrin's village, each of them heavily armed and ready for battle.

Cogrin and his uncle intercepted the group and slew every one of them, by bow and by sword. It was the first time his blade had tasted human blood. When they returned to their village they

found it ablaze. Their families were either slain or taken, along with anything valuable. Cogrin found his father's body near his forge, pierced with many arrows and laying in a circle of slain foes. His sword was missing, as was Cogrin's mother.

PERSONALITY TRAITS

"Talk is cheap." Cogrin judges people by their actions, not their words. He has little patience for folk who speak too much, or refuse to pay other folk proper respect. He does not hide his emotions, expressing his thoughts and feelings without care for who he might offend.

IDEALS

"We are all born free." He values freedom above all other things in life. Tyrants must not be allowed to oppress people, he will gladly be part of any plan that involves disrupting their schemes.

BONDS

"I will find her. One day." He is constantly on the move, searching for any sign of his mother and the villains who took her. He has a deeply ingrained desire to protect those who cannot protect themselves.

FLAWS

"I'll tell you when I've had enough!" He has a weakness for vices of the city, especially hard drink and easy women. He's been the instigator in more than a few tavern brawls. He uses his great size to intimidate people more often than he should, and often regrets his actions in retrospect.

ROLEPLAYING COGRIN

Cogrin has two very different personalities. Around men, he is gruff and quick to accept, or issue, a challenge. He will speak his mind, even going so far as to put another man's reputation and honor into question publicly. Around women, he is respectful and chivalrous. A gentle hulk, whose reputation among the fairer sex may actually be more wide spread than it is among men who either fear or admire him.

He is not above stealing what he needs to survive and rarely has any money to pay for goods and services. He has been known to sneak into a hayloft for a good night's rest if he can't find a free room in the local inn.

In combat, Cogrin will not back down to insurmountable odds, believing that he will be victorious over evil no matter what. He prefers to meet his enemies head on, but his experience in battle prevents him from passing up an attack of opportunity.

"Hm."

WEAPONS, ARMOR & ITEMS

Skera, 5 Javelins, Bear Skin Cloak



COGRIN HEAVYFIST (LEVEL 4)

Medium Humanoid (Human), Chaotic Good

Class Barbarian (lvl 4) **Armor Class** 11
Background Folk Hero **Hit Points** 41 (4d12+8)
Occupation Blacksmith **Speed** 30 ft.

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

Saving Throws Strength +6, Constitution +4

Skills Animal Handling +2, Athletics +6, Intimidation +4, Survival +2, Smith's Tools, Land Vehicles

Senses Passive Perception 10

Languages Common, Dwarvish

Challenge 1 (200 XP)

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

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

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

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

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

ACTIONS

Greatsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 14 (2d6 + 6) slashing damage.

Javelin. Ranged Weapon Attack: +6 to hit, range 30/120 ft., one creature. Hit: 8 (1d6 + 4) piercing damage.

WEAPONS, ARMOR & ITEMS

Skera, 5 Javelins, Bear Skin Cloak

DIPLOMAT

The more he looked, the more he was sure that it was his father's sword. The man carrying it was not his father, not of his village - he had no right to bear his steel.

Cogrin took another swig of beer and signaled to Martha for more. Most of the tavern's patrons were giving him the sideways glances he was used to receiving, but this fellow with his father's sword, and the two rough-looking cronies sitting with him, paid him no heed in their arrogance.

Three men. He was reluctant to start a fight here. He thought of Martha, Rosalind, Bess and the others. They could pour a decent pint and he was fond of their pleasurable company. They would be sore displeased if he wrecked the place again, not to mention they could get hurt.

Though more used to using Skera to solve his problems and grievances, he knew he could talk down three men. Rising to his considerable height, he made towards their table with strides twice that of most men.

As he crossed the floor his battle-senses twitched as he felt the eyes that had been warily glancing his way were now directly and unflinchingly trained on him. Soon enough, behind and to the sides, he heard the scraping of stools as more men got to their feet to surround him.

A few daggers, a mace, two shortswords, an axe, and his father's blade. Little armor between them but a few scraps of mail. He could handle it. Martha emerged with his drink; he glared at her and she scurried into the back room.

He couldn't talk down eight men. Only one thing for it. He sniffed.

"If any of you want to leave," he said, his hand reaching up for Skera's hilt, "do it now."

COGRIN HEAVYFIST (LEVEL 8)

Medium Humanoid (Human), Chaotic Good

Class Barbarian (lvl 8) **Armor Class** 11
Background Folk Hero **Hit Points** 77 (8d12+16)
Occupation Blacksmith **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	15 (+2)	13 (+1)	11 (+0)	14 (+2)

Saving Throws Strength +8, Constitution +5

Skills Animal Handling +3, Athletics +8, Intimidation +5, Survival +3, Smith's Tools, Land Vehicles

Senses Passive Perception 10

Languages Common, Dwarvish

Challenge 3 (700 XP)

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

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

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

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

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

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

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

ACTIONS

Extra Attack. Cogrin can attack twice with each Attack action.

Greatsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 15 (2d6 + 7) slashing damage.

Javelin. Ranged Weapon Attack: +8 to hit, range 30/120 ft., one creature. Hit: 9 (1d6 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

Skera, 5 Javelins, Bear Skin Cloak

COGRIN IN YOUR GAME

The party is most likely to find Cogrin in his cups, halfway through a barrel of the tavern's cheapest ale. It is entirely probable he will challenge the strongest-looking party member to a fist fight or, at least, a friendly drinking contest (if not both).

Cogrin may offer his services to the player characters if they have the coin, especially if there are women in the party who 'need protection'.

Quest Hook. Cogrin enlists the party's help to track down the bandits who destroyed his village. Upon investigating his leads, it gradually becomes clear that the bandits he seeks are long gone. Unbeknownst to Cogrin, he slew them years ago, thinking they were just another band of villains. How does the barbarian react to the news that his revenge has already been carried out, and in such an unsatisfactory manner?

COGRIN HEAVYFIST (LEVEL 12)

Medium Humanoid (Human), Chaotic Good

Class Barbarian (lvl 12) **Armor Class** 13
Background Folk Hero **Hit Points** 125 (12d12+36)
Occupation Blacksmith **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	13 (+1)	11 (+0)	14 (+2)

Saving Throws Strength +9, Constitution +7

Skills Animal Handling +4, Athletics +9, Intimidation +6, Survival +4, Smith's Tools, Land Vehicles

Senses Passive Perception 10

Languages Common, Dwarvish

Challenge 5 (1,800 XP)

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

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

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

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

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

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

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

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

Intimidating Presence. Cogrin can use his action to frighten someone with his menacing presence. He can choose one creature within 30 ft. which can see or hear him. That creature must succeed on a Wisdom saving throw (DC 14) or be frightened until the end of Cogrin's next turn. He can use his action to extend this condition. The creature stops being frightened if it ends its turn out of line of sight or more than 60ft. away from Cogrin. If it succeeds on its saving throw, Cogrin cannot use this feature on that creature again for 24 hours.

Relentless Rage. If Cogrin drops below 0 hit points while raging and doesn't die outright, he can make a DC 10 Constitution saving throw. If he succeeds he drops to 1 hit point instead. Each time he uses this feature after the first, the DC increases by 5. When he finishes a long or short rest the DC resets to 10.

ACTIONS

Extra Attack. Cogrin can attack twice with each Attack action.

Greatsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 15 (2d6 + 7) slashing damage.

Javelin. Ranged Weapon Attack: +9 to hit, range 30/120 ft., one creature. Hit: 9 (1d6 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

Skera, 5 Javelins, Bear Skin Cloak

COGRIN HEAVYFIST (LEVEL 16)

Medium Humanoid (Human), Chaotic Good

Class Barbarian (lvl 16) **Armor Class** 14
Background Folk Hero **Hit Points** 181 (16d12+64)
Occupation Blacksmith **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	13 (+1)	11 (+0)	14 (+2)

Saving Throws Strength +10, Constitution +9

Skills Animal Handling +5, Athletics +10, Intimidation +7, Survival +5, Smith's Tools, Land Vehicles

Senses Passive Perception 10

Languages Common, Dwarvish

Challenge 7 (2,900 XP)

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

Rage. Five times per day, on his turn, Cogrin can enter a rage as a bonus action. He gains advantage on Strength checks and Strength saving throws, a +4 bonus to damage when making Strength based melee attacks, and resistance to bludgeoning, piercing, and slashing damage. Rage lasts for 1 minute; he can choose to end his rage early as a bonus action. Rage recharges after a long rest.

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

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

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

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

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

Brutal Critical. When Cogrin scores a melee critical hit he may roll two additional weapon damage die when determining the extra damage.

Intimidating Presence. Cogrin can use his action to frighten someone with his menacing presence. He can choose one creature within 30 ft. which can see or hear him. That creature must succeed on a Wisdom saving throw (DC 15) or be frightened until the end of Cogrin's next turn. He can use his action to extend this condition. The creature stops being frightened if it ends its turn out of line of sight or more than 60ft. away from Cogrin. If it succeeds on its saving throw, Cogrin cannot use this feature on that creature again for 24 hours.

Relentless Rage. If Cogrin drops below 0 hit points while raging and doesn't die outright, he can make a DC 10 Constitution saving throw. If he succeeds he drops to 1 hit point instead. Each time he uses this feature after the first, the DC increases by 5. When he finishes a long or short rest the DC resets to 10.

Retaliation. When Cogrin takes damage from a creature within 5 ft. of him, he can use his reaction to make a melee attack against that creature.

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

ACTIONS

Extra Attack. Cogrin can attack twice with each Attack action.

Greatsword. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 15 (2d6 + 7) slashing damage.

Javelin. Ranged Weapon Attack: +10 to hit, range 30/120 ft., one creature. Hit: 9 (1d6 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

Skera, 5 Javelins, Bear Skin Cloak

COGRIN HEAVYFIST (LEVEL 20)

Medium Humanoid (Human), Chaotic Good

Class Barbarian (lvl 20) **Armor Class** 17
Background Folk Hero **Hit Points** 285 (20d12+140)
Occupation Blacksmith **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	24 (+7)	13 (+1)	11 (+0)	14 (+2)

Saving Throws Strength +13, Constitution +13

Skills Animal Handling +6, Athletics +13, Intimidation +8, Survival +6, Smith's Tools, Land Vehicles

Senses Passive Perception 10

Languages Common, Dwarvish

Challenge 11 (7,200 XP)

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

Rage. On his turn, Cogrin can enter a rage as a bonus action. He gains advantage on Strength checks and Strength saving throws, a +4 bonus to damage when making Strength based melee attacks, and resistance to bludgeoning, piercing, and slashing damage. Rage lasts for 1 minute; he can choose to end his rage early as a bonus action. There is no limit to the amount of times Cogrin can rage.

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

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

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

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

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

Brutal Critical. When Cogrin scores a melee critical hit he may roll three additional weapon damage die when determining the extra damage.

Intimidating Presence. Cogrin can use his action to frighten someone with his menacing presence. He can choose one creature within 30 ft. which can see or hear him. That creature must succeed on a Wisdom saving throw (DC 16) or be frightened until the end of Cogrin's next turn. He can use his action to extend this condition. The creature stops being frightened if it ends its turn out of line of sight or more than 60ft. away from Cogrin. If it succeeds on its saving throw, Cogrin cannot use this feature on that creature again for 24 hours.

Relentless Rage. If Cogrin drops below 0 hit points while raging and doesn't die outright, he can make a DC 10 Constitution saving throw. If he succeeds he drops to 1 hit point instead. Each time he uses this feature after the first, the DC increases by 5. When he finishes a long or short rest the DC resets to 10.

Retaliation. When Cogrin takes damage from a creature within 5 ft. of him, he can use his reaction to make a melee attack against that creature.

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

Indomitable Might. If Cogrin's total for a Strength check is less than his Strength score he can use that score in place of his total.

ACTIONS

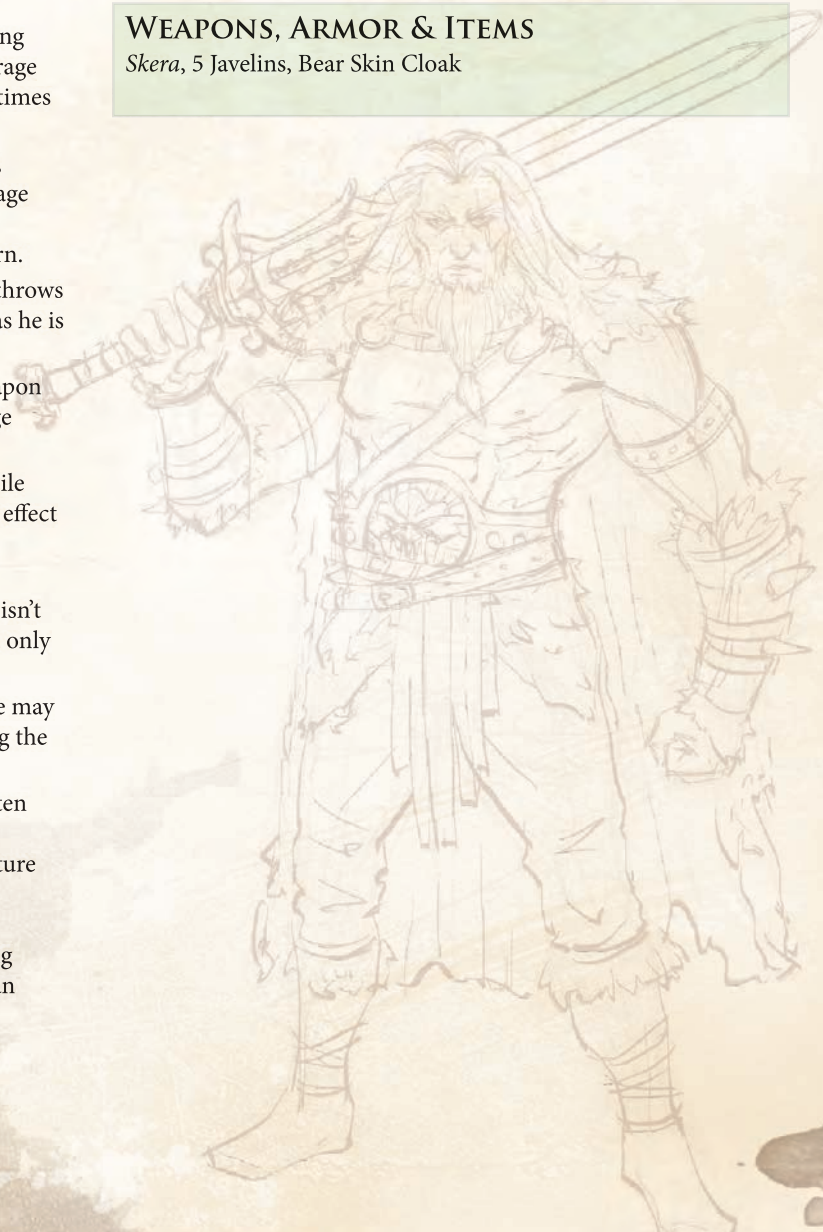
Extra Attack. Cogrin can attack twice with each Attack action.

Greatsword. Melee Weapon Attack: +13 to hit, reach 5 ft., one creature. Hit: 17 (2d6 + 9) slashing damage.

Javelin. Ranged Weapon Attack: +13 to hit, range 30/120 ft., one creature. Hit: 11 (1d6 + 7) piercing damage.

WEAPONS, ARMOR & ITEMS

Skera, 5 Javelins, Bear Skin Cloak



CRIELLA

Medium Humanoid (Tiefling), Chaotic Good

Class Rogue (lvl 1) **Armor Class** 14 (Std. Leather)
Background Urchin **Hit Points** 8 (1d8+0)
Occupation Thief **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	10 (+0)	15 (+2)	8 (-1)	15 (+2)

Saving Throws Dexterity +4, Intelligence +4

Skills Acrobatics +4, Deception +4, Insight +1, Perception +3, Sleight of Hand +4, Stealth +6, Disguise Kit, Thieves' Tools

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Infernal, Thieves' Cant

Challenge 1/2 (100 XP)

Hellish Resistance. Criella has resistance to fire.

Infernal Legacy. Criella can cast the *Thaumaturgy* cantrip using Charisma as her spellcasting modifier.

City Secrets. Out of combat, Criella can lead a group between any two points in the city she grew up in twice as fast as her speed would allow.

Expertise (Perception, Stealth).

Criella adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+1d6). Once per turn, Criella can deal an extra 1d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

ACTIONS

Dual Wield. When Criella makes an attack with her Shortsword, she may also attack with her Dagger or Throwing Knife, but gains no bonus to the damage roll

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 2) slashing damage.

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

Throwing Knife. Ranged Weapon Attack: +4 to hit, range 20/60 ft., one creature. Hit: 5 (1d4+2) piercing damage.

OVERVIEW

Criella was abandoned too young to remember her parents. It was a miracle that she survived, having been left on the filthy streets of the peasant quarter. It is said that tieflings are not of this world, and that they are more demon than mortal. Much is said, but what is true is that their infants are not as helpless as those of men, and that they develop quickly. This was indeed true of Criella.

Strong in spirit and in body, she hunted rats in alleyways, climbed the sheer stone walls around her, and slept under the eaves on rainy nights. She wrapped herself in rags and didn't try to hide her more outstanding features; her tail and horns. Criella was proud of what she was and was determined to live the way she wanted, without care for the opinions or judgments of others and, moreover, to help others do the same.

There came a time when she took to thieving, starting small by burglarizing homes, only taking what she needed. A few coins here, a trinket there, but soon she set her sights on larger targets. Rumors among jewelers and other artisans spread about a greedy demon who crept in through closed windows to take anything shiny that could fit in its hand, and they weren't wrong.

PERSONALITY TRAITS

"Say what you mean, or shut up." She has a hard time understanding hints and innuendo, speaking bluntly and rarely in whispers.

IDEALS

"Wealth is the key." She intends to prove that she is worthy of a better life than the one she was given by helping raise up those below her on the social ladder.

BONDS

"I can't run forever, but I'll try anyway." Criella robbed an infamous warlock of great power in what proved to be a turning point in her thieving career. Now she is scared of what might happen to her, and even more scared of the artifact she stole.

FLAWS

"Calm down, you were all thinking it." Sometimes her blunt way of speaking gets her into trouble, especially with folk who don't know her, or of her.

ROLEPLAYING CRIELLA

Criella is outgoing and friendly, although she doesn't give up too much information about herself, even to her closest friends. She doesn't put much stock in making friends, unless it's with a beggar on the street or an orphaned child searching for food in a back ally. She sees much of herself in the faces of the destitute and her truly good nature forces her to give them a few copper pieces, even if it's all she has to her name at the time.

She is not an assassin, but she is willing to kill if pushed to it. If things go that far, she'd rather kill someone in their sleep, or with a powerful poison than fight toe to toe. Although agile and strong, she will run from a fight unless she can attack from behind and the target is unaware of her.

**"You're better than this.
I'm better than this and I'm part devil."**

WEAPONS, ARMOR & ITEMS

Studded Leather Armor, Shortsword, Dagger, 5 Throwing Knives, Ragged Clothes, *Skeleton Key of Karn Ithel*



CRIELLA (LEVEL 4)

Medium Humanoid (Tiefling), Chaotic Good

Class Rogue (lvl 4) **Armor Class** 15 (Std. Leather)
Background Urchin **Hit Points** 23 (4d8+0)
Occupation Thief **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	15 (+2)	8 (-1)	16 (+3)

Saving Throws Dexterity +5, Intelligence +4

Skills Acrobatics +5, Deception +5, Insight +1, Perception +3, Sleight of Hand +5, Stealth +7, Disguise Kit, Thieves' Tools

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Infernal, Thieves' Cant

Challenge 1 (200 XP)

Hellish Resistance. Criella has resistance to fire.

Infernal Legacy. Criella can cast the *Thaumaturgy* cantrip, and *Hellish Rebuke* as a 2nd level spell using Charisma as her spellcasting modifier.

City Secrets. Out of combat, Criella can lead a group between any two points in the city she grew up in twice as fast as her speed would allow.

Expertise (Perception, Stealth). Criella adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+2d6). Once per turn, Criella can deal an extra 2d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Criella can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Criella can use her Cunning Action to make a Sleight of Hand check, use her thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Criella can climb without expending extra movement. In addition, when she makes a running jump, the distance she covers increases by 3 ft.

ACTIONS

Two-Weapon Fighting. When Criella makes an attack with her Shortsword, she may also attack with her Dagger or Throwing Knife, but gains no bonus to the damage roll

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 3) slashing damage.

Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d4+3) piercing damage.

Throwing Knife. Ranged Weapon Attack: +5 to hit, range 20/60 ft., one creature. Hit: 6 (1d4+3) piercing damage.

WEAPONS, ARMOR & ITEMS

Studded Leather Armor, Shortsword, Dagger, 5 Throwing Knives, Ragged Clothes, *Skeleton Key of Karn Ithel*

THIEF IN THE NIGHT

The rooftops were risky; they were slippery and exposed, but the rain thudding against the tiles masked her approach. She was not one to pass up an opportunity like this; allegedly one of the most prolific collectors of magical artifacts in the region was visiting the city, and she intended to find out (and steal) the reason why.

'Ashcorpse' Ashcorpse was the name her sources whispered, but Criella had no fear of a name. She had some misgivings - her understanding of the magical arts was limited - but the potential gain was too great to pass up.

The window of the residence's upper floor was cracked open. As she pried it further just enough to slip through, she realised why; it was baking hot inside. The rain steamed from her as she entered and the room smelled of ash, rotten eggs, and scorched meat.

Breathing through her mouth, she began to creep around the room, keeping close to the wall, when she heard pained murmuring from the bed. With a start, she realised he was in there with her, a tiny figure stirring restlessly. She would have to work quickly, and quietly.

The disheveled room was full of containers: trunks, chests, and crates. Clearly he intended to pick up a number of items on his stay, but empty box after empty box frustrated Criella. She mopped sweat from the back of her neck and reached towards a shallow chest the size of her forearm. As soon as the tips of her fingers made contact, she knew she'd found something worth having. A pulse of purple light whirled over the surface of the box and, to her horror, the figure in the bed shot upright.

"NO!"

She grabbed the box and hurtled towards the open window, fragments of shattered crates and ceiling plaster raining down around her as the room was filled with the flame and fury of the crazed little man. She leapt towards the rooftop opposite, reaching wildly, when a sudden, burning pain seared over her shoulder.

Her fingers slipped on the wet tile, and she was falling, the blissfully cool night air rushing around her. She grabbed hold of a washing line strung across the alley, which gave way. The box shattered on the street below her. Finally, she landed on a fabric awning, rolled, and landed with a sizzle and a smoking thud on the soaking cobbles.

Lucky. If she'd made the jump, she'd be a clear target. He couldn't hit her easily down here (though from the shouting, thunder and flashes of light, he was certainly trying), and she knew these alleys better than anyone. He'd never catch up to her with her head start. She grabbed the contents of the pile of tinder that had been a chest and made herself scarce.

A key. Now to find out what it unlocked...

CRIELLA (LEVEL 8)

Medium Humanoid (Tiefling), Chaotic Good

Class Rogue (lvl 8) **Armor Class** 16 (Std. Leather)
Background Urchin **Hit Points** 43 (8d8+0)
Occupation Thief **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	10 (+0)	15 (+2)	8 (-1)	16 (+3)

Saving Throws Dexterity +7, Intelligence +5

Skills Acrobatics +7, Deception +9, Insight +2, Perception +5, Sleight of Hand +10, Stealth +10, Disguise Kit, Thieves' Tools

Senses Darkvision 60 ft., Passive Perception 15

Languages Common, Infernal, Thieves' Cant

Challenge 2 (450 XP)

Hellish Resistance. Criella has resistance to fire.

Infernal Legacy. Criella can cast the *Thaumaturgy* cantrip, *Hellish Rebuke* as a 2nd level spell, and the *Darkness* spell using Charisma as her spellcasting modifier.

City Secrets. Out of combat, Criella can lead a group between any two points in the city she grew up in twice as fast as her speed would allow.

Expertise (Deception, Perception, Sleight of Hand, Stealth).

Criella adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+4d6). Once per turn, Criella can deal an extra 4d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Criella can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Criella can use her Cunning Action to make a Sleight of Hand check, use her thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Criella can climb without expending extra movement. In addition, when she makes a running jump, the distance she covers increases by 4 ft.

Uncanny Dodge. When Criella is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Criella is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

ACTIONS

Dual Wield. When Criella makes an attack with her Shortsword, she may also attack with her Dagger or Throwing Knife, but gains no bonus to the damage roll

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 8 (1d6 + 4) slashing damage.

Dagger. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 7 (1d4+4) piercing damage.

Throwing Knife. Ranged Weapon Attack: +7 to hit, range 20/60 ft., one creature. Hit: 7 (1d4+4) piercing damage.

WEAPONS, ARMOR & ITEMS

Studded Leather Armor, Shortsword, Dagger, 5 Throwing Knives, Ragged Clothes, *Skeleton Key of Karn Ithel*

CRIELLA IN YOUR GAME

Criella is likely to be encountered by the party in their lodgings, in the dead of night, rifling through their belongings. If apprehended, she will offer her services as a thief-for-hire in exchange for her life, hinting that she has the means to bypass even the most stubborn of locks...

If the party are themselves a group of thieves, Criella will likely seek them out if she hears of a challenging job, in exchange for a share of the loot.

Quest Hook. Criella needs the party's help to discover the intended purpose of the Skeleton Key in her possession. Time is running out, as Garrin Ashcopse, the key's previous owner, draws ever closer on her trail...

CRIELLA (LEVEL 12)

Medium Humanoid (Tiefling), Chaotic Good

Class Rogue (lvl 12) **Armor Class** 17 (Std. Leather)
Background Urchin **Hit Points** 63 (12d8+0)
Occupation Thief **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	10 (+0)	15 (+2)	8 (-1)	18 (+4)

Saving Throws Dexterity +9, Intelligence +6

Skills Acrobatics +9, Deception +12, Insight +3, Perception +7, Sleight of Hand +13, Stealth +13, Disguise Kit, Thieves' Tools

Senses Darkvision 60 ft., Passive Perception 17

Languages Common, Infernal, Thieves' Cant

Challenge 4 (1,100 XP)

Hellish Resistance. Criella has resistance to fire.

Infernal Legacy. Criella can cast the *Thaumaturgy* cantrip, *Hellish Rebuke* as a 2nd level spell, and the *Darkness* spell using Charisma as her spellcasting modifier.

City Secrets. Out of combat, Criella can lead a group between any two points in the city she grew up in twice as fast as her speed would allow.

Expertise (Deception, Perception, Sleight of Hand, Stealth). Criella adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+6d6). Once per turn, Criella can deal an extra 6d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Criella can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Criella can use her Cunning Action to make a Sleight of Hand check, use her thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Criella can climb without expending extra movement. In addition, when she makes a running jump, the distance she covers increases by 5 ft.

Uncanny Dodge. When Criella is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Criella is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Supreme Sneak. Criella has advantage on Stealth checks if she moves no more than half her speed on the same turn.

Reliable Talent. When Criella makes an ability check that lets her add her proficiency bonus she can treat a d20 roll of a 9 or lower as a 10.

ACTIONS

Dual Wield. When Criella makes an attack with her Shortsword, she may also attack with her Dagger or Throwing Knife, but gains no bonus to the damage roll

Shortsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 9 (1d6 + 5) slashing damage.

Dagger. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 8 (1d4 + 5) piercing damage.

Throwing Knife. Ranged Weapon Attack: +9 to hit, range 20/60 ft., one creature. Hit: 8 (1d4 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

Studded Leather Armor, Shortsword, Dagger, 5 Throwing Knives, Ragged Clothes, Skeleton Key of Karn Ithel

Criella,

Do you have any idea who you stole from?!

I hope what ever it was is worth it; you've gone and got yourself a price on your head.

Keep away from taverns for a while, hide your horns and if you see a dragonborn called Ankharasos Skarn; get out of town.

*Keep safe,
Tanberel*

CRIELLA (LEVEL 16)

Medium Humanoid (Tiefling), Chaotic Good

Class Rogue (lvl 16) **Armor Class** 17 (Std. Leather)
Background Urchin **Hit Points** 83 (16d8+0)
Occupation Thief **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	10 (+0)	15 (+2)	8 (-1)	20 (+5)

Saving Throws Dexterity +10, Intelligence +7, Wisdom +4

Skills Acrobatics +10, Deception +115, Insight +4, Perception +9, Sleight of Hand +15, Stealth +15, Disguise Kit, Thieves' Tools

Senses Darkvision 60 ft., Passive Perception 19

Languages Common, Infernal, Thieves' Cant

Challenge 5 (1,800 XP)

Hellish Resistance. Criella has resistance to fire.

Infernal Legacy. Criella can cast the *Thaumaturgy* cantrip, *Hellish Rebuke* as a 2nd level spell, and the *Darkness* spell using Charisma as her spellcasting modifier.

City Secrets. Out of combat, Criella can lead a group between any two points in the city she grew up in twice as fast as her speed would allow.

Expertise (Deception, Perception, Sleight of Hand, Stealth).

Criella adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+8d6). Once per turn, Criella can deal an extra 8d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Criella can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Criella can use her Cunning Action to make a Sleight of Hand check, use her thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Criella can climb without expending extra movement. In addition, when she makes a running jump, the distance she covers increases by 5 ft.

Uncanny Dodge. When Criella is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Criella is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Supreme Sneak. Criella has advantage on Stealth checks if she moves no more than half her speed on the same turn.

Reliable Talent. When Criella makes an ability check that lets her add her proficiency bonus she can treat a d20 roll of a 9 or lower as a 10.

Use Magic Device. Criella ignores all class, race, and level requirements for the use of magic items.

Blindsense. If Criella is able to hear, she is aware of the location of any hidden or invisible creatures within 10 feet of her.

Dual Wield. When Criella makes an attack with her Shortsword, she may also attack with her Dagger or Throwing Knife, but gains no bonus to the damage roll

Shortsword. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 9 (1d6 + 5) slashing damage.

Dagger. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 8 (1d4 + 5) piercing damage.

Throwing Knife. Ranged Weapon Attack: +10 to hit, range 20/60 ft., one creature. Hit: 7 (1d4 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

Studded Leather Armor, Shortsword, Dagger, 5 Throwing Knives, Ragged Clothes, *Skeleton Key of Karn Ithel*



ACTIONS

CRIELLA (LEVEL 20)

Medium Humanoid (Tiefling), Chaotic Good

Class Rogue (lvl 20) **Armor Class** 17 (Std. Leather)
Background Urchin **Hit Points** 123 (20d8+20)
Occupation Thief **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	12 (+1)	15 (+2)	8 (-1)	20 (+5)

Saving Throws Dexterity +11, Intelligence +8, Wisdom +5

Skills Acrobatics +11, Deception +17, Insight +5, Perception +11, Sleight of Hand +17, Stealth +17, Disguise Kit, Thieves' Tools

Senses Darkvision 60 ft., Passive Perception 21

Languages Common, Infernal, Thieves' Cant

Challenge 6 (2,300 XP)

Hellish Resistance. Criella has resistance to fire.

Infernal Legacy. Criella can cast the *Thaumaturgy* cantrip, *Hellish Rebuke* as a 2nd level spell, and the *Darkness* spell using Charisma as her spellcasting modifier.

City Secrets. Out of combat, Criella can lead a group between any two points in the city she grew up in twice as fast as her speed would allow.

Expertise (Deception, Perception, Sleight of Hand, Stealth). Criella adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+10d6). Once per turn, Criella can deal an extra 10d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Criella can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Criella can use her Cunning Action to make a Sleight of Hand check, use her thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Criella can climb without expending extra movement. In addition, when she makes a running jump, the distance she covers increases by 5 ft.

Uncanny Dodge. When Criella is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Criella is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Supreme Sneak. Criella has advantage on Stealth checks if she moves no more than half her speed on the same turn.

Reliable Talent. When Criella makes an ability check that lets her add her proficiency bonus she can treat a d20 roll of a 9 or lower as a 10.

Use Magic Device. Criella ignores all class, race, and level requirements for the use of magic items.

Blindsight. If Criella is able to hear, she is aware of the location

of any hidden or invisible creatures within 10 feet of her.

Thief's Reflexes. Criella can take two turns during the first round of any combat. She takes her first turn at her normal initiative, and her second turn at her initiative minus 10. She can't use this feature when she is surprised.

Elusive. No attack roll can have advantage against Criella unless she is incapacitated.

Stroke of Luck. If Criella's attack misses a target within range, she can turn the miss into a hit. Alternatively, if she fails an ability check, she can treat the d20 roll as a 20. Once she uses this feature she cannot use it again until she finishes a short or long rest.

ACTIONS

Dual Wield. When Criella makes an attack with her Shortsword, she may also attack with her Dagger or Throwing Knife, but gains no bonus to the damage roll

Shortsword. Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. Hit: 9 (1d6 + 5) slashing damage.

Dagger. Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. Hit: 8 (1d4 + 5) piercing damage.

Throwing Knife. Ranged Weapon Attack: +11 to hit, range 20/60 ft., one creature. Hit: 8 (1d4 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

Studded Leather Armor, Shortsword, Dagger, 5 Throwing Knives, Ragged Clothes, *Skeleton Key of Karn Ithel*

ELENOR RAVENHAIR

Medium Humanoid (Human), Chaotic Good

Class Rogue (lvl 1) **Armor Class** 15 (Std. Leather)
Background Criminal **Hit Points** 8 (1d8+0)
Occupation Highway Robber **Speed** 30 ft.

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

Saving Throws Dexterity +5, Intelligence +4

Skills Acrobatics +5, Deception +4, Intimidation +4, Perception +3, Sleight of Hand +7, Stealth +7, Playing Cards, Thieves' Tools

Senses Passive Perception 13

Languages Common, Dwarvish

Challenge 1/2 (100 XP)

Criminal Contact. Elenor has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Sleight of Hand, Stealth). Elenor adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+1d6). Once per turn, Elenor can deal an extra 1d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

ACTIONS

Two-Weapon Fighting.

When Elenor makes an attack with her main-hand Shortsword, she may also attack with her off-hand Shortsword as a bonus action but gains no bonus to the damage roll

Shortsword (Main-hand). Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 3) piercing damage.

Shortsword (Off-hand). Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 0) piercing damage.

Light Crossbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one creature. Hit: 8 (1d8 + 3) piercing damage.

OVERVIEW

Elenor is a highly skilled temptress. She presents herself as a young, beautiful, naive companion who desperately needs the help of men. The reality is that she is both young and beautiful, but far from naive. She is a highly calculating woman, who has made it this far on her own, and intends to keep it that way.

Her marks are often too enamored with her and too drunk with her compliments to realize that anything is amiss, welcoming her with hopes of romance or a night they'll never forget. The romance is one sided, and they'll never remember what happened in the night, waking to find themselves relieved of their coin purse and jewelry in the morning. Their only souvenir will be a throbbing headache and a bit of wisdom if they're lucky.

On occasion, Elenor plies her trade as an avenger for scorned and wronged women; teaching unfaithful partners a quick lesson in humility, and those who would raise their hand to a woman some manners.

PERSONALITY TRAITS

"That's quite a scar—I'd *love* to know how you got it..." Quick to hand out compliments to even the most wretched of men in order to win their affections, Elenor is also quick to anger from the slightest insult, often throwing a mug of ale in someone's face or giving them a quick slap.

IDEALS

"He thinks he's in control. How sweet." She is a free woman, and intends to stay that way. No man has power over her; quite the opposite is the case. Men who don't watch after their valuables close enough can afford to lose them.

BONDS

"I can never make amends for what I did." Elenor fled the city where she grew up after seducing and robbing the prince of his signet ring. The con went wrong when instead of simply falling into a deep sleep from his drugged wine, he slipped into a coma and died days later. She feels terrible about having taken the young man's life.

FLAWS

"Well aren't you just perfection... Time to go." Elenor is reckless, often putting herself into a seemingly impossible situation where there is no escape if things don't go exactly according to plan. From time to time she has regrets; she has even felt herself beginning to feel something for her mark, specifically the young handsome ones.

ROLEPLAYING ELENOR

Addicted to the thrill of the con, Elenor tempts unsuspecting men, but more often than not deserving men, into accepting her company, then drugs them and robs them blind. When she isn't plotting her next scheme or picking her next mark, she is spending money on all of the luxuries of life that she feels she deserves.

She will always appear friendly and insist on joining a group of travelers. Once she is in, she sizes up each member of the group. If she decides that one of them requires one of her "lessons" and plans her con, it's only a matter of time before she makes a move. If forced to engage in combat, she is both agile and stealthy. Hiding in the shadows and striking at the most opportune moment, then fleeing back to safety. She attacks with both of her twin blades, maximizing her damage.

"It doesn't take much more than a smile and a wink to relieve a man of his valuables, but a little poppy milk in his ale doesn't hurt."

WEAPONS, ARMOR & ITEMS

2 Shortswords, Light Crossbow, Quiver, 20 bolts, Studded Leather Armor, 2 *Poppy Milk Vials*, Signet Ring



ELENOR RAVENHAIR (LEVEL 4)

Medium Humanoid (Human), Chaotic Good

Class Rogue (lvl 4) **Armor Class** 16 (Std. Leather)
Background Criminal **Hit Points** 23 (4d8+0)
Occupation Highway Robber **Speed** 30 ft.

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

Saving Throws Dexterity +6, Intelligence +4

Skills Acrobatics +6, Deception +4, Intimidation +4, Perception +3, Sleight of Hand +8, Stealth +8, Playing Cards, Thieves' Tools

Senses Passive Perception 13

Languages Common, Dwarvish

Challenge 1 (200 XP)

Criminal Contact. Elenor has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Sleight of Hand, Stealth). Elenor adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+2d6). Once per turn, Elenor can deal an extra 2d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Elenor can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Elenor can use her Cunning Action to make a Sleight of Hand check, use her thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Elenor can climb without expending extra movement. In addition, when she makes a running jump, the distance she covers increases by 4 ft.

ACTIONS

Two-Weapon Fighting. When Elenor makes an attack with her main-hand Shortsword, she may also attack with her off-hand Shortsword as a bonus action but gains no bonus to the damage roll

Shortsword (Main-hand). Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 8 (1d6 + 4) piercing damage.

Shortsword (Off-hand). Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 0) piercing damage.

Light Crossbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one creature. Hit: 9 (1d8 + 4) piercing damage

WEAPONS, ARMOR & ITEMS

2 Shortswords, Light Crossbow, Quiver, 20 bolts, Studded Leather Armor, 2 Poppy Milk Vials, Signet Ring

A FOOL AND HIS MONEY

The finest silk and lace swished round the ankles of women dripping in jewels as they danced to the rousing tarantara of the band. Their husbands stood in small clusters, sipping vintage wines and feigning modesty at their latest investments and the excellent marriages of their daughters. The scent of money and power oozed from every guest and Elenor was bored as all hell, though you wouldn't know it to look at her.

She was commanding the attention of a group of bachelors at the edge of the party, with a combination of her scintillating conversation, dazzling smile and plunging neckline. She usually liked the edges of parties; away from the disapproving sneers of old-money girls and directly in the throng of the desperately single (yet desperately wealthy) types too old or too timid or too drunk to be at the centre. They were always crying out for a siren in a tight dress to make them forget about their pathetic existences. A particularly slimy half-elf kept 'accidentally' brushing against her, but she paid him no heed.

Elenor would have left hours ago if not for the lone promising suitor across from her. Her flirtatious caresses on the knees and shoulders of those adjacent kept them interested, but her eyes across their table let him know her attention was his and the fool was eating out of her hand. It was just so easy. His insistence on never letting a glass at the table remain empty had set him apart from the middle-class social climbers. This one was rich, and obviously not very attached to his money. She slipped her slender foot out of her silk slipper and ran it up the inside of his thigh. He flushed under his starched collar. Three... two...

"Miss Elenor, would you care for a walk in the gardens?"

Show time.

Elenor, not for the first time, cursed the fashion for backless dresses and the insistence of attention-starved men to press her against stone walls.

"I beg your pardon, Miss Elenor," he was murmuring into her collar-bone while his hands groped inexpertly round her skirts. She didn't mind men who babbled; they tended to reveal secrets. "I don't mean to be... I've not usually the time... my orphanage takes up so much of my attention and the rest of it I spend hearing applicants for my grants... and you are so very beautiful, I -"

A regular philanthropist. Damn. Elenor rolled her eyes, put one of her elegant hands over his and the other raised a finger to his lips.

"Hush, my love. You just need another glass to steady your nerves. Let me fetch you one. Find a spot where we can be more comfortable and I will come to you." Her eyes held promises she knew he wouldn't resist, so she slipped out from his embrace, leaving him spell-bound. Why was it the good ones were so easy?

As she headed towards the main gate disappointed, she caught a glimpse of an expensive shoe poking out from behind a gaudy topiary. Curious, she stole closer until she could see the shoe's owner. The slimy half-elf was passed out drunk, his chin lolling on his chest, dampening his fine tailoring with drool. Her expert eyes travelled over his prone figure to the gold chain poking out of his ruffled collar. *Maybe not a total waste of an evening, after all...*

ELENOR RAVENHAIR (LEVEL 8)

Medium Humanoid (Human), Chaotic Good

Class Rogue (lvl 8) **Armor Class** 17 (Std. Leather)
Background Criminal **Hit Points** 43 (8d8+0)
Occupation Highway Robber **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	20 (+5)	11 (+0)	14 (+2)	13 (+1)	15 (+2)

Saving Throws Dexterity +8, Intelligence +5

Skills Acrobatics +11, Deception +5, Intimidation +8, Perception +4, Sleight of Hand +11, Stealth +11, Playing Cards, Thieves' Tools

Senses Passive Perception 14

Languages Common, Dwarvish

Challenge 2 (450 XP)

Criminal Contact. Elenor has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Acrobatics, Intimidation, Sleight of Hand, Stealth). Elenor adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+4d6). Once per turn, Elenor can deal an extra 4d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Elenor can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Elenor can use her Cunning Action to make a Sleight of Hand check, use her thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Elenor can climb without expending extra movement. In addition, when she makes a running jump, the distance she covers increases by 5 ft.

Uncanny Dodge. When Elenor is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Elenor is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

ACTIONS

Two-Weapon Fighting. When Elenor makes an attack with her main-hand Shortsword, she may also attack with her off-hand Shortsword as a bonus action but gains no bonus to the damage roll

Shortsword (Main-hand). Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 9 (1d6 + 5) piercing damage.

Shortsword (Off-hand). Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 0) piercing damage.

Light Crossbow. Ranged Weapon Attack: +8 to hit, range 80/320 ft., one creature. Hit: 10 (1d8 + 5) piercing damage

WEAPONS, ARMOR & ITEMS

2 Shortswords, Light Crossbow, Quiver, 20 bolts, Studded Leather Armor, 2 *Poppy Milk Vials*, Signet Ring

ELENOR IN YOUR GAME

Elenor will, of course, attempt to seduce, drug, and steal valuables from any unwary player character. If the party's intentions are obviously good, she may have reservations and submit to her conscience, but if they sway more towards neutrality, she will, most-likely, try to befriend the party and seek out the most easily manipulated among them as her target. Evil parties, beware – Elenor will ruin those with ignoble intentions simply for sport.

Quest Hook. After years of deliberation, Elenor decides she must make amends to the family of the prince she accidentally killed, and gives the party the job of returning the prince's signet ring. Will the party keep Elenor's secret, or alert the royal family to Elenor's accidental crime, risking their own implication?

ELENOR RAVENHAIR (LEVEL 12)

Medium Humanoid (Human), Chaotic Good

Class Rogue (lvl 12) **Armor Class** 17 (Std. Leather)
Background Criminal **Hit Points** 75 (12d8+12)
Occupation Highway Robber **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	20 (+5)	12 (+1)	16 (+3)	13 (+1)	16 (+3)

Saving Throws Dexterity +9, Intelligence +7

Skills Acrobatics +13, Deception +7, Intimidation +11, Perception +5, Sleight of Hand +13, Stealth +13, Playing Cards, Thieves' Tools

Senses Passive Perception 15

Languages Common, Dwarvish

Challenge 4 (1,100 XP)

Criminal Contact. Elenor has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Acrobatics, Intimidation, Sleight of Hand, Stealth). Elenor adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+6d6). Once per turn, Elenor can deal an extra 6d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Elenor can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Elenor can use her Cunning Action to make a Sleight of Hand check, use her thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Elenor can climb without expending extra movement. In addition, when she makes a running jump, the distance she covers increases by 5 ft.

Uncanny Dodge. When Elenor is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Elenor is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Supreme Sneak. Elenor has advantage on Stealth checks if she moves no more than half her speed on the same turn.

Reliable Talent. When Elenor makes an ability check that lets her add her proficiency bonus she can treat a d20 roll of a 9 or lower as a 10.

ACTIONS

Two-Weapon Fighting. When Elenor makes an attack with her main-hand Shortsword, she may also attack with her off-hand Shortsword as a bonus action but gains no bonus to the damage roll

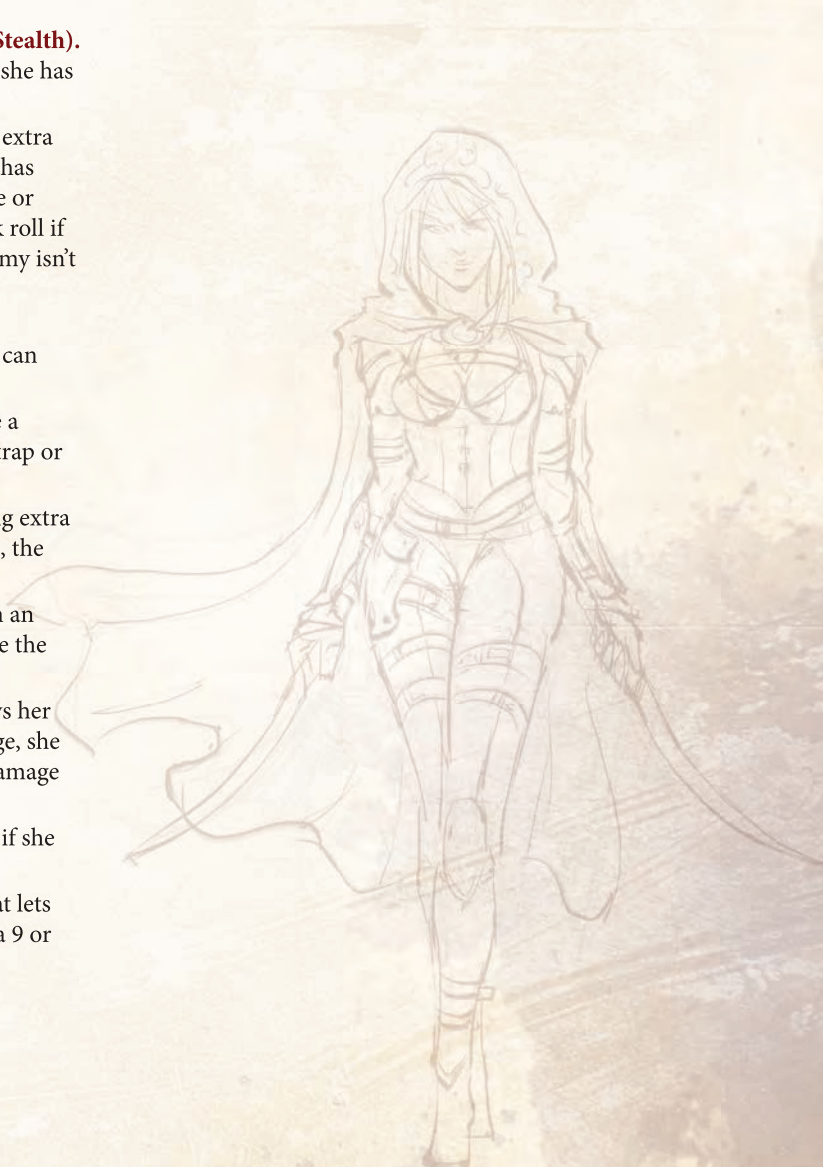
Shortsword (Main-hand). Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 9 (1d6 + 5) piercing damage.

Shortsword (Off-hand). Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 0) piercing damage.

Light Crossbow. Ranged Weapon Attack: +9 to hit, range 80/320 ft., one creature. Hit: 10 (1d8 + 5) piercing damage

WEAPONS, ARMOR & ITEMS

2 Shortswords, Light Crossbow, Quiver, 20 bolts, Studded Leather Armor, 2 Poppy Milk Vials, Signet Ring



ELENOR RAVENHAIR (LEVEL 16)

Medium Humanoid (Human), Chaotic Good

Class Rogue (lvl 16) **Armor Class** 17 (Std. Leather)
Background Criminal **Hit Points** 99 (16d8+16)
Occupation Highway Robber **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	20 (+5)	12 (+1)	18 (+4)	13 (+1)	16 (+3)

Saving Throws Dexterity +10, Intelligence +9

Skills Acrobatics +15, Deception +8, Intimidation +13, Perception +6, Sleight of Hand +15, Stealth +15, Playing Cards, Thieves' Tools

Senses Passive Perception 16

Languages Common, Dwarvish

Challenge 5 (1,800 XP)

Criminal Contact. Elenor has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Acrobatics, Intimidation, Sleight of Hand, Stealth). Elenor adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+8d6). Once per turn, Elenor can deal an extra 8d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Elenor can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Elenor can use her Cunning Action to make a Sleight of Hand check, use her thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Elenor can climb without expending extra movement. In addition, when she makes a running jump, the distance she covers increases by 5 ft.

Uncanny Dodge. When Elenor is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Elenor is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Supreme Sneak. Elenor has advantage on Stealth checks if she moves no more than half her speed on the same turn.

Reliable Talent. When Elenor makes an ability check that lets her add her proficiency bonus she can treat a d20 roll of a 9 or lower as a 10.

Use Magic Device. Elenor ignores all class, race, and level requirements for the use of magic items.

Blindsense. If Elenor is able to hear, she is aware of the location of any hidden or invisible creatures within 10 feet of her.

ACTIONS

Two-Weapon Fighting. When Elenor makes an attack with her main-hand Shortsword, she may also attack with her off-hand Shortsword as a bonus action but gains no bonus to the damage roll

Shortsword (Main-hand). Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 9 (1d6 + 5) piercing damage.

Shortsword (Off-hand). Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 0) piercing damage.

Light Crossbow. Ranged Weapon Attack: +10 to hit, range 80/320 ft., one creature. Hit: 10 (1d8 + 5) piercing damage

WEAPONS, ARMOR & ITEMS

2 Shortswords, Light Crossbow, Quiver, 20 bolts, Studded Leather Armor, 2 Poppy Milk Vials, Signet Ring

*To my beautiful Elenor,
I must apologize for my behavior. So
enraptured was I by your company,
I must have overindulged on the fine
bottle of 1756 red I brought you, for
I do not remember a thing from after
our meal!
I hope beyond hope that my conduct,
whatever it may have been, was not
offensive to your delicate feminine
sensibilities.
Perhaps if we could but meet again,
I could atone? Though advanced in
years I can assure you I have lost
none of my passion, nor virility.
I await your answer with a deep and
needful longing.
Your loving
L*

ELENOR RAVENHAIR (LEVEL 20)

Medium Humanoid (Human), Chaotic Good

Class Rogue (lvl 20) **Armor Class** 17 (Std. Leather)
Background Criminal **Hit Points** 123 (20d8+20)
Occupation Highway Robber **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	20 (+5)	12 (+1)	20 (+5)	13 (+1)	16 (+3)

Saving Throws Dexterity +11, Intelligence +11

Skills Acrobatics +17, Deception +9, Intimidation +15, Perception +7, Sleight of Hand +17, Stealth +17, Playing Cards, Thieves' Tools

Senses Passive Perception 17

Languages Common, Dwarvish

Challenge 6 (2,300 XP)

Criminal Contact. Elenor has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Acrobatics, Intimidation, Sleight of Hand, Stealth). Elenor adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+10d6). Once per turn, Elenor can deal an extra 10d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Elenor can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Elenor can use her Cunning Action to make a Sleight of Hand check, use her thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Elenor can climb without expending extra movement. In addition, when she makes a running jump, the distance she covers increases by 5 ft.

Uncanny Dodge. When Elenor is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Elenor is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Supreme Sneak. Elenor has advantage on Stealth checks if she moves no more than half her speed on the same turn.

Reliable Talent. When Elenor makes an ability check that lets her add her proficiency bonus she can treat a d20 roll of a 9 or lower as a 10.

Use Magic Device. Elenor ignores all class, race, and level requirements for the use of magic items.

Blindsense. If Elenor is able to hear, she is aware of the location of any hidden or invisible creatures within 10 feet of her.

Thief's Reflexes. Elenor can take two turns during the first round of any combat. She takes her first turn at her normal initiative, and her second turn at her initiative minus 10. She can't use this feature when she is surprised.

Elusive. No attack roll can have advantage against Elenor unless she is incapacitated.

Stroke of Luck. If Elenor's attack misses a target within range, she can turn the miss into a hit. Alternatively, if she fails an ability check, she can treat the d20 roll as a 20. Once she uses this feature she cannot use it again until she finishes a short or long rest.

ACTIONS

Two-Weapon Fighting. When Elenor makes an attack with her main-hand Shortsword, she may also attack with her off-hand Shortsword as a bonus action but gains no bonus to the damage roll.

Shortsword (Main-hand). Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. Hit: 9 (1d6 + 5) piercing damage.

Shortsword (Off-hand). Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 0) piercing damage.

Light Crossbow. Ranged Weapon Attack: +11 to hit, range 80/320 ft., one creature. Hit: 10 (1d8 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

2 Shortswords, Light Crossbow, Quiver, 20 bolts, Studded Leather Armor, 2 Poppy Milk Vials, Signet Ring

MARDREN MAR

Medium Humanoid (Human), Neutral Good

Class Fighter (lvl 1) **Armor Class** 16 (Chainmail)
Background Criminal **Hit Points** 9 (1d10-1)
Occupation Watchman **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	9 (-1)	11 (+0)	14 (+2)	16 (+3)

Saving Throws Strength +4, Constitution +1

Skills Deception +5, Insight +4, Intimidation +5, Perception +4

Senses Passive Perception 14, Dice, Thieves' Tools

Languages Common, Thieves' Cant

Challenge 1/2 (100 XP)

Criminal Contact. Mardren has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Fighting Style (Two-Weapon Fighting). Mardren may add his ability modifier to damage rolls with his offhand weapon.

Second Wind. On his turn Mardren can use a bonus action to regain 1d10 + 1 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

ACTIONS

Two-Weapon Fighting. When Mardren makes an attack with his Scimitar, he may also attack with his Shortsword as a bonus action.

Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 2) slashing damage.

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 2) piercing damage

OVERVIEW

Mardren Mar had never been a man of ambition. A gang member of relative unimportance, he drifted through life job by job – roughing up those who owed debts, running security, and the odd smash-and-grab burglary. Accepting his lot in life, he was content if not happy.

That was until the gang saw an opportunity to 'persuade' the stablemaster to hire them for protection and to keep competition away. Mardren flexed his muscles, ambled through the yard into the barn and stopped dead in his tracks...

Mardren Mar had never been a man of romance. But as soon as he locked eyes on Moira Forrest, he fell instantly in love. After he'd stared for longer than is polite, Moira asked what his business was with her. Instantly panicked and flustered, Mardren lied that he was a member of the city watch, come to check that all was well after

hearing rumors she may be at risk from criminal activities. Moira smiled, assured him she was just fine, and asked if he'd like to help her water the horses. Mardren didn't return to the gang that night.

Mardren Mar had never been conflicted before. Moira was so good, kind and gentle – how could she love a petty thug? Resigned to turn things around, he made good on his lie and signed up with the watch the very next day. Now he's their man on the inside, hoping desperately that he will make himself invaluable, be able to turn his back on the gang (or what's left of it afterwards), and start a new life with his beloved Moira.

PERSONALITY TRAITS

"Play dumb, and you'll be amazed at what people will let slip."

Mardren has perfected playing the thug in front of the rest of the gang. He'll hang back in proceedings, letting others make the decisions and quietly gather evidence against them.

IDEALS

"I'll leave this place in a better shape than I made it." Mardren hopes to find redemption in what he does, and strives to be a better man than he is expected to be.

BONDS

"Everything I do is for Moira. She must never know." Mardren truly and deeply loves Moira. He would never risk exposing his past to her, unless it was to save her from it.

FLAWS

"You can make a decent living as a crook. Maybe it suited me better." In his weaker moments, Mardren remembers just how easy and uncomplicated his life was back when he was just a petty thug.

ROLEPLAYING MARDREN

Mardren's life is dangerous; he spends his days surrounded by violent criminals he is actively working against. As much as he's trying to make the world a better place, and himself a better man, he's no fool; he knows that if he refuses an order or argues against the gang's course of action he'll be found out. If possible though, he will try to lessen the impact of his criminal actions; perhaps a family's hidden strongbox will prove "impossible to find" or the protection money he collects might be "stolen" on his way back.

"Get lost now, and we'll say no more about it. You're lucky it's me on lookout."

WEAPONS, ARMOR & ITEMS

Chainmail, *Blade of Vasim Tell'ani*, Shortsword, Common Clothes, Waterproof Cloak, Horse Brush, Set of Dice, 22cp, 6sp, 2gp



MARDREN MAR (LEVEL 4)

Medium Humanoid (Human), Neutral Good

Class Fighter (lvl 4) **Armor Class** 16 (Chainmail)
Background Criminal **Hit Points** 28 (4d10+0)
Occupation Watchman **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	10 (+0)	11 (+0)	14 (+2)	16 (+3)

Saving Throws Strength +5, Constitution +2

Skills Deception +5, Insight +4, Intimidation +5, Perception +4, Dice, Thieves' Tools

Senses Passive Perception 14

Languages Common, Thieves' Cant

Challenge 1 (200 XP)

Criminal Contact. Mardren has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Fighting Style (Two-Weapon Fighting). Mardren may add his ability modifier to damage rolls with his offhand weapon.

Second Wind. On his turn Mardren can use a bonus action to regain 1d10 + 4 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

Action Surge. Once per day, on his turn, Mardren can take an additional action on top of his normal action and possible bonus action. Once he uses this feature, he must finish a long or short rest before using it again.

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

ACTIONS

Two-Weapon Fighting. When Mardren makes an attack with his Scimitar, he may also attack with his Shortsword as a bonus action.

Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 3) slashing damage.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 3) piercing damage

WEAPONS, ARMOR & ITEMS

Chainmail, *Blade of Vasim Tellani*, Shortsword, Common Clothes, Waterproof Cloak, Horse Brush, Set of Dice, 22cp, 16sp, 2gp

LOVE THY NEIGHBOR

Mardren Mar had never felt as nervous as he did right at this moment. It wasn't the job; the Watch had asked him to accompany a few of the Jackdaws on a simple breaking and entering job, the kind of thing he'd done a hundred times before. The owners of the property were already aware that the thugs were coming and would 'call the guards' (on standby round the corner) when they heard three taps on their stair, catching the gang red-handed while Mardren 'managed to escape' out the back door.

No, the job was fine. Fool-proof. What he wasn't aware of when he agreed to the plan was the target of the job. Artash the blacksmith: friend—and next-door-neighbor—to Moira Forrest.

Mardren snuck a glance over his shoulder at the curtains drawn across the window of the dark room that he knew Moira must be sleeping soundly in. As long as that room stayed dark he knew it would be alright. The job would go as planned and tomorrow he could visit and proudly regale her with a tale of the night's raid, creatively withholding his true role in the proceedings... Mardren fingered the tiny wooden box in his pocket and thought of the delight in her eyes as he dropped to his knee...

No. Don't think about that now. Concentrate on the job. Quicker it gets done, quicker I can get out of here.

Mardren's musings were interrupted by the click of a lock. The 'daws were in. The successful fingersmith gave a triumphant, burly yell and grasped the hand of his nearest companion.

Quiet! Mardren's heart was beating hard in his chest and he risked another glance up at the window. Darkness still. It was all going to be alright...

"Oi! What are you lot doing there?" A staggering figure emerged from the other end of the street and started towards the gang. The tavern must have kicked out early tonight.

This isn't part of the plan...

Mardren's head was swimming now. The gang were spooked too and were looking frantically at each other, desperately wanting someone else to decide whether to carry on or run. Mardren couldn't bear another second.

"Bail! Run!"

The gang turned on their heels and fled. Mardren, so intent on being far away, didn't notice the lone candle flicker into life in an upstairs window...

MARDREN MAR (LEVEL 8)

Medium Humanoid (Human), Neutral Good

Class Fighter (lvl 8) **Armor Class** 16 (Chainmail)
Background Criminal **Hit Points** 52 (8d10+0)
Occupation Watchman **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	10 (+0)	11 (+0)	14 (+2)	16 (+3)

Saving Throws Strength +8, Constitution +3

Skills Deception +6, Insight +5, Intimidation +6, Perception +5, Dice, Thieves' Tools

Senses Passive Perception 15

Languages Common, Thieves' Cant

Challenge 3 (700 XP)

Criminal Contact. Mardren has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Fighting Style (Two-Weapon Fighting). Mardren may add his ability modifier to damage rolls with his offhand weapon.

Second Wind. On his turn Mardren can use a bonus action to regain 1d10 + 8 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

Action Surge. Once per day, on his turn, Mardren can take an additional action on top of his normal action and possible bonus action. Once he uses this feature, he must finish a long or short rest before using it again.

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

Remarkable Athlete. Mardren can add half his proficiency bonus (rounded up) to any Strength, Dexterity, or Constitution check that doesn't already use his proficiency bonus. Additionally, the distance Mardren covers with a running long jump increases by 5 ft.

ACTIONS

Extra Attack. Mardren can attack twice with each Attack action.

Two-Weapon Fighting. When Mardren makes an attack with his Scimitar, he may also attack with his Shortsword as a bonus action.

Scimitar. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 9 (1d6 + 5) slashing damage.

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

WEAPONS, ARMOR & ITEMS

Chainmail, *Blade of Vasim Tellani*, Shortsword, Common Clothes, Waterproof Cloak, Horse Brush, Set of Dice, 22cp, 30sp, 4gp

MARDREN IN YOUR GAME

Mardren could add an interesting wrinkle to an otherwise standard bandit lair. Perhaps he pretends to attack the party with the other thugs, discreetly making his good intentions known to them without blowing his cover, and letting them in on some important information about the gang after the melee. But will the party trust him?

Quest Hook. After a melee, which results in Mardren and a few other survivors from the gang fleeing from the party, a player character discovers a note on their person (planted there by Mardren during the fight) addressed to his "Uncle". This is a coded letter, warning the guard that the gang are starting to suspect him and the guard must act quickly to save him, but do the party have the wits to find the letter's intended recipient?

MARDREN MAR (LEVEL 12)

Medium Humanoid (Human), Neutral Good

Class Fighter (lvl 12) **Armor Class** 16 (Chainmail)
Background Criminal **Hit Points** 76 (12d10+0)
Occupation Watchman **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	10 (+0)	11 (+0)	14 (+2)	18 (+4)

Saving Throws Strength +9, Constitution +4

Skills Deception +8, Insight +6, Intimidation +8, Perception +6, Dice, Thieves' Tools

Senses Passive Perception 16

Languages Common, Thieves' Cant

Challenge 5 (1,800 XP)

Criminal Contact. Mardren has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Fighting Style (Two-Weapon Fighting). Mardren may add his ability modifier to damage rolls with his offhand weapon.

Fighting Style (Defense). Mardren adds +1 to his AC when wearing armor.

Second Wind. On his turn Mardren can use a bonus action to regain 1d10 + 12 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

Action Surge. Once per day, on his turn, Mardren can take an additional action on top of his normal action and possible bonus action. Once he uses this feature, he must finish a long or short rest before using it again.

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

Remarkable Athlete. Mardren can add half his proficiency bonus (rounded up) to any Strength, Dexterity, or Constitution check that doesn't already use his proficiency bonus. Additionally, the distance Mardren covers with a running long jump increases by 5 ft.

Indomitable. Once per day, Mardren can reroll a failed saving throw. Once he uses this feature, he must finish a short or long rest before using it again.

ACTIONS

Extra Attack. Mardren can attack three times with each Attack action.

Two-Weapon Fighting. When Mardren makes an attack with his Scimitar, he may also attack with his Shortsword as a bonus action.

Scimitar. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 9 (1d6 + 5) slashing damage.

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

WEAPONS, ARMOR & ITEMS

Chainmail, *Blade of Vasim Tell'ani*, Shortsword, Common Clothes, Waterproof Cloak, Horse Brush, Set of Dice, 40sp, 15gp

MARDREN MAR (LEVEL 16)

Medium Humanoid (Human), Neutral Good

Class Fighter (lvl 16) **Armor Class** 16 (Chainmail)
Background Criminal **Hit Points** 116 (16d10+16)
Occupation Watchman **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	12 (+1)	11 (+0)	14 (+2)	20 (+5)

Saving Throws Strength +10, Constitution +6

Skills Deception +10, Insight +7, Intimidation +10, Perception +7, Dice, Thieves' Tools

Senses Passive Perception 17

Languages Common, Thieves' Cant

Challenge 6 (2,300 XP)

Criminal Contact. Mardren has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Fighting Style (Two-Weapon Fighting). Mardren may add his ability modifier to damage rolls with his offhand weapon.

Fighting Style (Defense). Mardren adds +1 to his AC when wearing armor.

Second Wind. On his turn Mardren can use a bonus action to regain 1d10 + 16 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

Action Surge. Once per day, on his turn, Mardren can take an additional action on top of his normal action and possible bonus action. Once he uses this feature, he must finish a long or short rest before using it again.

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

Remarkable Athlete. Mardren can add half his proficiency bonus (rounded up) to any Strength, Dexterity, or Constitution check that doesn't already use his proficiency bonus. Additionally, the distance Mardren covers with a running long jump increases by 5 ft.

Indomitable. Two times per day, Mardren can reroll a failed saving throw. Once he expends all uses of this feature, he must finish a short or long rest before using it again.

ACTIONS

Extra Attack. Mardren can attack three times with each Attack action.

Two-Weapon Fighting. When Mardren makes an attack with his Scimitar, he may also attack with his Shortsword as a bonus action.

Scimitar. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 9 (1d6 + 5) slashing damage.

Shortsword. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 9 (1d6 + 5) piercing damage

WEAPONS, ARMOR & ITEMS

Chainmail, *Blade of Vasim Tell'ani*, Shortsword, Common Clothes, Waterproof Cloak, Horse Brush, Set of Dice, 120sp, 50gp

Uncle,
The blackbirds have made a nest by the pond at the end of the garden. There are many flying around, but 5 or 6 are always in the nest.

I've not seen the big crow for 3 weeks now. I think he's left the garden after your dog attacked him and is looking for food on the road. I'll let you know when I see him again.

MARDREN MAR (LEVEL 20)

Medium Humanoid (Human), Neutral Good

Class Fighter (lvl 20) **Armor Class** 16 (Chainmail)
Background Criminal **Hit Points** 164 (20d10+40)
Occupation Watchman **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	14 (+2)	11 (+0)	14 (+2)	20 (+5)

Saving Throws Strength +11, Constitution +8

Skills Deception +11, Insight +8, Intimidation +11, Perception +8, Dice, Thieves' Tools

Senses Passive Perception 18

Languages Common, Thieves' Cant

Challenge 7 (2,900 XP)

Criminal Contact. Mardren has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Fighting Style (Two-Weapon Fighting). Mardren may add his ability modifier to damage rolls with his offhand weapon.

Fighting Style (Defense). Mardren adds +1 to his AC when wearing armor.

Second Wind. On his turn Mardren can use a bonus action to regain 1d10 + 20 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

Action Surge. Twice per day on his turn, Mardren can take one additional action on top of his regular action and a possible bonus action. Once he expends all uses of this feature, he must finish a short or long rest before using it again.

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

Remarkable Athlete. Mardren can add half his proficiency bonus (rounded up) to any Strength, Dexterity, or Constitution check that doesn't already use his proficiency bonus. Additionally, the distance Mardren covers with a running long jump increases by 5 ft.

Indomitable. Three times per day, Mardren can reroll a failed saving throw. Once he expends all uses of this feature, he must finish a short or long rest before using it again.

Survivor. At the beginning of each of his turns, if Mardren has less than half of his hit points remaining, he regains 7 hit points. He does not gain this benefit if he has 0 hit points.

ACTIONS

Extra Attack. Mardren can attack four times with each Attack action.

Two-Weapon Fighting. When Mardren makes an attack with his Scimitar, he may also attack with his Shortsword as a bonus action.

Scimitar. Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. Hit: 9 (1d6 + 5) slashing damage.

Shortsword. Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. Hit: 9 (1d6 + 5) piercing damage

WEAPONS, ARMOR & ITEMS

Chainmail, *Blade of Vasim Tellani*, Shortsword, Common Clothes, Waterproof Cloak, Horse Brush, Set of Dice, 120sp, 140gp



NATTERJACK

Small Humanoid (Forest Gnome), Chaotic Good

Class Bard (lvl 1) **Armor Class** 13
Background Entertainer **Hit Points** 9 (1d8+1)
Occupation Musician **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Dexterity +5, Charisma +4

Skills Acrobatics +5, Perception +3, Performance +4, Sleight of Hand +5, Stealth +5, Disguise Kit, Pipe and Tabor

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Gnomish

Challenge 1/2 (100 XP)

Gnome Cunning. Natterjack has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Natural Illusionist. Natterjack knows the *Minor Illusion* cantrip, using Intelligence as his spellcasting modifier.

Speak with Small Beasts. Natterjack can communicate simple ideas with Small or smaller beasts.

By Popular Demand. Natterjack can always find a place to perform, and can expect free food and lodging at the venue for each performance day.

Spellcasting. Natterjack uses Charisma as his spellcasting ability (Spell Save DC 12, +4 to hit with spell attacks). He may cast the following spells:

Cantrips: *Mage Hand*, *Minor Illusion*, *Prestidigitation*

1st level 2/day: *Charm Person*, *Cure Wounds*, *Disguise Self*, *Silent Image*

Bardic Inspiration (d6). Natterjack can use his bonus action to give a creature within 60 ft. his Bardic Inspiration die. Once within the next 10 minutes the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. Natterjack can use Bardic Inspiration 2 times per day.

ACTIONS

Whip. Melee Weapon Attack: +5 to hit, reach 10 ft., one creature. Hit: 6 (1d4 + 3) slashing damage.

OVERVIEW

Suspicious. Cautious. Realistic. None of these words could be used to describe Natterjack. He and Tam Fletcher (p.56) tour alehouses, particularly those by the docks, with their musical double act. While Tam plucks strings, Natterjack picks pockets, and the patrons are too drunk and distracted to take notice at the loss of a few coppers. Natterjack takes great pains to be equal in this thievery, taking a similar and small amount from each patron's purse. On occasion, however, Tauberel (p.62), the leader of the Purse Cutters thieves' guild, will point out a particularly wealthy and dangerous target; perhaps a newly arrived slave catcher or a

corrupt noble's relative and in these cases, Natterjack robs them blind. It's for the greater good.

In these situations, Natterjack will typically use illusions to appear to be performing alongside Tam, while approaching the mark either invisibly or disguised. If discovered, he'll attempt to embark on a fast-paced, rambling explanation as to the nature of this "misunderstanding". Until the point at which he is physically dragged away to safety by Tam, he will think his deception going really well. It is *never* going really well...

Natterjack's wiry white hair has a mind of its own and erupts from his scalp seemingly in random directions, his right ear is mangled and partially missing but, as if to make up for it, his left is particularly pointed. When performing, he plays the pipe with one hand and beats a tabor (rivalling himself in size) with the other.

PERSONALITY TRAITS

"Everything will work out in the end. No idea how, but I'm sure it will." Natterjack is a bit clueless, but bumbles along happily in his own way, convinced that all will be well.

IDEALS

"You've got to be fair. That's why I only steal a little from a lot and a lot from a little." If Natterjack didn't think what he was doing would somehow help people, he wouldn't do it.

BONDS

"My friends are everything to me. For one thing, they tell me when it's time to stop talking and run away." Natterjack is genuinely unaware of just how many times his friends have saved his backside, but he knows enough to be grateful.

FLAWS

"Everyone's got a bit of good in them. If I can appeal to that, I can talk anyone down. Thus far, I have been unsuccessful, but next time..." Natterjack doesn't learn from his mistakes. Ever.

ROLEPLAYING NATTERJACK

Natterjack is relentlessly optimistic; he was attacked by a mastiff once, he was just thankful it wasn't a tiger, besides, he had two ears so he could afford to lose one.

He fundamentally believes that there is good in everyone and that, deep down, most people have good intentions. This has gotten him into a great deal of trouble before but he'll never learn, and his friends only grow in his estimations each time they pull him out of the fire.

Natterjack has never been particularly rich; he is terrible with money and far too susceptible to small luxuries, such as fine clothes or his solid silver beard curling iron.

"There was a spider in your coin pouch! Surely you don't mind me trying to get rid of it for you?"

WEAPONS, ARMOR & ITEMS

Drum Chest, Pipe, Whip, Performing Clothes, Fine Clothes, Silver Curling Iron, 14cp, 12sp



NATTERJACK (LEVEL 4)

Small Humanoid (Forest Gnome), Chaotic Good

Class Bard (lvl 4) **Armor Class** 13
Background Entertainer **Hit Points** 31 (4d8+8)
Occupation Musician **Speed** 25 ft.

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

Saving Throws Dexterity +5, Charisma +5

Skills Acrobatics +5, Perception +3, Performance +7, Sleight of Hand +7, Stealth +5, Disguise Kit, Pipe and Tabor

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Gnomish

Challenge 1 (200 XP)

Gnome Cunning. Natterjack has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Natural Illusionist. Natterjack knows the *Minor Illusion* cantrip, using Intelligence as his spellcasting modifier.

Speak with Small Beasts. Natterjack can communicate simple ideas with Small or smaller beasts.

By Popular Demand. Natterjack can always find a place to perform, and can expect free food and lodging at the venue for each performance day.

Spellcasting. Natterjack uses Charisma as his spellcasting ability (Spell Save DC 13, +5 to hit with spell attacks). He may cast the following spells:

Cantrips: *Friends, Mage Hand, Minor Illusion, Prestidigitation*

1st level 4/day: *Charm Person, Cure Wounds, Disguise Self, Silent Image*

2nd level 3/day: *Calm Emotions, Invisibility, Suggestion*

Bardic Inspiration (d6). Natterjack can use his bonus action to give a creature within 60 ft. his Bardic Inspiration die. Once within the next 10 minutes the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. Natterjack can use Bardic Inspiration 3 times per day.

Jack of all Trades. Natterjack can add half his proficiency bonus, rounded down, to any ability check he makes that doesn't already include his proficiency bonus.

Song of Rest (d6). During a short rest, when Natterjack or any friendly creature who can hear him regains HP by spending hit dice, Natterjack can use his Song of Rest to allow each creature to regain an additional 1d6 HP.

Expertise (Perform, Sleight of Hand). Natterjack adds double his proficiency bonus to skill checks he has expertise with.

Cutting Words. When a creature that Natterjack can see within 60 ft. of him makes an attack roll, an ability check, or a damage roll, he can use his reaction and expend one of his uses of Bardic Inspiration to roll a Bardic Inspiration die and subtract the number rolled from the creature's roll. He can choose to use this feature after the creature makes its roll but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage.

ACTIONS

Whip. Melee Weapon Attack: +5 to hit, reach 10 ft., one creature. Hit: 6 (1d4 + 3) slashing damage.

WEAPONS, ARMOR & ITEMS

Drum Chest, Pipe, Whip, Performing Clothes, Fine Clothes, Silver Curling Iron, 14cp, 12sp, 10gp

BAND TOGETHER

Natterjack made a promise to no one in particular that he would most definitely never ever *ever* do something this ridiculous again, but had to dismiss the thought as quickly as it came as it was getting in the way of thinking about running. If he stopped thinking about running then perhaps he would stop running and then he would find himself in the custody of very cross-looking men who he definitely shouldn't have decided wouldn't miss a coin or two of their ill-gotten gains. He wasn't running anywhere in particular, but knew that the running part was a priority right now.

A shout drew his attention as he hopped and skipped and puffed between ramshackle tenements in tumbledown alleys. Swerving sharply (a manoeuvre sure to outfox his witless pursuers), he stumbled towards the noise.

A small boy of eight or nine (or twenty - Natterjack could never tell with big folk) was crouched over a very battered looking mandolin, which sounded reluctant to remain in tune. Although absorbed in trying to coax a tune out of the unwilling strings just seconds before, the child promptly abandoned the instrument, beckoned with a skinny, grubby hand, and darted through what must have been a front-door. By virtue of being a better alternative than his current plan (none), Natterjack followed, taking one last peek over his shoulder.

Inside the single, cramped room was a huge assortment of musical instruments of every shape, size and style covering every wall and surface. Someone was clearly a collector, although every item appeared well-used and worn. Against the back wall, beneath a poster depicting a woman surrounded by children playing a variety of instruments ('Book now to avoid disappointment!'), stood a drum, once brightly painted, now faded, over half Natterjack's size in both height and width. The boy gestured to the drum, turning it slightly and revealing the back skin, which had come away completely on one side. He grinned and pointed and Natterjack realised that the boy expected him to climb inside.

His protest had almost reached his lips when the unmistakable sound of several pairs of boots (worn by very cross men who by now, it was clear, very much missed a coin or two of their ill-gotten gains) entered the alley, leaving Natterjack no choice but to awkwardly clamber inside. Definitely never ever, he thought.

The boots, and the feet they belonged to, went as quickly as they came and, minutes later, the boy's grinning face appeared at the drumskin. Natterjack tumbled out, brushing dust out of his beard.

"Thank you, my lad. Could have been tricky, that one..." He caught himself, and tried to act casual by removing a waxy build up in his remaining good ear, but it wouldn't budge. "Not that I'd done anything wrong, mind you. What do they call you then?"

"Tom, mister. Tom Fletcher."

"Well, Tam," Natterjack smiled absentmindedly, rapping his fingers against the old drumskin and tossing the boy a coin out of his patched pocket, "I think you and I are going to be fast friends."

Well, perhaps not ever, ever.

NATTERJACK (LEVEL 8)

Small Humanoid (Forest Gnome), Chaotic Good

Class Bard (lvl 8) **Armor Class** 13
Background Entertainer **Hit Points** 59 (8d8+16)
Occupation Musician **Speed** 25 ft.

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

Saving Throws Dexterity +6, Charisma +7

Skills Acrobatics +6, Perception +4, Performance +10, Sleight of Hand +9, Stealth +6, Disguise Kit, Pipe and Tabor

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Gnomish

Challenge 2 (450 XP)

Gnome Cunning. Natterjack has advantage on all Intelligence Wisdom, and Charisma saving throws against magic.

Natural Illusionist. Natterjack knows the *Minor Illusion* cantrip, using Intelligence as his spellcasting modifier.

Speak with Small Beasts. Natterjack can communicate simple ideas with Small or smaller beasts.

By Popular Demand. Natterjack can always find a place to perform, and can expect free food and lodging at the venue for each performance day.

Spellcasting. Natterjack uses Charisma as his spellcasting ability (Spell Save DC 15, +7 to hit with spell attacks). He may cast the following spells:

Cantrips: *Friends, Mage Hand, Minor Illusion, Prestidigitation*

1st level 4/day: *Charm Person, Cure Wounds, Disguise Self, Silent Image*

2nd level 3/day: *Calm Emotions, Invisibility, Mirror Image, Suggestion*

3rd level 3/day: *Feign Death, Hypnotic Pattern, Major Image*

4th level 2/day: *Freedom of Movement, Greater Invisibility*

Bardic Inspiration (d8). Natterjack can use his bonus action to give a creature within 60 ft. his Bardic Inspiration die. Once within the next 10 minutes the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. Natterjack can use Bardic Inspiration 4 times per day.

Jack of all Trades. Natterjack can add half his proficiency bonus, rounded down, to any ability check he makes that doesn't already include his proficiency bonus.

Song of Rest (d6). During a short rest, when Natterjack or any friendly creature who can hear him regains HP by spending hit dice, Natterjack can use his Song of Rest to allow each creature to regain an additional 1d6 HP.

Expertise (Perform, Sleight of Hand). Natterjack adds double his proficiency bonus to skill checks he has expertise with.

Cutting Words. When a creature that Natterjack can see within 60 ft. of him makes an attack roll, an ability check, or a damage roll, he can use his reaction and expend one of his uses of Bardic Inspiration to roll a Bardic Inspiration die and subtract the number rolled from the creature's roll. He can choose to use this feature after the creature makes its roll but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage.

Font of Inspiration. Natterjack regains all uses of his Bardic Inspiration ability when he finishes a long or short rest.

Countercharm. As an action, Natterjack can start a performance that lasts until his next turn. During that time, he and any friendly creature within 30 feet of him have advantage on saving throws against being frightened or charmed.

ACTIONS

Whip. Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. Hit: 6 (1d4 + 3) slashing damage.

WEAPONS, ARMOR & ITEMS

Drum Chest, Pipe, Whip, Performing Clothes, Fine Clothes, Silver Curling Iron, 14cp, 42sp, 10gp

NATTERJACK IN YOUR GAME

The party will most likely find Natterjack performing - or, at least, appearing to perform - in a tavern with Tam Fletcher. If introduced via Tam or Tauberel, Natterjack will be a stalwart ally, and will be happy to lend his aid to the party on any business benefiting the Purse Cutters. If not, he is likely to be introduced by means of his hand in someone else's pocket (an honest mistake, of course).

Quest Hook. The party are hired by the guard to investigate a spate of mysterious thefts in local taverns. All of the crimes appear to have targeted less than savory characters, and taken place while the same two musicians were playing, and the guard suspects a third party is involved (they do not know that Natterjack is using illusions to play and pick pockets at the same time).

NATTERJACK (LEVEL 12)

Small Humanoid (Forest Gnome), Chaotic Good

Class Bard (lvl 12) **Armor Class** 13
Background Entertainer **Hit Points** 87 (12d8+24)
Occupation Musician **Speed** 25 ft.

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

Saving Throws Dexterity +7, Charisma +9

Skills Acrobatics +11, Perception +4, Performance +13, Sleight of Hand +11, Stealth +11, Disguise Kit, Pipe and Tabor

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Gnomish

Challenge 3 (700 XP)

Gnome Cunning. Natterjack has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Natural Illusionist. Natterjack knows the *Minor Illusion* cantrip, using Intelligence as his spellcasting modifier.

Speak with Small Beasts. Natterjack can communicate simple ideas with Small or smaller beasts.

By Popular Demand. Natterjack can always find a place to perform, and can expect free food and lodging at the venue for each performance day.

Spellcasting. Natterjack uses Charisma as his spellcasting ability (Spell Save DC 17, +9 to hit with spell attacks). He may cast the following spells:

Cantrips: *Friends, Mage Hand, Minor Illusion, Prestidigitation*

1st level 4/day: *Charm Person, Cure Wounds, Disguise Self, Silent Image*

2nd level 3/day: *Calm Emotions, Invisibility, Mirror Image, Suggestion*

3rd level 3/day: *Feign Death, Hypnotic Pattern, Major Image*

4th level 3/day: *Confusion, Freedom of Movement, Greater Invisibility*

5th level 2/day: *Mislead, Modify Memory, Passwall, Seeming*

6th level 1/day: *Programmed Illusion*

Bardic Inspiration (d10). Natterjack can use his bonus action to give a creature within 60 ft. his Bardic Inspiration die. Once within the next 10 minutes the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. Natterjack can use Bardic Inspiration 5 times per day.

Jack of all Trades. Natterjack can add half his proficiency bonus, rounded down, to any ability check he makes that doesn't already include his proficiency bonus.

Song of Rest (d8). During a short rest, when Natterjack or any friendly creature who can hear him regains HP by spending hit dice, Natterjack can use his Song of Rest to allow each creature to regain an additional 1d8 HP.

Expertise (Acrobatics, Perform, Sleight of Hand, Stealth). Natterjack adds double his proficiency bonus to skill checks he has expertise with.

Cutting Words. When a creature that Natterjack can see within 60 ft. of him makes an attack roll, an ability check, or a damage roll, he can use his reaction and expend one of his uses of Bardic Inspiration to roll a Bardic Inspiration die and subtract the number rolled from the creature's roll. He can choose to use this feature after the creature makes its roll but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage.

Font of Inspiration. Natterjack regains all uses of his Bardic Inspiration ability when he finishes a long or short rest.

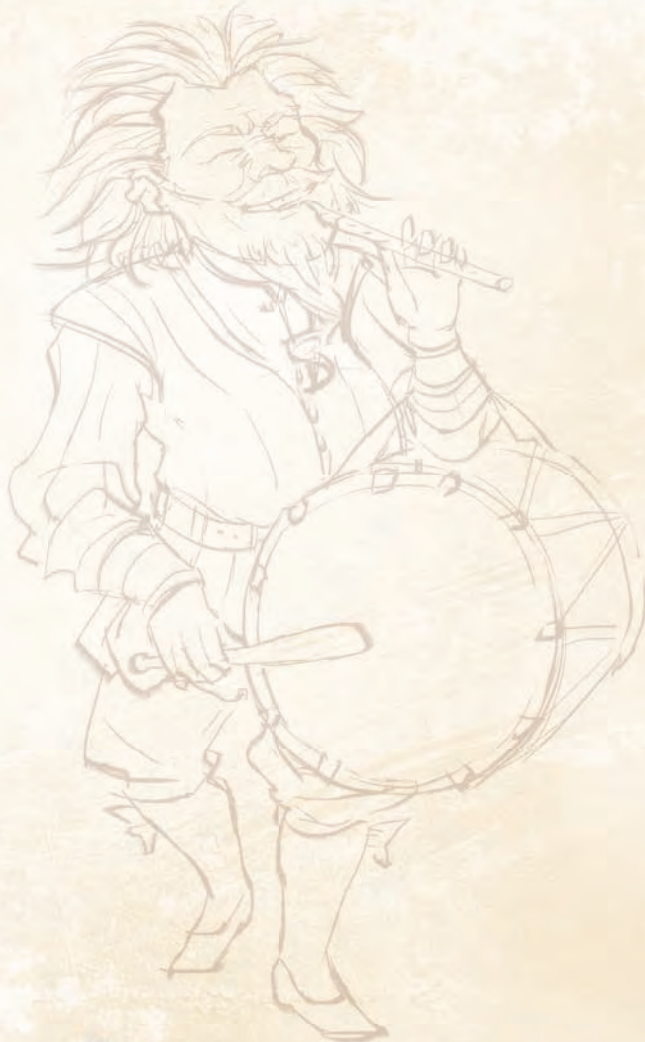
Countercharm. As an action, Natterjack can start a performance that lasts until his next turn. During that time, he and any friendly creature within 30 feet of him have advantage on saving throws against being frightened or charmed.

ACTIONS

Whip. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 6 (1d4 + 3) slashing damage.

WEAPONS, ARMOR & ITEMS

Drum Chest, Pipe, Whip, Performing Clothes, Fine Clothes, Silver Curling Iron, 50sp, 12gp



NATTERJACK (LEVEL 16)

Small Humanoid (Forest Gnome), Chaotic Good

Class Bard (lvl 16) **Armor Class** 13
Background Entertainer **Hit Points** 115 (16d8+32)
Occupation Musician **Speed** 25 ft.

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

Saving Throws Dexterity +8, Charisma +10

Skills Acrobatics +13, Perception +6, Performance +15, Sleight of Hand +13, Stealth +13, Disguise Kit, Pipe and Tabor

Senses Darkvision 60 ft., Passive Perception 16

Languages Common, Gnomish

Challenge 5 (1,800 XP)

Gnome Cunning. Natterjack has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Natural Illusionist. Natterjack knows the *Minor Illusion* cantrip, using Intelligence as his spellcasting modifier.

Speak with Small Beasts. Natterjack can communicate simple ideas with Small or smaller beasts.

By Popular Demand. Natterjack can always find a place to perform, and can expect free food and lodging at the venue for each performance day.

Spellcasting. Natterjack uses Charisma as his spellcasting ability (Spell Save DC 18, +10 to hit with spell attacks). He may cast the following spells:

Cantrips: *Friends, Mage Hand, Minor Illusion, Prestidigitation*

1st level 4/day: *Charm Person, Cure Wounds, Disguise Self, Silent Image*

2nd level 3/day: *Calm Emotions, Invisibility, Suggestion*

3rd level 3/day: *Feign Death, Hypnotic Pattern, Major Image*

4th level 3/day: *Confusion, Freedom of Movement, Greater Invisibility*

5th level 2/day: *Mislead, Modify Memory, Passwall, Seeming*

6th level 1/day: *Programmed Illusion, True Seeing*

7th level 1/day: *Mirage Arcane, Project Image, Simulacrum*

8th level 1/day: *Clone, Glibness, Mind Blank*

Bardic Inspiration (d12). Natterjack can use his bonus action to give a creature within 60 ft. his Bardic Inspiration die. Once within the next 10 minutes the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. Natterjack can use Bardic Inspiration 5 times per day.

Jack of all Trades. Natterjack can add half his proficiency bonus, rounded down, to any ability check he makes that doesn't already include his proficiency bonus.

Song of Rest (d10). During a short rest, when Natterjack or any friendly creature who can hear him regains HP by spending hit dice, Natterjack can use his Song of Rest to allow each creature to regain an additional 1d10 HP.

Expertise (Acrobatics, Perform, Sleight of Hand, Stealth).

Natterjack adds double his proficiency bonus to skill checks he has expertise with.

Cutting Words. When a creature that Natterjack can see within 60 ft. of him makes an attack roll, an ability check, or a damage roll, he can use his reaction and expend one of his uses of Bardic Inspiration to roll a Bardic Inspiration die and subtract the number rolled from the creature's roll. He can choose to use this feature after the creature makes its roll but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage.

Font of Inspiration. Natterjack regains all uses of his Bardic Inspiration ability when he finishes a long or short rest.

Countercharm. As an action, Natterjack can start a performance that lasts until his next turn. During that time, he and any friendly creature within 30 feet of him have advantage on saving throws against being frightened or charmed.

Peerless Skill. When Natterjack makes an ability check, he can expend one use of Bardic Inspiration to roll a Bardic Inspiration die and add the number rolled to his ability check. He can choose to do so after the roll but before the DM tells him whether he succeeds or fails.

ACTIONS

Whip. Melee Weapon Attack: +8 to hit, reach 10 ft., one creature. Hit: 6 (1d4 + 3) slashing damage.

WEAPONS, ARMOR & ITEMS

Drum Chest, Pipe, Whip, Performing Clothes, Fine Clothes, Silver Curling Iron, 190sp, 72gp

NATTERJACK (LEVEL 20)

Small Humanoid (Forest Gnome), Chaotic Good

Class Bard (lvl 20)	Armor Class 13
Background Entertainer	Hit Points 115 (20d8+60)
Occupation Musician	Speed 25 ft.

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

Saving Throws Dexterity +9, Charisma +11

Skills Acrobatics +15, Perception +7, Performance +17, Sleight of Hand +15, Stealth +15, Disguise Kit, Pipe and Tabor

Senses Darkvision 60 ft., Passive Perception 17

Languages Common, Gnomish

Challenge 6 (2,300 XP)

Gnome Cunning. Natterjack has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Natural Illusionist. Natterjack knows the *Minor Illusion* cantrip, using Intelligence as his spellcasting modifier.

Speak with Small Beasts. Natterjack can communicate simple ideas with Small or smaller beasts.

By Popular Demand. Natterjack can always find a place to perform, and can expect free food and lodging at the venue for each performance day.

Spellcasting. Natterjack uses Charisma as his spellcasting ability (Spell Save DC 19, +11 to hit with spell attacks). He may cast the following spells:

Cantrips: *Friends, Mage Hand, Minor Illusion, Prestidigitation*

1st level 4/day: *Charm Person, Cure Wounds, Disguise Self, Silent Image*

2nd level 3/day: *Alter Self, Calm Emotions, Invisibility, Suggestion*

3rd level 3/day: *Feign Death, Hypnotic Pattern, Major Image*

4th level 3/day: *Confusion, Freedom of Movement, Greater Invisibility*

5th level 3/day: *Mislead, Modify Memory, Passwall, Seeming, Teleportation Circle*

6th level 3/day: *Programmed Illusion, True Seeing*

7th level 2/day: *Etherealness, Mirage Arcane, Project Image, Simulacrum*

8th level 2/day: *Clone, Glibness, Mind Blank*

9th level 1/day: *Shapechange, True Polymorph*

Bardic Inspiration (d12). Natterjack can use his bonus action to give a creature within 60 ft. his Bardic Inspiration die. Once within the next 10 minutes the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. Natterjack can use Bardic Inspiration 5 times per day.

Jack of all Trades. Natterjack can add half his proficiency bonus, rounded down, to any ability check he makes that doesn't already include his proficiency bonus.

Song of Rest (d12). During a short rest, when Natterjack or any friendly creature who can hear him regains HP by spending hit dice, Natterjack can use his Song of Rest to allow each creature to regain an additional 1d12 HP.

Expertise (Acrobatics, Perform, Sleight of Hand, Stealth).

Natterjack adds double his proficiency bonus to skill checks he has expertise with.

Cutting Words. When a creature that Natterjack can see within 60 ft. of him makes an attack roll, an ability check, or a damage roll, he can use his reaction and expend one of his uses of Bardic Inspiration to roll a Bardic Inspiration die and subtract the number rolled from the creature's roll. He can choose to use this feature after the creature makes its roll but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage.

Font of Inspiration. Natterjack regains all uses of his Bardic Inspiration ability when he finishes a long or short rest.

Countercharm. As an action, Natterjack can start a performance that lasts until his next turn. During that time, he and any friendly creature within 30 feet of him have advantage on saving throws against being frightened or charmed.

Peerless Skill. When Natterjack makes an ability check, he can expend one use of Bardic Inspiration to roll a Bardic Inspiration die and add the number rolled to his ability check. He can choose to do so after the roll but before the DM tells him whether he succeeds or fails.

Superior Inspiration. When Natterjack rolls initiative, if he has no uses of Bardic Inspiration left, he regains one use.

ACTIONS

Whip. Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Hit: 6 (1d4 + 3) slashing damage.

WEAPONS, ARMOR & ITEMS

Drum Chest, Pipe, Whip, Performing Clothes, Fine Clothes, Silver Curling Iron, 200sp, 110gp

NELL

Medium Humanoid (Human), Neutral Good

Class Rogue (lvl 1) **Armor Class** 13
Background Urchin **Hit Points** 8 (1d8+0)
Occupation Pickpocket **Speed** 30 ft.

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

Saving Throws Dexterity +5, Intelligence +3

Skills Insight +6, Perception +4, Sleight of Hand +5, Stealth +5, Survival +6, Disguise Kit, Thieves' Tools

Senses Passive Perception 14

Languages Common, Halfling, Thieves' Cant

Challenge 1/2 (100 XP)

City Secrets. Out of combat, Nell can lead a group between any two points in the city she grew up in twice as fast as her speed would allow.

Expertise (Insight, Survival). Nell adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+1d6). Once per turn, Nell can deal an extra 1d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

ACTIONS

Shank. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d4 + 3) piercing damage.

Throwing Knife. Ranged Weapon Attack: +5 to hit, range 20/60 ft., one creature. Hit: 6 (1d4 + 3) piercing damage.

OVERVIEW

Moving from wharf to wharf, Nell has had to fight for survival every day of her mere thirteen-year life. As the leader of the 'Wharf Rats', Nell is a mother figure to the orphans and misfits in her care, who have come to her when they have nowhere else to go.

Abandoned with her little brother when she was just seven (and him 5), Nell had to grow up fast. Making a home for themselves in a different warehouse or docked ship-hold every night, the two children learned to scrape and steal any food they could. But her brother, already a frail and sickly boy, failed to survive their first harsh winter, and Nell was left alone. Nell blames herself for the death of her brother and has tried ever since to atone by looking after others who cannot look after themselves.

Forced to be a criminal, despite her moral objections, she teaches 'her children' to steal food (or money for food), but just enough to feed themselves and each other, insisting that only those that can afford it "contribute" to filling their hungry bellies. She also teaches them to read and look after themselves, hoping that some of them will get lucky and escape the life she has been forced into. She also needs to prepare them for the time she knows is coming when she will grow too big and womanly to live as a child of the streets, and will have to find another way of surviving in the city...

Nell is small and slight for her age, but nearing a time when she will no longer be able to dart out of a side street or sleep between crates. She has mousy-coloured hair and brown eyes and would be beginning to turn into an attractive young woman, were she not so dirty and dressed in rags.

PERSONALITY TRAITS

"If there's not enough to go round, I can do without." Nell is selfless when it comes to the Wharf Rats, taking complete responsibility for any failing, be it lack of food or physical injury, regardless of her level of involvement.

IDEALS

"They all deserve better, and no one else is gonna give it to them." Nell has taken it upon herself to personally better her charges. If just one or two of them go on to lead a normal life, she will have succeeded.

BONDS

"Mess with The Rats, you get bit." Nell is fiercely protective of her group, and will do anything to protect their safety and wellbeing.

FLAWS

"You say you want to help? I see a lot of talkers. I don't see a lot of doers." Nell distrusts anyone outside The Rats, and will read nefarious motives where there are none in reality.

ROLEPLAYING NELL

Nell has the bearing and speech of one much older, and is naturally kind and honest, resenting the life she has to lead. She has a vague memory of a kind lady when she was very young teaching her good manners, so tries to uphold these and pass them on to her children. She will always think of those in her care before considering herself.

With the exception of the wellbeing of one of her children being on the line, nothing will compel her to seek or accept help from an adult.

**"Hungry, eh? Ye'd best come in then...
Wipe yer feet; we're guests 'ere."**

WEAPONS, ARMOR & ITEMS

Tattered Clothes, Shank, 4 Throwing Knives, Lockpick, Child's Drawing of 2 Mice, *Crude Beaded Necklace*



NELL (LEVEL 4)

Medium Humanoid (Human), Neutral Good

Class Rogue (lvl 4) **Armor Class** 13
Background Urchin **Hit Points** 23 (4d8+0)
Occupation Pickpocket **Speed** 30 ft.

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

Saving Throws Dexterity +5, Intelligence +4

Skills Insight +7, Perception +5, Sleight of Hand +5, Stealth +5, Survival +7, Disguise Kit, Thieves' Tools

Senses Passive Perception 15

Languages Common, Halfling, Thieves' Cant

Challenge 1 (200 XP)

City Secrets. Out of combat, Nell can lead a group between any two points in the city she grew up in twice as fast as her speed would allow.

Expertise (Insight, Survival). Nell adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+2d6). Once per turn, Nell can deal an extra 2d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Nell can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Nell can use her Cunning Action to make a Sleight of Hand check, use her thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Nell can climb without expending extra movement. In addition, when she makes a running jump, the distance she covers increases by 3 feet.

ACTIONS

Shank. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d4 + 3) piercing damage.

Throwing Knife. Ranged Weapon Attack: +5 to hit, range 20/60 ft., one creature. Hit: 6 (1d4 + 3) piercing damage.

WEAPONS, ARMOR & ITEMS

Tattered Clothes, Shank, 4 Throwing Knives, Lockpick, Child's Drawing of 2 Mice, Crude Beaded Necklace

THE RATS' NEST

Charcoal was usually a reassuring sight to a Wharf Rat. A symbol crudely drawn on a wall meant somewhere to rest your head for the night and safety in numbers.

Today, the charcoal in Nell's hand marked only death. After five days of ever-dwindling hope, Odo and his scouting party had finally found Iseult's body surrounded by fishing nets down on the water's edge. A drowned Rat. Maybe she'd been clumsy and fallen in. Maybe she'd been caught with her hand in the wrong person's pocket. It didn't matter. She was dead and no one outside the Rats would miss her. The younger children would forget what she looked like in a few weeks.

Like she had done with so many other names before, Nell drew a sooty line through Iseult's name on the scraggy parchment nailed to the wall.

Nell sighed but shed no tears. Membership in the Wharf Rats fluctuated as children came and went. Some moved on or moved up but many more turned up dead or didn't turn up at all. Iseult was the third this month. The Rats were still reeling from losing Wulf nearly 3 weeks back, and Little Erik just 2 days after. Wulf had been one of the oldest, the strongest. Bull and Big Erik—she supposed they should just call him 'Erik' now—had been going out twice as much to try and fill the gap. Nell smiled a sad smile as she thought of Akosh; the tiefling was only nine, but had already started mimicking Bull and the other long-timers, taking charge of the little ones who had hung around Wulf. The Rats looked after their own.

A child's giggle outside the boatshed that was their current home caught Nell's attention and drew her away from her private grief. Still as nimble as, well, a rat, Nell clambered up into the rafters and peeked out through the planks at the street below. A handsome elven couple were hand-in-hand; the man's other hand held that of a pretty little girl in her best party dress, carrying a beautiful paper lantern, and with a smudge of chocolate on her cheek. The lateness of the hour for one of her age must have warranted a special occasion. A birthday party, perhaps.

Nell looked at the girl excitedly chattering away to her parents, trying her hardest to pretend not to be tired. She knew that at some point she must have had a birthday; she just didn't know when it was. It didn't matter anyway, every day was much the same. She judged time by winters and markets and feast days. Nell wasn't one for feeling sorry for herself, but she allowed herself to watch the family until they passed out of sight. Everyone had their place in this world, she reckoned, and everyone had to play with the hand they were dealt.

She descended back into the shed proper, looking over the painted dinghies that each held one or more sleeping Rats. Murrone, one of the smallest girls, sat up in hers, bleary-eyed, tired and confused.

"Where's mama?"

Nell held out her arms.

"Ere," she said, holding Murrone close, "I'm right 'ere."

NELL (LEVEL 8)

Medium Humanoid (Human), Neutral Good

Class Rogue (lvl 8) **Armor Class** 13
Background Urchin **Hit Points** 43 (8d8+0)
Occupation Pickpocket **Speed** 30 ft.

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

Saving Throws Dexterity +6, Intelligence +5

Skills Insight +10, Perception +7, Sleight of Hand +6, Stealth +6, Survival +10, Disguise Kit, Thieves' Tools

Senses Passive Perception 17

Languages Common, Halfling, Thieves' Cant

Challenge 2 (450 XP)

City Secrets. Out of combat, Nell can lead a group between any two points in the city she grew up in twice as fast as her speed would allow.

Expertise (Insight, Survival). Nell adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+4d6). Once per turn, Nell can deal an extra 4d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Nell can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Nell can use her Cunning Action to make a Sleight of Hand check, use her thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Nell can climb without expending extra movement. In addition, when she makes a running jump, the distance she covers increases by 3 feet.

Uncanny Dodge. When Nell is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Nell is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

ACTIONS

Shank. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 6 (1d4 + 3) piercing damage.

Throwing Knife. Ranged Weapon Attack: +6 to hit, range 20/60 ft., one creature. Hit: 6 (1d4 + 3) piercing damage.

WEAPONS, ARMOR & ITEMS

Tattered Clothes, Shank, 4 Throwing Knives, Lockpick, Child's Drawing of 2 Mice, *Crude Beaded Necklace*

NELL IN YOUR GAME

Nell can be used to drive home the idea of inequality in the city, perhaps inequality caused by the actions of a villain known to the party. She is utterly distrustful of adults, but it is possible that one may earn her trust enough for her to pass them information, should it be in the Wharf Rats' best interests.

Nell would only join a group of adults if the life of one of her children was on the line, and even then she would be uncomfortable in their presence and ready to flee into a back-alley at any time.

Quest Hook. One of the Wharf Rats is a convenient scapegoat for a theft, and has been imprisoned, with the possibility of facing the gallows. Having heard their reputation, Nell reluctantly pleads for the party's help in arranging a jail-break.



NELL (LEVEL 12)

Medium Humanoid (Human), Neutral Good

Class Rogue (lvl 12) **Armor Class** 14
Background Urchin **Hit Points** 63 (12d8+0)
Occupation Pickpocket **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	11 (+0)	14 (+2)	20 (+5)	14 (+2)

Saving Throws Dexterity +6, Intelligence +5

Skills Insight +13, Perception +13, Sleight of Hand +11, Stealth +8, Survival +13, Disguise Kit, Thieves' Tools

Senses Passive Perception 23

Languages Common, Halfling, Thieves' Cant

Challenge 3 (700 XP)

City Secrets. Out of combat, Nell can lead a group between any two points in the city she grew up in twice as fast as her speed would allow.

Expertise (Insight, Perception, Sleight of Hand, Survival). Nell adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+6d6). Once per turn, Nell can deal an extra 6d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Nell can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Nell can use her Cunning Action to make a Sleight of Hand check, use her thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Nell can climb without expending extra movement. In addition, when she makes a running jump, the distance she covers increases by 4 feet.

Uncanny Dodge. When Nell is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Nell is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Supreme Sneak. Nell has advantage on Stealth checks if she moves no more than half her speed on the same turn.

Reliable Talent. When Nell makes an ability check that lets her add her proficiency bonus she can treat a d20 roll of a 9 or lower as a 10.

ACTIONS

Shank. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 7 (1d4 + 4) piercing damage.

Throwing Knife. Ranged Weapon Attack: +8 to hit, range 20/60 ft., one creature. Hit: 7 (1d4 + 4) piercing damage.

WEAPONS, ARMOR & ITEMS

Tattered Clothes, Shank, 4 Throwing Knives, Lockpick, Child's Drawing of 2 Mice, *Crude Beaded Necklace*

NELL (LEVEL 16)

Medium Humanoid (Human), Neutral Good

Class Rogue (lvl 16)

Armor Class 15

Background Urchin

Hit Points 99 (16d8+16)

Occupation Pickpocket

Speed 30 ft.

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

Saving Throws Dexterity +10, Intelligence +7, Wisdom +10

Skills Insight +15, Perception +15, Sleight of Hand +15, Stealth +10, Survival +15, Disguise Kit, Thieves' Tools

Senses Passive Perception 25

Languages Common, Halfling, Thieves' Cant

Challenge 5 (1,800 XP)

City Secrets. Out of combat, Nell can lead a group between any two points in the city she grew up in twice as fast as her speed would allow.

Expertise (Insight, Perception, Sleight of Hand, Survival).

Nell adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+8d6). Once per turn, Nell can deal an extra 8d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Nell can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Nell can use her Cunning Action to make a Sleight of Hand check, use her thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Nell can climb without expending extra movement. In addition, when she makes a running jump, the distance she covers increases by 5 feet.

Uncanny Dodge. When Nell is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Nell is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Supreme Sneak. Nell has advantage on Stealth checks if she moves no more than half her speed on the same turn.

Reliable Talent. When Nell makes an ability check that lets her add her proficiency bonus she can treat a d20 roll of a 9 or lower as a 10.

Use Magic Device. Nell ignores all class, race, and level requirements for the use of magic items.

Blindsense. If Nell is able to hear, she is aware of the location of any hidden or invisible creatures within 10 feet of her.

ACTIONS

Shank. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 8 (1d4 + 5) piercing damage.

Throwing Knife. Ranged Weapon Attack: +10 to hit, range 20/60 ft., one creature. Hit: 8 (1d4 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

Tattered Clothes, Shank, 4 Throwing Knives, Lockpick, Child's Drawing of 2 Mice, *Crude Beaded Necklace*

NELL (LEVEL 20)

Medium Humanoid (Human), Neutral Good

Class Rogue (lvl 20) **Armor Class** 15
Background Urchin **Hit Points** 143 (20d8+40)
Occupation Pickpocket **Speed** 30 ft.

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

Saving Throws Dexterity +11, Intelligence +8, Wisdom +11

Skills Insight +17, Perception +17, Sleight of Hand +17, Stealth +11, Survival +17, Disguise Kit, Thieves' Tools

Senses Passive Perception 27

Languages Common, Halfling, Thieves' Cant

Challenge 6 (2,300 XP)

City Secrets. Out of combat, Nell can lead a group between any two points in the city she grew up in twice as fast as her speed would allow.

Expertise (Insight, Perception, Sleight of Hand, Survival). Nell adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+10d6). Once per turn, Nell can deal an extra 10d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Nell can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Nell can use her Cunning Action to make a Sleight of Hand check, use her thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Nell can climb without expending extra movement. In addition, when she makes a running jump, the distance she covers increases by 5 feet.

Uncanny Dodge. When Nell is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Nell is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Supreme Sneak. Nell has advantage on Stealth checks if she moves no more than half her speed on the same turn.

Reliable Talent. When Nell makes an ability check that lets her add her proficiency bonus she can treat a d20 roll of a 9 or lower as a 10.

Use Magic Device. Nell ignores all class, race, and level requirements for the use of magic items.

Blindsense. If Nell is able to hear, she is aware of the location of any hidden or invisible creatures within 10 feet of her.

Thief's Reflexes. Nell can take two turns during the first round of any combat. She takes her first turn at her normal initiative, and her second turn at her initiative minus 10. She can't use this feature when she is surprised.

Elusive. No attack roll can have advantage against Nell unless she is incapacitated.

Stroke of Luck. If Nell's attack misses a target within range, she can turn the miss into a hit. Alternatively, if she fails an ability check, she can treat the d20 roll as a 20. Once she uses this feature she cannot use it again until she finishes a short or long rest.

ACTIONS

Shank. Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. Hit: 8 (1d4 + 5) piercing damage.

Throwing Knife. Ranged Weapon Attack: +11 to hit, range 20/60 ft., one creature. Hit: 8 (1d4 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

Tattered Clothes, Shank, 4 Throwing Knives, Lockpick, Child's Drawing of 2 Mice, Crude Beaded Necklace

WHARF RATS

Gav

Barda

Krea

~~tseult 2 days 5 days~~

Dumpy

Odo

~~Elle 2 days~~

Big Erik

Esdeline

Bull

~~Little Erik 2 days~~

Murron

Akosh

Wulf

TAM FLETCHER

Medium Humanoid (Human), Chaotic Good

Class Fighter (lvl 1) **Armor Class** 15 (Std. Leather)
Background Entertainer **Hit Points** 11 (1d10+1)
Occupation Musician **Speed** 30 ft.

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

Saving Throws Strength +1, Constitution +3

Skills Insight +4, Perception +4, Performance +4, Persuasion +4, Disguise Kit, Mandolin

Senses Passive Perception 14

Languages Common, Elvish

Challenge 1/2 (100 XP)

By Popular Demand. Tam can always find a place to perform, and can expect free food and lodging at the venue for each performance day.

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Tam deals +2 damage with it.

Second Wind. On his turn Tam can use a bonus action to regain 1d10 + 1 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

ACTIONS

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

OVERVIEW

Tam Fletcher is very good at three things; playing the mandolin, running away while carrying a Gnome and, well, he'll tell you the other thing later...

First and foremost, Tam just wants to play music, have drinks bought for him and wake up next to an adoring fan. However, his performances are also of great help to the thieves' guild know as the Purse Cutters. The guild arrange for him and Natterjack (p.44) to play at locations where individuals dangerous to the good of the people are known to frequent, and the pair provide a perfect distraction for the thieves to add a few coins to the guild's coffers.

He finds being accessory to cutpurses uncomfortable, or even downright dangerous, but it is very difficult for him to say no, especially to a pretty face like Tauberel (p.62), and deep down he knows he's helping to do good, despite the risks.

Tam is loyal to his friends, as evidenced by his long-suffering devotion to Natterjack. He may sigh and roll his eyes every now and then (he is a performer after all), but he'll always come through if he's needed, no matter how beautiful the girl on his arm may be.

Tam thinks himself the embodiment of a dashing rogue; he is tall and slim, with dark, tousled hair and an open collar. When he's not got his mandolin in hand, a half-filled ale mug will typically take its place.

PERSONALITY TRAITS

"I'm at my happiest with a girl on each arm and a tankard in my hand. But usually, that's just when the fighting starts." Tam is somewhat resigned to his life of crime. He's not a fan of violence or risk taking, but he has a good heart, and is loyal to his friends.

IDEALS

"One of these days I'll have enough to retire. And then no one will throw bottles at me." Tam doesn't have any great plans or aims in life. He just wants to be comfortable and happy.

BONDS

"I've known Natterjack since I was a child. He needs a hand every now and then." Tam's plans and romantic conquests go on hold if his friends are in danger. He may not always be happy about it, but he will always run to his friends' aid without hesitation.

FLAWS

"This next song is for you, Branwynn... sorry, Rosalind...no...Kathryn?" Promises Tam makes in his cups and his bed are soon forgotten; he has good intentions, but can get a bit caught up in the moment.

ROLEPLAYING TAM

Tam fancies himself a ladies' man and is a shameless flirt, though he's resilient—and well practiced—enough to take rejection in a good natured fashion (which he does on a fairly regular basis).

One of his pastimes is attempting to craft a suitable nickname for himself; "Dapper Tam" is the current favorite, having been preceded by "Eight-Strings Fletcher" and "Tam Quickfingers". These, unsurprisingly, never catch on, but he takes this as a sign that he's not hit upon the perfect one yet.

Tam will fight if he has to, as a last resort to protect his friends—and he's not bad at it either—but much prefers running.

**"Another risky thieving job.
Anyone else remember when we just played music?"**

WEAPONS, ARMOR & ITEMS

Studded Leather Vest, Slightly Tattered Fine Clothes, Rapier, Mandolin, Bottle of Ink, Ink Pen, 5 Sheets of Parchment, *Knot of Romantic Entanglement*, 14cp, 12sp



TAM FLETCHER (LEVEL 4)

Medium Humanoid (Human), Chaotic Good

Class Fighter (lvl 4) **Armor Class** 16 (Std. Leather)
Background Entertainer **Hit Points** 31 (4d10+4)
Occupation Musician **Speed** 30 ft.

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

Saving Throws Strength +1, Constitution +3

Skills Insight +4, Perception +4, Performance +4, Persuasion +4, Disguise Kit, Mandolin

Senses Passive Perception 14

Languages Common, Elvish

Challenge 1 (200 XP)

By Popular Demand. Tam can always find a place to perform, and can expect free food and lodging at the venue for each performance day.

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Tam deals +2 damage with it.

Second Wind. On his turn Tam can use a bonus action to regain 1d10 + 4 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

Action Surge. On his turn, Tam can take one additional action on top of his regular action and a possible bonus action. Once he uses this feature he must finish a short or long rest before using it again.

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

ACTIONS

Rapier. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 11 (1d8 + 6) piercing damage.

WEAPONS, ARMOR & ITEMS

Studded Leather Vest, Slightly Tattered Fine Clothes, Rapier, Mandolin, Bottle of Ink, Ink Pen, 5 Sheets of Parchment, *Knot of Romantic Entanglement*, 25cp, 12sp

THE BALLAD OF DAPPER TAM

As Dapper Tam plucked at his strings,

An inspired new motif,

A flame-haired maiden caught his eye,

Beauty beyond be-

“Thief!”

The gruff shout cut through the general babble of the tavern like a knife. There was a final, strained twang from Tam’s mandolin and then there was silence. Tam sighed; he was sure he was getting somewhere with the redhead at the corner table...

Across the room, a man had Natterjack by the wrist. A worryingly tall, worryingly rough-looking man.

“Well done, sir! Well done! I’m with the watch,” Natterjack was yammering, “a lot of pickpockets in this area you see; we’re making sure people have their guard up...”

“Let him go,” brave Tam declared,

Descending from the stage,

“Oi!” shouted Tam, approaching the scuffle, enthusiasm waning as he got closer, and the man got larger. “...Stop,” he finished lamely.

The man threw the old gnome aside (still explaining the watch’s anti-pickpocketing strategy), and squared up to Tam, his nasty-looking blade half-way out of its sheath.

“Don’t you know who I am, *boy?*” he snarled, twisting the ragged scar that ran down his cheek.

Was Tam a-feared? Oh no, not he!

His blade was in his hand!

Tam reached, found a handle, and swung, throwing a heavy tankard (along with its contents) into his opponent’s face. He liked to think he heard the man’s nose crunch but, regardless, the eyeful of ale was distraction enough.

“Time to go?” asked Natterjack, innocently.

“Time to go,” Tam confirmed, hoisting him over one shoulder. He could write the sword fight in later...

TAM FLETCHER (LEVEL 8)

Medium Humanoid (Human), Chaotic Good

Class Fighter (lvl 8) **Armor Class** 17 (Std. Leather)
Background Entertainer **Hit Points** 68 (8d10+16)
Occupation Musician **Speed** 30 ft.

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

Saving Throws Strength +2, Constitution +5

Skills Insight +5, Perception +5, Performance +6, Persuasion +6, Disguise Kit, Mandolin

Senses Passive Perception 15

Languages Common, Elvish

Challenge 3 (700 XP)

By Popular Demand. Tam can always find a place to perform, and can expect free food and lodging at the venue for each performance day.

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Tam deals +2 damage with it.

Second Wind. On his turn Tam can use a bonus action to regain 1d10 + 8 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

Action Surge. On his turn, Tam can take one additional action on top of his regular action and a possible bonus action. Once he uses this feature he must finish a short or long rest before using it again.

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

Remarkable Athlete. Tam can add half his proficiency bonus to any Strength, Dexterity, or Constitution check that doesn't already use his proficiency bonus.

ACTIONS

Extra Attack. Tam can attack twice with each Attack action.

Rapier. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 12 (1d8 + 7) piercing damage.

WEAPONS, ARMOR & ITEMS

Studded Leather Vest, Slightly Tattered Fine Clothes, Rapier, Mandolin, Bottle of Ink, Ink Pen, 5 Sheets of Parchment, *Knot of Romantic Entanglement*, 25cp, 12sp, 15gp

TAM IN YOUR GAME

Tam is most commonly found at a tavern entertaining the patrons (whether or not this performance is a cover to allow Natterjack to steal a few coppers is up to you). He will certainly introduce himself to any female party members, and has a song written just for them.

Tam could be persuaded to join the party, albeit somewhat reluctantly, if there is a promise of a rich reward, or if he'd be disappointing a pretty girl by saying no.

Quest Hook. Tam is fleeing the scene of a crime, pursued by the guard, and/or another, rougher criminal element (he may or may not be accompanied by Natterjack). Does the party intervene?

TAM FLETCHER (LEVEL 12)

Medium Humanoid (Human), Chaotic Good

Class Fighter (lvl 12) **Armor Class** 18 (Std. Leather)
Background Entertainer **Hit Points** 100 (12d10+24)
Occupation Musician **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	20 (+5)	14 (+2)	11 (+0)	14 (+2)	18 (+4)

Saving Throws Strength +3, Constitution +6

Skills Insight +6, Perception +6, Performance +8, Persuasion +8, Disguise Kit, Mandolin

Senses Passive Perception 16

Languages Common, Elvish

Challenge 5 (1,800 XP)

By Popular Demand. Tam can always find a place to perform, and can expect free food and lodging at the venue for each performance day.

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Tam deals +2 damage with it.

Fighting Style (Defense). Tam adds +1 to his AC when wearing armor.

Second Wind. On his turn Tam can use a bonus action to regain 1d10 + 12 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

Action Surge. On his turn, Tam can take one additional action on top of his regular action and a possible bonus action. Once he uses this feature he must finish a short or long rest before using it again.

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

Remarkable Athlete. Tam can add half his proficiency bonus to any Strength, Dexterity, or Constitution check that doesn't already use his proficiency bonus.

Indomitable. Once per day, Tam can reroll a failed saving throw. Once he uses this feature, he must finish a short or long rest before using it again.

ACTIONS

Extra Attack. Tam can attack three times with each Attack action.

Rapier. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 12 (1d8 + 7) piercing damage.

WEAPONS, ARMOR & ITEMS

Studded Leather Vest, Slightly Tattered Fine Clothes, Rapier, Mandolin, Bottle of Ink, Ink Pen, 5 Sheets of Parchment, *Knot of Romantic Entanglement*, 25cp, 112sp, 20gp

Master copy:
If I could roam the gentle hills and valleys of
thy form
Thine eyes, twin (sapphire/emerald/onyx)
pools
Would surely drown this poet's soul
Thy (nut-brown/flaming/golden/raven) roots
would entwine
All thought but that I was thine
If I could roam the gentle hills and valleys of
thy face
My unworthy lips a kiss to place

TAM FLETCHER (LEVEL 16)

Medium Humanoid (Human), Chaotic Good

Class Fighter (lvl 16) **Armor Class** 18 (Std. Leather)
Background Entertainer **Hit Points** 144 (16d10+48)
Occupation Musician **Speed** 30 ft.

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

Saving Throws Strength +4, Constitution +8

Skills Insight +7, Perception +7, Performance +10, Persuasion +10, Disguise Kit, Mandolin

Senses Passive Perception 17

Languages Common, Elvish

Challenge 6 (2,300 XP)

By Popular Demand. Tam can always find a place to perform, and can expect free food and lodging at the venue for each performance day.

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Tam deals +2 damage with it.

Fighting Style (Defense). Tam adds +1 to his AC when wearing armor.

Second Wind. On his turn Tam can use a bonus action to regain 1d10 + 16 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

Action Surge. On his turn, Tam can take one additional action on top of his regular action and a possible bonus action. Once he uses this feature he must finish a short or long rest before using it again.

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

Remarkable Athlete. Tam can add half his proficiency bonus to any Strength, Dexterity, or Constitution check that doesn't already use his proficiency bonus.

Indomitable. Twice per day, Tam can reroll a failed saving throw. Once he expends all uses of this feature, he must finish a short or long rest before using it again.

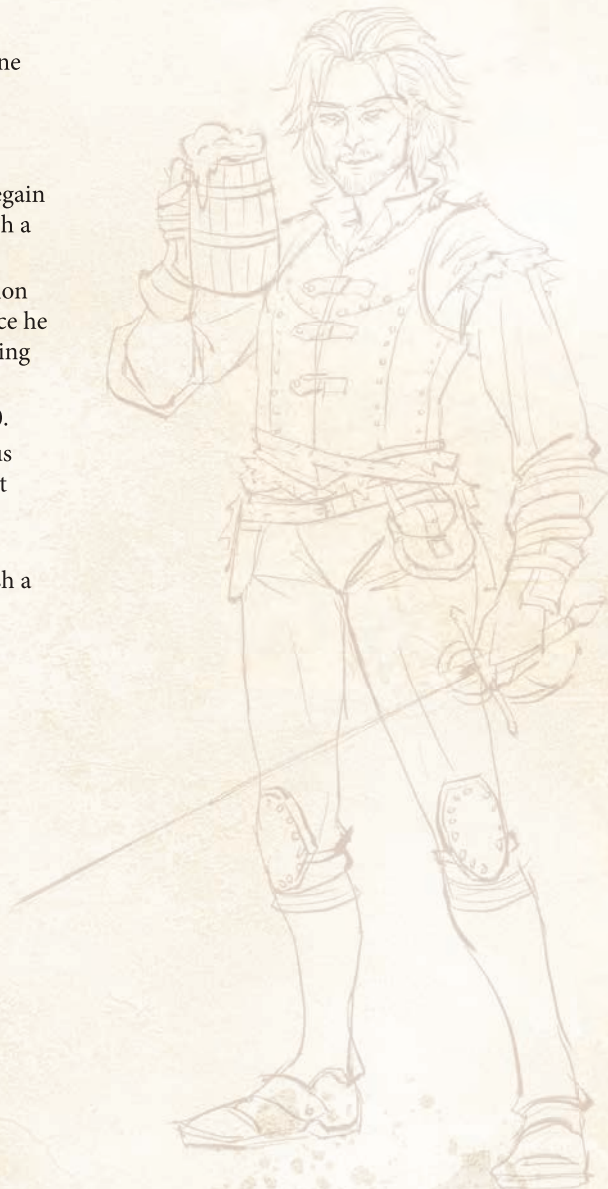
ACTIONS

Extra Attack. Tam can attack three times with each Attack action.

Rapier. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 12 (1d8 + 7) piercing damage.

WEAPONS, ARMOR & ITEMS

Studded Leather Vest, Slightly Tattered Fine Clothes, Rapier, Mandolin, Bottle of Ink, Ink Pen, 5 Sheets of Parchment, *Knot of Romantic Entanglement*, 200sp, 65gp



TAM FLETCHER (LEVEL 20)

Medium Humanoid (Human), Chaotic Good

Class Fighter (lvl 20) **Armor Class** 18 (Std. Leather)
Background Entertainer **Hit Points** 204 (20d10+80)
Occupation Musician **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	20 (+5)	18 (+4)	11 (+0)	14 (+2)	20 (+5)

Saving Throws Strength +5, Constitution +10

Skills Insight +8, Perception +8, Performance +11, Persuasion +11, Disguise Kit, Mandolin

Senses Passive Perception 18

Languages Common, Elvish

Challenge 9 (5,000 XP)

By Popular Demand. Tam can always find a place to perform, and can expect free food and lodging at the venue for each performance day.

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Tam deals +2 damage with it.

Fighting Style (Defense). Tam adds +1 to his AC when wearing armor.

Second Wind. On his turn Tam can use a bonus action to regain 1d10 + 20 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

Action Surge. Twice per day, on his turn, Tam can take an additional action on top of his normal action and possible bonus action. Once he expends all uses of this feature he must finish a short or long rest before using it again.

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

Remarkable Athlete. Tam can add half his proficiency bonus to any Strength, Dexterity, or Constitution check that doesn't already use his proficiency bonus.

Indomitable. Three times per day, Tam can reroll a failed saving throw. Once he expends all uses of this feature, he must finish a short or long rest before using it again.

Survivor. At the beginning of each of his turns, if Tam has less than half of his hit points remaining, he regains 9 hit points. He does not gain this benefit if he has 0 hit points.

ACTIONS

Extra Attack. Tam can attack four times with each Attack action.

Rapier. Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. Hit: 12 (1d8 + 7) piercing damage.

WEAPONS, ARMOR & ITEMS

Studded Leather Vest, Slightly Tattered Fine Clothes, Rapier, Mandolin, Bottle of Ink, Ink Pen, 5 Sheets of Parchment, *Knot of Romantic Entanglement*, 220sp, 160gp

TAUBEREL

Medium Humanoid (Wood Elf), Chaotic Good

Class Rogue (lvl 1) **Armor Class** 14 (Leather)
Background Criminal **Hit Points** 8 (1d8+0)
Occupation Thief **Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	10 (+0)	12 (+1)	15 (+2)	13 (+1)

Saving Throws Dexterity +5, Intelligence +3

Skills Acrobatics +5, Deception +3, Insight +4, Perception +4, Sleight of Hand +7, Stealth +7, Dice, Thieves' Tools

Senses Darkvision 60ft., Passive Perception 14

Languages Common, Elvish, Thieves' Cant

Challenge 1/2 (100 XP)

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

Trance. Tauberel does not sleep. Instead, she meditates for four hours each night. This grants her the benefit of a long rest.

Mask of the City. Tauberel may attempt to hide in a crowd even if she is only partly obscured.

Criminal Contact. Tauberel has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Sleight of Hand, Stealth).

Tauberel adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+1d6). Once per turn, Tauberel can deal an extra 1d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

ACTIONS

Two-Weapon Fighting. When Tauberel makes an attack with her main-hand Dagger, she may also attack with her off-hand Dagger or Throwing Knife as a bonus action, but gains no bonus to the damage roll.

Dagger (Main-hand). Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d4 + 3) piercing damage.

Dagger (Off-hand). Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 3 (1d4+0) piercing damage.

Throwing Knife. Ranged Weapon Attack: +5 to hit, range 20/60 ft., one creature. Hit: 6 (1d4+3) piercing damage.

OVERVIEW

Having grown up in the city, the rooftops and alleyways are Tauberel's forest; here she can track her quarry and disappear without a trace as easily as any wood elf. A natural thief, she steals for the sport of it, seeking a challenge over a wealthy prize.

Tauberel is generous with her winnings; she always has a coin to spare for beggars, poor houses and struggling inn keeps.

In return she expects information and, if necessary, sanctuary. It is not uncommon for a family about to be turned out to suddenly find their outstanding debts paid or for a nobleman to find the plot he intended to expand into mysteriously bought up (usually with his own coin, unbeknownst to him).

The poorer population consider Tauberel a "voice of the people", and can be relied upon to champion the views and rights of the downtrodden, secure in the knowledge that she can simply melt away. Tauberel has piercing hazel eyes and her sandy brown hair is worn braided with beads, rare coins and other trinkets.

PERSONALITY TRAITS

"I love to acquire wealth. Can't say I have much use for it myself though..." Tauberel loves the sport of theft, approaching a well-guarded purse or lockbox like a trophy hunter would a stag. She can't resist a challenge, but once the prize is in her hands, she soon loses interest and is happy to part with it.

IDEALS

"Those at the top have more than enough. Those at the bottom have nothing." Tauberel loves seeing the well-to-do taken down a few pegs. Those she respects could do with their ego being deflated, those she despises need to know they are not untouchable.

BONDS

"Without my network, I'm just a pickpocket." Tauberel's success is defined by her contacts, criminal or otherwise. She relies upon them completely, and utterly trusts them.

FLAWS

"I'm not a killer. Force me towards violence, and you'll never see me again." If a fight breaks out, the most Tauberel will do is throw one of her purse-cutting blades to distract an opponent before making good her escape. She may throw down a smoke bomb to help a friend run but, if they're intent on fighting, they fight alone.

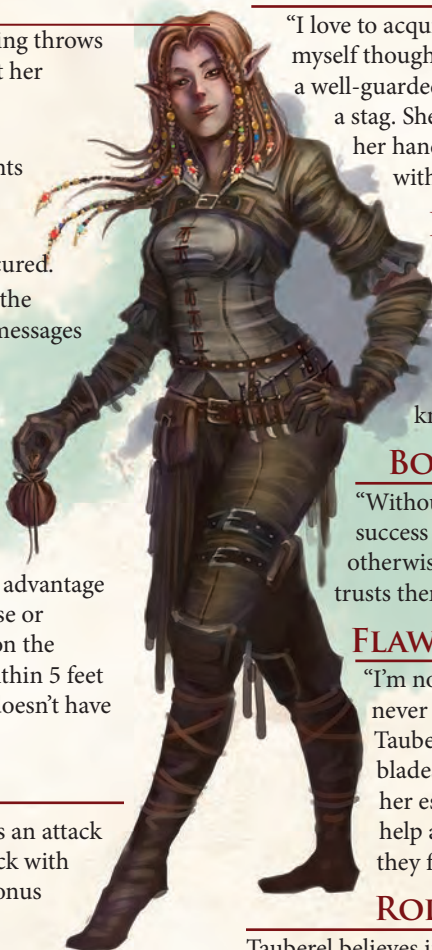
ROLEPLAYING TAUBEREL

Tauberel believes in equality; she has no time for the wealthy and well-to-do (apart from the time it takes to inspect their pockets, naturally), but cares deeply for the plight of those at the bottom of the social ladder. She's an impulsive kleptomaniac, with absolute confidence in her network to shield her if she needs to make a break for it.

"If those fancy folk need those fancy things so badly, you'd think they'd keep a closer eye on them..."

WEAPONS, ARMOR & ITEMS

Leather Armor, 2 Daggers, 2 Throwing Knives, 4 Smoke Bombs, Caltrops, *Finger Blade*, 18sp, 4gp, 10 gems each worth 5gp



TAUBEREL (LEVEL 4)

Medium Humanoid (Wood Elf), Chaotic Good

Class Rogue (lvl 4) **Armor Class** 15 (Leather)
Background Criminal **Hit Points** 23 (4d8+0)
Occupation Thief **Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	10 (+0)	12 (+1)	16 (+3)	13 (+1)

Saving Throws Dexterity +6, Intelligence +3

Skills Acrobatics +6, Deception +3, Insight +5, Perception +5, Sleight of Hand +8, Stealth +8, Dice, Thieves' Tools

Senses Darkvision 60ft., Passive Perception 15

Languages Common, Elvish, Thieves' Cant

Challenge 1 (200 XP)

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

Trance. Tauberel does not sleep. Instead, she meditates for four hours each night. This grants her the benefit of a long rest.

Mask of the City. Tauberel may attempt to hide in a crowd even if she is only partly obscured.

Criminal Contact. Tauberel has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Sleight of Hand, Stealth). Tauberel adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+2d6). Once per turn, Tauberel can deal an extra 2d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Tauberel can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Tauberel can use her Cunning Action to make a Sleight of Hand check, use her thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Tauberel can climb without expending extra movement. In addition, when she makes a running jump, the distance she covers increases by 4 ft.

ACTIONS

Two-Weapon Fighting. When Tauberel makes an attack with her main-hand Dagger, she may also attack with her off-hand Dagger or Throwing Knife as a bonus action, but gains no bonus to the damage roll.

Dagger (Main-hand). Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 7 (1d4 + 4) piercing damage.

Dagger (Off-hand). Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 3 (1d4+0) piercing damage.

Throwing Knife. Ranged Weapon Attack: +6 to hit, range 20/60 ft., one creature. Hit: 7 (1d4+4) piercing damage.

WEAPONS, ARMOR & ITEMS

Leather Armor, 2 Daggers, 2 Throwing Knives, 4 Smoke Bombs, Caltrops, *Finger Blade*, 30sp, 4gp. 10 gems each worth 5gp

NETWORKING

"He'll be taking lodging in Knights Row, and will be gone again within the week. Probably will meet up with that fat trader—you know, the charming fellow with the dead tooth he was with a lot on his last visit—and has a shipment coming in any day now, so he'll be scouting the docks, looking out. Doesn't trust anyone else to do that for him. He's a right nasty customer, Jingles," Ashdan glanced to see if the new nickname riled her.

"Thanks, *Ash*." She smirked and carried on. "Yes, he's a real piece of work; I need all the help I can get. I've called in more or less every favor I'm owed, but it's worth it if we can bleed him dry."

"Speaking of..." the tiefling gestured to his rapier.

"Not this time."

Ashdan pouted sarcastically.

"I'm serious, do not engage. If it gets to the point you need to get involved, we've blown it anyway. Stick to the shadows."

*

"Natterjack, I'm going to need you to pay attention to this."

The gnome was busy investigating a weevil he'd found in a discarded cork. He shrugged, pocketed the cork, and trotted back over to his companions.

"This is a big one, lads, and risky, but if we play our cards right, we'll have a fortune on our hands. The target is visiting this tavern tomorrow night. Tam, I'm going to need you to play your best songs the best you can, I want the place packed. Natterjack, take what you can, but if you can lift his keys, so much the better. If you have to run, lead him away from Knights Row. Got it?"

"I think I'll call him Wilbur," Natterjack said, to no one in particular. Tauberel raised an eyebrow.

*

"I'm just saying it would be incredibly helpful if several smaller jobs were all going on at the same time, is all. Makes it harder to point fingers, glean motives, you know?"

"My Rats ain't on your books, lady."

Nell had always been a sticking point, but she was getting better. At least now the girl was willing to talk to her, provided she set the terms of the meeting (not that Tauberel could argue; she still didn't know where the Rats had their nest).

"I'm not asking for a commitment. I just came to tell you what was going on, and that pickings will probably be good. No strings."

"I'll think about it," replied Nell, turning her back. Tauberel knew that she would, and that was the best she would get.

*

"He'll be out this evening, and I have a feeling he'll run into some complications at the tavern which might, unfortunately, delay him. He'll be moving out of his lodgings within the week, so I suggest you and I help ease that process..."

"By clearing him out," Criella finished bluntly. She lacked subtlety, but was an excellent housebreaker. "You love this, don't you? Making the rich look like fools, raising the common folk up."

"Yes," smiled Tauberel.

"The stealing or the helping?"

"Yes," smiled Tauberel.

TAUBEREL (LEVEL 8)

Medium Humanoid (Wood Elf), Chaotic Good

Class Rogue (lvl 8) **Armor Class** 16 (Leather)
Background Criminal **Hit Points** 43 (8d8+0)
Occupation Thief **Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	10 (+0)	12 (+1)	16 (+3)	13 (+1)

Saving Throws Dexterity +8, Intelligence +4

Skills Acrobatics +11, Deception +4, Insight +9, Perception +6, Sleight of Hand +11, Stealth +11, Dice, Thieves' Tools

Senses Darkvision 60ft., Passive Perception 16

Languages Common, Elvish, Thieves' Cant

Challenge 3 (700 XP)

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

Trance. Tauberel does not sleep. Instead, she meditates for four hours each night. This grants her the benefit of a long rest.

Mask of the City. Tauberel may attempt to hide in a crowd even if she is only partly obscured.

Criminal Contact. Tauberel has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Acrobatics, Insight, Sleight of Hand, Stealth). Tauberel adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+4d6). Once per turn, Tauberel can deal an extra 4d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Tauberel can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Tauberel can use her Cunning Action to make a Sleight of Hand check, use her thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Tauberel can climb without expending extra movement. In addition, when she makes a running jump, the distance she covers increases by 5 ft.

Uncanny Dodge. When Tauberel is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Tauberel is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

ACTIONS

Two-Weapon Fighting. When Tauberel makes an attack with her main-hand Dagger, she may also attack with her off-hand Dagger or Throwing Knife as a bonus action, but gains no bonus to the damage roll.

Dagger (Main-hand). Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 8 (1d4 + 5) piercing damage.

Dagger (Off-hand). Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 3 (1d4+0) piercing damage.

Throwing Knife. Ranged Weapon Attack: +8 to hit, range 20/60 ft., one creature. Hit: 8 (1d4+5) piercing damage.

WEAPONS, ARMOR & ITEMS

Leather Armor, 2 Daggers, 2 Throwing Knives, 4 Smoke Bombs, Caltrops, *Finger Blade*, 30sp, 15gp. 10 gems each worth 5gp

TAUBEREL IN YOUR GAME

Tauberel represents a rare crime boss with true altruistic intentions. If the player characters need to uncover a criminal conspiracy which will harm the common people, Tauberel will surely know something about it, or at least be willing to lend her aid to find out more.

Tauberel might take a more active role in proceedings if the party elect to take a non-violent route against enemies of the people; choosing to remove their threat by stealing an object of power for example. However, should the party not do everything they can to avoid unnecessary death along the way, Tauberel can very easily disappear entirely from their lives.

Quest Hook. Tauberel needs the party's help to transport one of her contacts away from the city – they are in over their head, and are being sought after by a dangerous individual, who has a vendetta against them, and a group of mercenaries at their disposal. This could be Criella (p. 26), pursued by Garrin (p.144).

TAUBEREL (LEVEL 12)

Medium Humanoid (Wood Elf), Chaotic Good

Class Rogue (lvl 12) **Armor Class** 16 (Leather)
Background Criminal **Hit Points** 63 (12d8+0)
Occupation Thief **Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	10 (+0)	12 (+1)	18 (+4)	15 (+2)

Saving Throws Dexterity +9, Intelligence +5
Skills Acrobatics +13, Deception +6, Insight +12, Perception +8, Sleight of Hand +13, Stealth +13, Dice, Thieves' Tools
Senses Darkvision 60ft., Passive Perception 18
Languages Common, Elvish, Thieves' Cant
Challenge 4 (1,100 XP)

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

Trance. Tauberel does not sleep. Instead, she meditates for four hours each night. This grants her the benefit of a long rest.

Mask of the City. Tauberel may attempt to hide in a crowd even if she is only partly obscured.

Criminal Contact. Tauberel has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Acrobatics, Insight, Sleight of Hand, Stealth). Tauberel adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+6d6). Once per turn, Tauberel can deal an extra 6d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Tauberel can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Tauberel can use her Cunning Action to make a Sleight of Hand check, use her thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Tauberel can climb without expending extra movement. In addition, when she makes a running jump, the distance she covers increases by 5 ft.

Uncanny Dodge. When Tauberel is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Tauberel is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Supreme Sneak. Tauberel has advantage on Stealth checks if she moves no more than half her speed on the same turn.

Reliable Talent. When Tauberel makes an ability check that lets her add her proficiency bonus she can treat a d20 roll of a 9 or lower as a 10.

ACTIONS

Two-Weapon Fighting. When Tauberel makes an attack with her main-hand Dagger, she may also attack with her off-hand Dagger or Throwing Knife as a bonus action, but gains no bonus to the damage roll.

Dagger (Main-hand). Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 8 (1d4 + 5) piercing damage.

Dagger (Off-hand). Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 3 (1d4+0) piercing damage.

Throwing Knife. Ranged Weapon Attack: +9 to hit, range 20/60 ft., one creature. Hit: 8 (1d4+5) piercing damage.

WEAPONS, ARMOR & ITEMS

Leather Armor, 2 Daggers, 2 Throwing Knives, 4 Smoke Bombs, Caltrops, *Finger Blade*, 40sp, 18gp. 10 gems each worth 5gp



TAUBEREL (LEVEL 16)

Medium Humanoid (Wood Elf), Chaotic Good

Class Rogue (lvl 16) **Armor Class** 16 (Leather)

Background Criminal **Hit Points** 83 (16d8+0)

Occupation Thief **Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	10 (+0)	12 (+1)	20 (+5)	15 (+2)

Saving Throws Dexterity +10, Intelligence +6, Wisdom +10

Skills Acrobatics +15, Deception +7, Insight +15, Perception +10, Sleight of Hand +15, Stealth +15, Dice, Thieves' Tools

Senses Darkvision 60ft., Passive Perception 20

Languages Common, Elvish, Thieves' Cant

Challenge 5 (1,800 XP)

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

Trance. Tauberel does not sleep. Instead, she meditates for four hours each night. This grants her the benefit of a long rest.

Mask of the City. Tauberel may attempt to hide in a crowd even if she is only partly obscured.

Criminal Contact. Tauberel has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Acrobatics, Insight, Sleight of Hand, Stealth). Tauberel adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+8d6). Once per turn, Tauberel can deal an extra 8d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Tauberel can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Tauberel can use her Cunning Action to make a Sleight of Hand check, use her thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Tauberel can climb without expending extra movement. In addition, when she makes a running jump, the distance she covers increases by 5 ft.

Uncanny Dodge. When Tauberel is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Tauberel is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Supreme Sneak. Tauberel has advantage on Stealth checks if she moves no more than half her speed on the same turn.

Reliable Talent. When Tauberel makes an ability check that lets her add her proficiency bonus she can treat a d20 roll of a 9 or lower as a 10.

Use Magic Device. Tauberel ignores all class, race, and level requirements for the use of magic items.

Blindsense. If Tauberel is able to hear, she is aware of the location of any hidden or invisible creatures within 10 feet of her.

ACTIONS

Two-Weapon Fighting. When Tauberel makes an attack with her main-hand Dagger, she may also attack with her off-hand Dagger or Throwing Knife as a bonus action, but gains no bonus to the damage roll.

Dagger (Main-hand). Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 8 (1d4 + 5) piercing damage.

Dagger (Off-hand). Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 3 (1d4+0) piercing damage.

Throwing Knife. Ranged Weapon Attack: +10 to hit, range 20/60 ft., one creature. Hit: 8 (1d4+5) piercing damage.

WEAPONS, ARMOR & ITEMS

Leather Armor, 2 Daggers, 2 Throwing Knives, 4 Smoke Bombs, Caltrops, *Finger Blade*, 140sp, 60gp, 10 gems each worth 5gp

TAUBEREL (LEVEL 20)

Medium Humanoid (Wood Elf), Chaotic Good

Class Rogue (lvl 20) **Armor Class** 16 (Leather)
Background Criminal **Hit Points** 103 (20d8+0)
Occupation Thief **Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	10 (+0)	12 (+1)	20 (+5)	17 (+3)

Saving Throws Dexterity +11, Intelligence +7, Wisdom +11

Skills Acrobatics +17, Deception +9, Insight +17, Perception +11, Sleight of Hand +17, Stealth +17, Dice, Thieves' Tools

Senses Darkvision 60ft., Passive Perception 21

Languages Common, Elvish, Thieves' Cant

Challenge 6 (2,300 XP)

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

Trance. Tauberel does not sleep. Instead, she meditates for four hours each night. This grants her the benefit of a long rest.

Mask of the City. Tauberel may attempt to hide in a crowd even if she is only partly obscured.

Criminal Contact. Tauberel has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Acrobatics, Insight, Sleight of Hand, Stealth).

Tauberel adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+10d6). Once per turn, Tauberel can deal an extra 10d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Tauberel can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Tauberel can use her Cunning Action to make a Sleight of Hand check, use her thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Tauberel can climb without expending extra movement. In addition, when she makes a running jump, the distance she covers increases by 5 ft.

Uncanny Dodge. When Tauberel is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Tauberel is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Supreme Sneak. Tauberel has advantage on Stealth checks if she moves no more than half her speed on the same turn.

Reliable Talent. When Tauberel makes an ability check that lets her add her proficiency bonus she can treat a d20 roll of a 9 or lower as a 10.

Use Magic Device. Tauberel ignores all class, race, and level requirements for the use of magic items.

Blindsense. If Tauberel is able to hear, she is aware of the location of any hidden or invisible creatures within 10 feet of her.

Thief's Reflexes. Tauberel can take two turns during the first round of any combat. She takes her first turn at her normal initiative, and her second turn at her initiative minus 10. She can't use this feature when she is surprised.

Elusive. No attack roll can have advantage against Tauberel unless she is incapacitated.

Stroke of Luck. If Tauberel's attack misses a target within range, she can turn the miss into a hit. Alternatively, if she fails an ability check, she can treat the d20 roll as a 20. Once she uses this feature she cannot use it again until she finishes a short or long rest.

ACTIONS

Two-Weapon Fighting. When Tauberel makes an attack with her main-hand Dagger, she may also attack with her off-hand Dagger or Throwing Knife as a bonus action, but gains no bonus to the damage roll.

Dagger (Main-hand). Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. Hit: 8 (1d4 + 5) piercing damage.

Dagger (Off-hand). Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. Hit: 3 (1d4+0) piercing damage.

Throwing Knife. Ranged Weapon Attack: +11 to hit, range 20/60 ft., one creature. Hit: 8 (1d4+5) piercing damage

WEAPONS, ARMOR & ITEMS

Leather Armor, 2 Daggers, 2 Throwing Knives, 4 Smoke Bombs, Caltrops, *Finger Blade*, 300sp, 80gp, 10 gems each worth 5gp

NEUTRAL ALIGNED GUILDS

Sometimes you don't need a higher purpose to ply a trade or provide a service; the pursuit of coin, or renown, or simply the love of the work itself is enough. Below are some example guilds working towards no particularly good or ill end, along with suggested membership and affiliates.

THE PARLIAMENT

The members of The Parliament aren't generally ones to get their hands dirty; they won't be delving into lost temples and digging up lost artifacts, but someone in their number will be able to tell you where that temple is, and who made the artifact. Enthusiastic amateurs without the formal training or funding to be truly respected, The Parliament is nonetheless a well-learned collective, and always eager to learn more. They meet every so often to compare notes, share findings and pool funds to finance occasional expeditions.

Quranis Kuilanya (p.118) has been a very active member in the past, but for the last few years has been uncharacteristically silent, taking in far more information than she gives out.

Aticus Greenmoss (p.14) can often be found at gatherings. He is tolerated by the assembled enthusiasts by virtue of many of his stories having a basis in historical fact, lending interesting context. However, his contributions are often... dubious.

On the rare occasions that biology and anatomy are discussed, Nimh (p.162) is likely to be found. She does not come to socialize, but seems to have a great deal of knowledge on the topic from her enigmatic research...



THE PURPLE ROSE

From time to time many of the more affluent folk throughout the realm have need of a particular *service*. It's a necessity that most wouldn't speak of around polite company, and only comes up when another member of the upper class society oversteps their bounds, or makes a social faux-pas that simply can't be forgiven.

This service, of course, is the honored tradition of an elegant assassination. Not your typical throat slash or strangulation; no, The Purple Rose are responsible for the more subtle approaches, and are well known among the upper elite.

An agent of The Purple Rose may take weeks to get the job done, but they will invariably arrange things to look like an accident, or natural causes. They may infiltrate the family, posing as a member of a more powerful noble house than that of the target. Cover stories are often elaborate and well thought out; a beautiful

debutante making herself available for potential suitors, a wealthy land owner searching for a bride to bear his children, or even a distant, aging cousin with no heir, but wealth beyond count that he must leave to someone, you see...

No matter the con, the target never suspects and, as is all too common among the wealthy, the prospect of yet more wealth makes them blind to treachery and easily seduced by the agent.

Once the assassin is accepted into the inner circle, the process of sizing up the target begins, and the choosing of a method that best suits the situation. If the target is a young, athletic fellow, an unfortunate accident may befall him during his afternoon ride. A low branch on the trail at head height, or an exposed tree root to trip the horse. There are so many possibilities...

Perhaps if the target is elderly, a bad cough or fever is in order—one they are unlikely to recover from, of course—introduced so elegantly through a poisoned thorn in their slipper, or a needle expertly placed into a feather pillow. Eiderdown can be bothersome, as we all know.

It doesn't matter who the target may be. Most agents are in it for the coin, but a select few participate for the rush and the craft. Their identity remains a complete mystery to all but a select few high-ranking agents.

Rumor has it that Talim Nezara (p.174) used to be associated with The Purple Rose, but no one seems to know for sure.

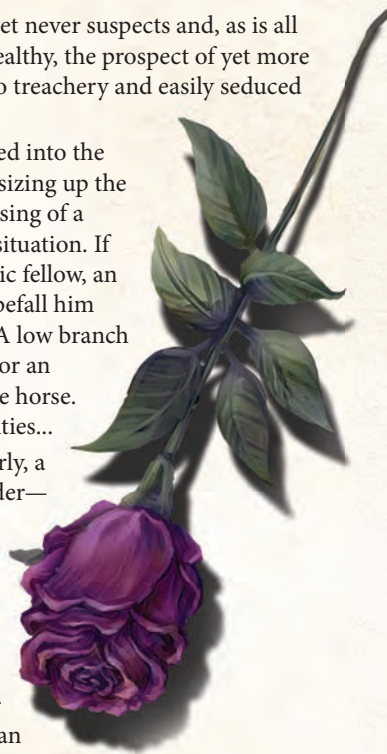
THE QUILLS

Literacy is not a key concern for most of the populace; readers are rare, writers are rarer, and forgers are nearly unheard of. Among this unusual breed, The Quills are the best of the best.

"Applications must be filled out clearly with 1) The purpose of the document(s) required 2) A preferred collection point (deliveries will be made to most commonly inhabited planes. Note that requests to deliver to pocket dimensions will not be fulfilled) and 3) Full name and signature of the applicant. The blood mark is final and binding; no alterations or rescindments are possible once a mark is made. (Note that non-blood signatures carry no guarantee of completion and may delay the application process)"

The document, having been filled out to specifications, will disappear in a theatrical puff of smoke and be replaced with a gray goose feather as proof of receipt. The document will then pass through the hands of various experts, each adding their own flair to the piece until it is entirely indistinguishable from the genuine article.

The Quills will ask for a favor (of varying legality, difficulty and commitment) at an unspecified point in the future. There may be consequences for this favor but The Quills individually tailor favors to ensure that their consequences will never be worse than those of your forgery being made public. You pay for what you get.



Ka'Laera (p.150) is a master of impersonation, but in the few cases where documentation is necessary, she turns to The Quills to give her disguise that extra layer of authenticity (signing with the name and blood of whoever she is wearing at the time, naturally).

Tauberel (p.62) has been known to make use of their services in dire straits, when it is vital to buy up a deed or sow temporary confusion amongst the upper classes by, for example, casting doubt over a noble's legitimacy.



THE SILENT ROAD

No matter what, no matter where, and no matter when, folk will always have a need for transport. Whether that be for themselves, their belongings (or someone else's) there is always coin to be made. That is the motto of any person claiming to be part of the age old transporter's guild, The Silent Road. Most of them wear it (and the signet ring that proves their membership) as a badge of pride, not least because the guild is credited for being reliable. Additionally, they often fetch higher prices, especially for transporting moody goods; the guild also has a reputation for not asking too many questions.

The Silent Road consists of all manner of traders, smugglers, and wagoners from all across the realm that make their living from transporting a huge array of goods of varying legality, size, scope and destination. Not exclusively used by the unsavory world of the underground, The Silent Road are also open to accepting legitimate long and short-haul cargo or passenger-movement jobs. Rurik Rockfist (p.124) has been a member of the Silent Road for many decades, and is an excellent contact for anyone looking to transport whatever kinds of goods to almost any place within the realm.



NEUTRAL ALIGNED CHARACTERS

Some of these characters could provide interesting interactions for your players, some could be intriguing wrinkles in an otherwise smooth narrative, and some could be full-on adversaries. Use this table to select a neutral character at random.

d10	Name	Class	Alignment	Background	Occupation	Page
1	Akirro	Ranger	Chaotic Neutral	Outlander	Bounty Hunter	70
2	Ankharasos Skarn	Fighter	Lawful Neutral	Soldier	Mercenary	76
3	Ashdan	Rogue	Chaotic Neutral	Urchin	Vagabond	82
4	Dariel Chaime	Warlock	Chaotic Neutral	Charlatan	Swindler	88
5	Enna Moonwhisper	Fighter	Chaotic Neutral	Guild Artisan	Fletcher	94
6	Frug Timbers	Rogue	Chaotic Neutral	Guild Artisan	Tinker	100
7	Jana	Fighter	Neutral	Gladiator	Mercenary	106
8	Orryn Turen	Rogue	Neutral	Charlatan	Gambler	112
9	Quranis Kuilanya	Rogue	Neutral	Archaeologist	Antiquarian	118
10	Rurik Rockfist	Fighter	Neutral	Criminal	Smuggler	124

AKIRRO

Medium Humanoid (High Elf), Chaotic Neutral

Class Ranger (lvl 1) **Armor Class** 15 (Chain Shirt)
Background Outlander **Hit Points** 12 (1d10+2)
Occupation Bounty Hunter **Speed** 30 ft.

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

Saving Throws Strength +1, Dexterity +5

Skills Animal Handling +3, Athletics +1, Investigation +4, Perception +3, Stealth +5, Survival +3, Lyre

Senses Darkvision 60ft., Passive Perception 13

Languages Common, Elvish, Dwarvish, Draconic, Goblin

Challenge 1/2 (100 XP)

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

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

Spellcasting: Akirro uses Wisdom as his spellcasting ability (Spell Save DC 11, +3 to hit with spell attacks). He may cast the following spells:

Cantrips: *True Strike*

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

Favored Enemy (Kobolds, Goblins).

Akirro has advantage on survival checks made when tracking his favored enemies, as well as advantage on Intelligence checks to recall information about them.

Natural Explorer (Mountains). Akirro may double his proficiency bonus when making Intelligence or Wisdom checks about his favored terrain, as well as other benefits listed on the following pages.

ACTIONS

Rapier. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 3) piercing damage.

Longbow: Ranged Weapon Attack: +5 to hit, range 150/600 ft., one creature. Hit: 8 (1d8 + 3) piercing damage.

OVERVIEW

Akirro never spends too much time in any one place. He comes from a nomadic tribe of elves that live primarily in the rolling plains in the foothills of the mountains that sprawl across the realm. He was once part of a noble house, but no longer. It is said among some that he was banished from the tribe because of a forbidden romance, but few know the tale in full.

For many decades he has wandered the realm, seeking adventure and often danger. Sometimes adventure and danger has sought him. Through all of his various encounters with beasts, monsters, and bandits, he has sustained many injuries, but always manages to survive even deadly wounds.

PERSONALITY TRAITS

“A fork? Why? I’ve two perfectly good hands...” Akirro’s time spent surviving alone in the wilderness has made him rather feral on occasion. It takes him several days to get used to civilization whenever he enters a town or city to trade.

IDEALS

“Life is like the seasons; in constant change. We all must change with it.” Akirro is not quick to pity his enemies, and has little sympathy even for his party members who happen to get injured or slain.

BONDS

“I hunt alone.” Akirro has no family to speak of and now harbors a dark secret from his exile. Very few people can get past his standoffish personality, but those who do, become longtime friends.

FLAWS

“A lion can sheathe its claws; it’s still a lion.” He is slow to trust members of other races, tribes, and societies. Even if they are well meaning and well mannered folk.

ROLEPLAYING AKIRRO

Akirro spends more time observing the conversations and behaviors of others than speaking, especially when in a crowded tavern. Although he speaks many languages, he primarily speaks in common, and sometimes in elvish.

He treasures his bow above all other possessions, but he is always seeking unique types of arrows to use with it. To pay for such unique items, he often joins parties of adventurers with no particular goal apart from treasure, and to stay alive, naturally.

In combat, Akirro will sneak up on his target and loose several arrows before getting close enough to use his sword. He is particularly good at hunting and slaying kobolds and goblins, often tagging along with hunting parties charged with clearing out camps or even hordes of the wretched creatures.

“It is better to remain silent and let people think you are a fool, than to open your mouth and confirm their suspicions.”

WEAPONS, ARMOR & ITEMS

Longbow, Quiver with 20 Arrows, Rapier, Chain Shirt, Explorer’s Pack, *Black Beast’s Gaze*, 10gp, 34sp, 5cp.



AKIRRO (LEVEL 4)

Medium Humanoid (High Elf), Chaotic Neutral

Class Ranger (lvl 4) **Armor Class** 15 (Chain Shirt)
Background Outlander **Hit Points** 36 (4d10+8)
Occupation Bounty Hunter **Speed** 30 ft.

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

Saving Throws Strength +1, Dexterity +9

Skills Animal Handling +3, Athletics +1, Investigation +4, Perception +3, Stealth +6, Survival +3, Lyre

Senses Darkvision 60ft., Passive Perception 13

Languages Common, Elvish, Dwarvish, Draconic, Goblin

Challenge 2 (450 XP)

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

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

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

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

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

Fighting Style (Archery). Akirro gains a +2 to attack rolls with ranged weapons.

Spellcasting: Akirro uses Wisdom as his spellcasting ability (Spell Save DC 11, +3 to hit with spell attacks). He may cast the following spells:

Cantrips: *True Strike*

1st level 3/day: *Cure Wounds, Hail of Thorns, Hunter's Mark*

Ranger's Companion (Wolf). Akirro has a beast companion which acts on his turn in initiative order, but takes no action unless commanded. For no action, Akirro may verbally command the beast to move. Akirro can use an action to command the beast to Attack, Dash, Disengage, Dodge, or Help, and it will follow commands to the best of its ability. When traveling through his favored terrain with only his companion, Akirro can move stealthily at a normal pace. The Beast gains a +2 to its AC, attack and damage rolls, and saving throws and skills it is proficient in. Its maximum hit points are as presented in its stat block or 16, whichever is higher.

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

ACTIONS

Rapier. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 9 (1d8 + 4) piercing damage.

Longbow: Ranged Weapon Attack: +8 to hit, range 150/600 ft., one creature. Hit: 9 (1d8 + 4) piercing damage.

WEAPONS, ARMOR & ITEMS

Longbow, Quiver with 20 Arrows, Rapier, Chain Shirt, Explorer's Pack, *Black Beast's Gaze*, 10gp, 42sp, 5cp.

LONE WOLF

Out in the night, the pack howled. Akirro was attuned to the needs and ways of beasts; after all, what was a wolf but a hound with a wild heart? He had positioned himself close to the wolf den as an extra layer of protection. This was a wild place; man held no dominion here and feared to tread. He stared into the one vestige of civilization he allowed himself—his paltry fire—and thought of his own pack, now doubtless leagues distant.

Years ago the victorious clan had taken him in, along with the other children of their former enemies. They said an infant could not be held accountable for the sins of his tribe. Indeed, the dominant pair had themselves taken him in and set him to work with the hounds. As he came of age he found that he was far fonder of these loyal animals than those who had captured him. He grew up side-by-side with the leaders' daughter: would that he had not. He remembered being dragged before her father when he discovered their courting.

"You? The son of a traitor? For the hand of my daughter?"

Akirro had started off so brave and defiant, clutching the hand of his beloved and staring down her belligerent father, but felt himself weakening.

"I gave you a second chance, took you in, raised you as my own son, and this is how you repay my kindness? I should have expected no different, given your breeding."

Was it his breeding; that his father had been chief of the conquered clan? Or was it that Akirro, a simple houndsman, would be an unsuitable match for his daughter? Akirro didn't know, but he guessed it leveled out to the same end.

Banished. He stoked the flames.

At the mouth of the cave, a shape emerged. A wolf, braver than the others, faced him across his meagre campfire. A guardian of nature, eyes and bared teeth stained with glowing firelight.

Akirro held its gaze, and approached with an out-faced palm, murmuring an elvish prayer. The wolf snapped once, then calmly licked the offered hand. Akirro breathed a sigh of relief.

Perhaps he had found his new pack.

AKIRRO (LEVEL 8)

Medium Humanoid (High Elf), Chaotic Neutral

Class Ranger (lvl 8) **Armor Class** 15 (Chain Shirt)
Background Outlander **Hit Points** 68 (8d10+16)
Occupation Bounty Hunter **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	15 (+2)	14 (+2)	12 (+1)	10 (+0)

Saving Throws Strength +2, Dexterity +8

Skills Animal Handling +4, Athletics +2, Investigation +5, Perception +4, Stealth +8, Survival +4, Lyre

Senses Darkvision 60ft., Passive Perception 14

Languages Common, Elvish, Dwarvish, Draconic, Goblin, Giant

Challenge 3 (700 XP)

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

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

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

Favored Enemy (Kobolds, Goblins, Giants). Akirro has advantage on survival checks made when tracking his favored enemies, as well as advantage on Intelligence checks to recall information about them.

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

Fighting Style (Archery). Akirro gains a +2 to attack rolls with ranged weapons.

Spellcasting: Akirro uses Wisdom as his spellcasting ability (Spell Save DC 12, +4 to hit with spell attacks). He may cast the following spells:

Cantrips: *True Strike*

1st level 4/day: *Cure Wounds, Hail of Thorns, Hunter's Mark*

2nd level 3/day: *Cordon of Arrows, Pass without a Trace*

Ranger's Companion (Wolf). Akirro has a beast companion which acts on his turn in initiative order, but takes no action unless commanded. For no action, Akirro may verbally command the beast to move. Akirro can use an action to command the beast to Attack, Dash, Disengage, Dodge, or Help, and it will follow commands to the best of its ability. When traveling through his favored terrain with only his companion, Akirro can move stealthily at a normal pace. The Beast gains a +3 to its AC, attack and damage rolls, and saving throws and skills it is proficient in. Its maximum hit points are as presented in its stat block or 32, whichever is higher.

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

Exceptional Training. Akirro can use a bonus action to command his beast companion to Dash, Disengage, Dodge, or Help on any turn when it does not attack.

Land's Stride: Akirro may move through non-magical difficult terrain at no extra movement cost. He takes no damage from non-magical plants via thorns, spikes, and other similar hazards. In addition, he has advantage on saving throws against plants that are magically created or manipulated to impede movement.

ACTIONS

Extra Attack. Akirro makes two attacks per Attack action.

Rapier. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 10 (1d8 + 5) piercing damage.

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

WEAPONS, ARMOR & ITEMS

Longbow, Quiver with 20 Arrows, Rapier, Chain Shirt, Explorer's Pack, *Black Beast's Gaze*, 15gp, 42sp, 20cp.

AKIRRO IN YOUR GAME

The player characters are most likely to encounter Akirro out in the wilderness, and he could be used to break up, or add interest to, a long journey. He is willing to join the party for a time but will most likely leave in the dead of night, without a word. His specialist animal-handling skills could be invaluable to folk that require assistance, whether to cure or placate a friendly beast, or to subdue or vanquish a foe.

Quest Hook. Akirro is available for hire as a tracker, bounty hunter and animal handler to those who have need of his services. If the party need someone found, Akirro will make himself known to them, if he is not sought out by them first.

AKIRRO (LEVEL 12)

Medium Humanoid (High Elf), Chaotic Neutral

Class Ranger (lvl 12) **Armor Class** 15 (Chain Shirt)
Background Outlander **Hit Points** 100 (12d10+24)
Occupation Bounty Hunter **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	15 (+2)	14 (+2)	14 (+2)	10 (+0)

Saving Throws Strength +3, Dexterity +9

Skills Animal Handling +6, Athletics +3, Investigation +6, Perception +6, Stealth +9, Survival +6, Lyre

Senses Darkvision 60ft., Passive Perception 16

Languages Common, Elvish, Dwarvish, Draconic, Giant, Goblin

Challenge 5 (1,800 XP)

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

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

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

Favored Enemy (Kobolds, Goblins, Giants). Akirro has advantage on survival checks made when tracking his favored enemies, as well as advantage on Intelligence checks to recall information about them.

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

Fighting Style (Archery). Akirro gains a +2 to attack rolls with ranged weapons.

Spellcasting: Akirro uses Wisdom as his spellcasting ability (Spell Save DC 14, +6 to hit with spell attacks). He may cast the following spells:

Cantrips: *True Strike*

1st level 4/day: *Cure Wounds, Hail of Thorns, Hunter's Mark*

2nd level 3/day: *Cordon of Arrows, Pass without a Trace*

3rd level 3/day: *Conjure Barrage, Windwall*

Ranger's Companion (Wolf). Akirro has a beast companion which acts on his turn in initiative order, but takes no action unless commanded. For no action, Akirro may verbally command the beast to move. Akirro can use an action to command the beast to Attack, Dash, Disengage, Dodge, or Help, and it will follow commands to the best of its ability. When traveling through his favored terrain with only his companion, Akirro can move stealthily at a normal pace. The Beast gains a +4 to its AC, attack and damage rolls, and saving throws and skills it is proficient in. Its maximum hit points are as presented in its stat block or 48, whichever is higher.

Exceptional Training. Akirro can use a bonus action to command his beast companion to Dash, Disengage, Dodge, or Help on any turn when it does not attack.

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

Land's Stride: Akirro may move through non-magical difficult terrain at no extra movement cost. He takes no damage from non-magical plants via thorns, spikes, and other similar hazards. In addition, he has advantage on saving throws against plants that are magically created or manipulated to impede movement.

Hide in Plain Sight: Akirro may spend 1 minute creating camouflage for himself. He must have access to fresh mud, dirt, plants, soot, or other naturally occurring materials with which to create his camouflage. Once Akirro is camouflaged in this way he gains +10 to his Stealth checks as long as he remains stationary without taking actions. Once he moves or takes an action or reaction he must camouflage himself again to gain this benefit.

Bestial Fury. When Akirro commands his beast companion to attack, it can make two attacks.

ACTIONS

Extra Attack. Akirro makes two Attacks per attack action.

Rapier. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 10 (1d8 + 5) piercing damage.

Longbow: Ranged Weapon Attack: +11 to hit, range 150/600 ft., one creature. Hit: 10 (1d8 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

Longbow, Quiver with 20 Arrows, Rapier, Chain Shirt, Explorer's Pack, *Black Beast's Gaze*, 60gp, 150sp.



AKIRRO (LEVEL 16)

Medium Humanoid (High Elf), Chaotic Neutral

Class Ranger (lvl 16) **Armor Class** 15 (Chain Shirt)
Background Outlander **Hit Points** 132 (16d10+32)
Occupation Bounty Hunter **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	15 (+2)	14 (+2)	16 (+3)	10 (+0)

Saving Throws Strength +4, Dexterity +10

Skills Animal Handling +8, Athletics +4, Investigation +7, Perception +8, Stealth +10, Survival +8, Lyre

Senses Darkvision 60ft., Passive Perception 18

Languages Common, Elvish, Draconic, Dwarvish, Giant, Goblin

Challenge 6 (2,300 XP)

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

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

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

Favored Enemy (Kobolds, Goblins, Giants, Elves, Dwarves).

Akirro has advantage on survival checks made when tracking his favored enemies, as well as advantage on Intelligence checks to recall information about them.

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

Fighting Style (Archery). Akirro gains a +2 to attack rolls with ranged weapons.

Spellcasting. Akirro uses Wisdom as his spellcasting ability (Spell Save DC 16, +8 to hit with spell attacks). He may cast the following spells:

Cantrips: *True Strike*

1st level, 4/day: *Cure Wounds, Hail of Thorns, Hunter's Mark*

2nd level, 3/day: *Cordon of Arrows, Pass without a Trace*

3rd level, 3/day: *Conjure Barrage, Windwall*

4th level, 2/day: *Conjure Woodland Beings, Grasping Vine*

Ranger's Companion (Wolf). Akirro has a beast companion which acts on his turn in initiative order, but takes no action unless commanded. For no action, Akirro may verbally command the beast to move. Akirro can use an action to command the beast to Attack, Dash, Disengage, Dodge, or Help, and it will follow commands to the best of its ability. When traveling through his favored terrain with only his companion, Akirro can move stealthily at a normal pace. The Beast gains a +5 to its AC, attack and damage rolls, and saving throws and skills it is proficient in. Its maximum hit points are as presented in its stat block or 64, whichever is higher.

Primeval Awareness: Akirro may use his action and expend one ranger spell slot to focus on the region around him. For 1 minute per level of the spell expended he can sense whether there are any aberrations, celestials, dragons, elementals, fey, fiends and undead within a mile of his current location. (6 miles if in favored terrain.)

Exceptional Training. Akirro can use a bonus action to command his beast companion to Dash, Disengage, Dodge, or Help on any turn when it does not attack.

Land's Stride: Akirro may move through non-magical difficult terrain at no extra movement cost. He takes no damage from non-magical plants via thorns, spikes, and other similar hazards. In addition, he has advantage on saving throws against plants that are magically created or manipulated to impede movement.

Hide in Plain Sight: Akirro may spend 1 minute creating camouflage for himself. He must have access to fresh mud, dirt, plants, soot, or other naturally occurring materials with which to create his camouflage. Once Akirro is camouflaged in this way he gains +10 to his Stealth checks as long as he remains stationary without taking actions. Once he moves or takes an action or reaction he must camouflage himself again to gain this benefit.

Bestial Fury. When Akirro commands his beast companion to attack, it can make two attacks.

Vanish. Akirro may use the Hide action as a bonus action on his turn. Also he can't be tracked by non-magical means unless he chooses to leave a trail.

Share Spells. If his beast companion is within 30 ft. of him, any spell Akirro casts targeting himself can also target the beast.

ACTIONS

Extra Attack. Akirro makes two attacks per Attack action.

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

Longbow. Ranged Weapon Attack: +12 to hit, range 150/600 ft., one creature. Hit: 10 (1d8 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

Longbow, Quiver with 20 Arrows, Rapier, Chain Shirt, Explorer's Pack, *Black Beast's Gaze*, 74gp, 175sp.

AKIRRO (LEVEL 20)

Medium Humanoid (High Elf), Chaotic Neutral

Class Ranger (lvl 20) **Armor Class** 15 (Chain Shirt)
Background Outlander **Hit Points** 164 (20d10+40)
Occupation Bounty Hunter **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	15 (+2)	14 (+2)	18 (+4)	10 (+0)

Saving Throws Strength +5, Dexterity +11

Skills Animal Handling +10, Athletics +5, Investigation +8, Perception +10, Stealth +11, Survival +10, Lyre

Senses Darkvision 60ft., Passive Perception 20

Languages Common, Elvish, Draconic, Dwarvish, Giant, Goblin

Challenge 7 (2,900 XP)

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

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

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

Favored Enemy (Kobolds, Goblins, Giants, Elves, Dwarves).

Akirro has advantage on survival checks made when tracking his favored enemies, as well as advantage on Intelligence checks to recall information about them.

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

Fighting Style (Archery). Akirro gains a +2 to attack rolls with ranged weapons.

Spellcasting. Akirro uses Wisdom as his spellcasting ability (Spell Save DC 18, +10 to hit with spell attacks). He may cast the following spells:

Cantrips: *True Strike*

1st level, 4/day: *Cure Wounds, Hail of Thorns, Hunter's Mark*

2nd level, 3/day: *Cordon of Arrows, Pass without a Trace*

3rd level, 3/day: *Conjure Barrage, Windwall*

4th level, 3/day: *Conjure Woodland Beings, Grasping Vine*

5th level, 2/day: *Conjure Volley, Swift Quiver*

Ranger's Companion (Wolf). Akirro has a beast companion which acts on his turn in initiative order, but takes no action unless commanded. For no action, Akirro may verbally command the beast to move. Akirro can use an action to command the beast to Attack, Dash, Disengage, Dodge, or Help, and it will follow commands to the best of its ability. When traveling through his favored terrain with only his companion,

Akirro can move stealthily at a normal pace. The Beast gains a +6 to its AC, attack and damage rolls, and saving throws and skills it is proficient in. Its maximum hit points are as presented in its stat block or 80, whichever is higher.

Primeval Awareness: Akirro may use his action and expend one ranger spell slot to focus on the region around him. For 1 minute per level of the spell expended he can sense whether there are any aberrations, celestials, dragons, elementals, fey, fiends and undead within a mile of his current location. (6 miles if in favored terrain.)

Exceptional Training. Akirro can use a bonus action to command his beast companion to Dash, Disengage, Dodge, or Help on any turn when it does not attack.

Land's Stride: Akirro may move through non-magical difficult terrain at no extra movement cost. He takes no damage from non-magical plants via thorns, spikes, and other similar hazards. In addition, he has advantage on saving throws against plants that are magically created or manipulated to impede movement.

Hide in Plain Sight: Akirro may spend 1 minute creating camouflage for himself. He must have access to fresh mud, dirt, plants, soot, or other naturally occurring materials with which to create his camouflage. Once Akirro is camouflaged in this way he gains +10 to his Stealth checks as long as he remains stationary without taking actions. Once he moves or takes an action or reaction he must camouflage himself again to gain this benefit.

Bestial Fury. When Akirro commands his beast companion to attack, it can make two attacks.

Vanish. Akirro may use the Hide action as a bonus action on his turn. Also he can't be tracked by non-magical means unless he chooses to leave a trail.

Share Spells. If his beast companion is within 30 ft. of him, any spell Akirro casts targeting himself can also target the beast.

Feral Senses. When Akirro attacks a creature he can't see, his inability to see it doesn't impose disadvantage on his attack roll against it. He is also aware of the location of any invisible creature within 30 ft. of him, provided the creature is not hidden from him and he is not blinded or deafened

Foe Slayer. Once per turn, Akirro can add his Wisdom modifier to the attack roll or the damage roll of an attack he makes against one of his favored enemies. He can choose to use this feature before or after the roll but before any effects of the roll are applied.

ACTIONS

Extra Attack. Akirro makes two attacks per Attack action.

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

Longbow: Ranged Weapon Attack: +13 to hit, range 150/600 ft., one creature. Hit: 10 (1d8 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

Longbow, Quiver with 20 Arrows, Rapier, Chain Shirt, Explorer's Pack, *Black Beast's Gaze*, 140gp, 175sp.

ANKHARASOS SKARN

Medium Humanoid (Dragonborn), Lawful Neutral

Class Fighter (lvl 1) **Armor Class** 16 (Chainmail)
Background Soldier **Hit Points** 12 (1d10+2)
Occupation Mercenary **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	14 (+2)	12 (+1)	13 (+1)	10 (+0)

Saving Throws Strength +5, Constitution +4

Skills Athletics +5, Insight +3, Intimidation +2, Perception +3, Dice, Land Vehicles

Senses Passive Perception 13

Languages Common, Draconic

Challenge 1/2 (100 XP)

Draconic Ancestry (Red). Ankharasos has resistance to fire.

Breath Weapon. Ankharasos can use his action to breathe fire out in a 15 ft. cone. The target must make a DC 12 Dexterity saving throw and take 2d6 damage on a failed saving throw, or half on a successful one. Once he uses this feature, he must finish a long or short rest before using it again.

Military Rank. Ankharasos has the rank of captain. Soldiers loyal to his former organization recognize this rank.

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

Second Wind. On his turn Ankharasos can use a bonus action to regain 1d10 + 1 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

ACTIONS

Warhammer. Melee Weapon Attack (Versatile): +5 to hit, reach 5 ft., one creature. Hit: 8 / 9 (1d8 / 1d10 + 3) bludgeoning damage.

Javelin. Ranged Weapon Attack: +5 to hit, range 30/120 ft., one creature. Hit: 7 (1d6 + 3) piercing damage.

OVERVIEW

Motivated only by fighting, Ankharasos has spent years honing his combat skills, effectively modeling himself into a living weapon. It would seem only natural therefore that he is highly sought-after as a bounty hunter, a service he provides only when he deems his employer, or his quarry, worthy of him.

Once decided on a course, Ankharasos is relentless, ruthless and utterly unyielding to his current path. He will make enquiries and gather information – violently, if necessary – before forcing a confrontation with his target. Not one to work in shadows, when Ankharasos Skarn comes for you, you’ll know about it.

A hulking giant, even by Dragonborn standards, Ankharasos strikes an imposing figure not forgotten in a hurry, his natural size and strength are augmented with rigorous training and his warhammer, *Fury*.

PERSONALITY TRAITS

“If Ankharasos Skarn gives his word, it will be done.” Ankharasos sees it as his duty to live and die by his honor. It is not for him to question his contracts (provided that his target is worthy of his martial skill), only to unrelentingly pursue them.

IDEALS

“Cowards strike from the dark. A warrior fights with honor.” If you find yourself fighting Ankharasos Skarn, you do so one-on-one, face to face, and fully armed.

BONDS

“Gold corrodes. Iron rusts. My honor is untarnishable” Ankharasos has no material ties to the world. The only thing precious to him is his honor.

FLAWS

“Compromise is a gap in the armor.” Ankharasos’ morals, code and ethics are rigid and inflexible. He will break before he bends.

ROLEPLAYING

ANKHARASOS

Ankharasos is unlikely to be talked round to a point of view contrary to one already established – a fight is usually going to be on the cards. Not an evil creature, or particularly bloodthirsty, he will let an opponent go if he is beaten in fair combat and accept a yield without hesitation.

Should his target get wind of the assured encounter and attempt to flee, Ankharasos will hunt them down mercilessly, not with speed, but with glacial inevitability; always at their heels no matter how many cities, kingdoms or leagues of wilderness lie between them.

“Crawl out of your cowardly hidey-hole!
Come out and face me!”

WEAPONS, ARMOR & ITEMS

Chainmail, *Fury*, 4 Javelins, Explorer’s Pack



ANKHARASOS SKARN (LEVEL 4)

Medium Humanoid (Dragonborn), Lawful Neutral

Class Fighter (lvl 4)	Armor Class 16 (Chainmail)
Background Soldier	Hit Points 36 (4d10+8)
Occupation Mercenary	Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	14 (+2)	12 (+1)	13 (+1)	10 (+0)

Saving Throws Strength +6, Constitution +4

Skills Athletics +6, Insight +3, Intimidation +2, Perception +3, Dice, Land Vehicles

Senses Passive Perception 13

Languages Common, Draconic

Challenge 2 (450 XP)

Draconic Ancestry (Red). Ankharasos has resistance to fire.

Breath Weapon. Ankharasos can use his action to breathe fire out in a 15 ft. cone. The target must make a DC 12 Dexterity saving throw and take 2d6 damage on a failed saving throw, or half on a successful one. Once he uses this feature, he must finish a long or short rest before using it again.

Military Rank. Ankharasos has the rank of captain. Soldiers loyal to his former organization recognize this rank.

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

Second Wind. On his turn Ankharasos can use a bonus action to regain 1d10 + 4 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

Action Surge. Once per day, on his turn, Ankharasos can take an additional action on top of his normal action and possible bonus action. Once he uses this feature, he must finish a long or short rest before using it again.

Combat Superiority. Ankharasos has four superiority dice which are d8's. These dice are expended when used and are regained after a short or long rest.

Disarming Attack. Ankharasos can expend one superiority die when he hits a creature with a weapon attack to attempt to disarm the target. He adds the superiority die to the attack's damage roll. The target must make a Strength saving throw, DC 14, or drop one item of Ankharasos' choice that it's holding.

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

Trip Attack. Trip Attack. Ankharasos may expend one superiority die when he hits a creature with a weapon attack to attempt to knock the target down. He adds the superiority die to the attack's damage roll. If it is Large or smaller, the target must make a Strength saving throw, DC 14, or fall prone.

ACTIONS

Warhammer. Melee Weapon Attack (Versatile): +6 to hit, reach 5 ft., one creature. Hit: 9 / 10 (1d8 / 1d10 + 4) bludgeoning damage.

Javelin. Ranged Weapon Attack: +6 to hit, range 30/120 ft., one creature. Hit: 8 (1d6 + 4) piercing damage.

WEAPONS, ARMOR & ITEMS

Chainmail, *Fury*, 4 Javelins, Explorer's Pack

CONFRONTATION

"Come out! Come out and face me!"

Ankharasos had been shouting at the house for ten minutes now, punctuating his cries with *Fury's* haft on the cobblestones... Ten minutes more and he would kick the door down, but he hoped it wouldn't come to that; better that the quarry come willingly.

Seven minutes later, the man emerged. Ankharasos eyed him dispassionately. His mail was in poor condition, but the sword looked like good quality steel; perhaps he had stolen it. It was not for Ankharasos to ask why he was to be brought in.

"You have been judged worthy of the skills of Ankharasos Skarn. For this you should be honored. Defeat me and you go free; yield and you shall accompany me to my employer to answer for your transgressions. Do you accept the terms?"

The man sniffed, spat, and, with a wordless yell, charged with sword held high.

"Do you accept the terms?" Ankharasos remained unmoving. The man swung, off-balance from the charge; Ankharasos sidestepped with ease.

"Do you accept the terms?" he repeated.

"Shut it! I accept!"

The sword arced again, and *Fury* flashed up to meet it.

He was strong, no doubt about it: he'd probably won every tavern brawl he'd instigated, but he was not Ankharasos Skarn. His training was rusty, his technique was sloppy, and soon he had a broken rib and two less teeth, as he sank to the ground.

A scuffing of a boot on cobbles alerted Ankharasos and he snatched at the air behind, catching the throat of an interloper to the duel. This one was just recognizably female under a thick layer of dirt and grime, and held a knife in each hand. She attacked like a coward.

"I do not have a quarrel with you," Ankharasos hoisted her up until their faces were level, "but continue on this path, and I shall." He tossed the woman aside, leaving her to fall in a crumpled heap at the foot of the gathered crowd.

Ankharasos approached his quarry, with *Fury* at the ready.

"I yield!" the man cried, eyes on his stricken companion. Ankharasos held out his hand.

ANKHARASOS SKARN (LEVEL 8)

Medium Humanoid (Dragonborn), Lawful Neutral

Class Fighter (lvl 8) **Armor Class** 16 (Chainmail)
Background Soldier **Hit Points** 76 (8d10+24)
Occupation Mercenary **Speed** 30 ft.

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

Saving Throws Strength +8, Constitution +6

Skills Athletics +8, Insight +5, Intimidation +3, Perception +5, Dice, Land Vehicles

Senses Passive Perception 15

Languages Common, Draconic

Challenge 3 (700 XP)

Draconic Ancestry (Red). Ankharasos has resistance to fire.

Breath Weapon. Ankharasos can use his action to breathe fire out in a 15 ft. cone. The target must make a DC 14 Dexterity saving throw and take 3d6 damage on a failed saving throw, or half on a successful one. Once he uses this feature, he must finish a long or short rest before using it again.

Military Rank. Ankharasos has the rank of captain. Soldiers loyal to his former organization recognize this rank.

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

Second Wind. On his turn Ankharasos can use a bonus action to regain 1d10 + 8 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

Action Surge. Once per day, on his turn, Ankharasos can take an additional action on top of his normal action and possible bonus action. Once he uses this feature, he must finish a long or short rest before using it again.

Combat Superiority. Ankharasos has five superiority dice which are d8's. These dice are expended when used and are regained after a short or long rest.

Disarming Attack. Ankharasos can expend one superiority die when he hits a creature with a weapon attack to attempt to disarm the target. He adds the superiority die to the attack's damage roll. The target must make a Strength saving throw, DC 16, or drop one item of Ankharasos' choice that it's holding.

Feinting Attack. Ankharasos can expend one superiority dice to choose a creature within 5 ft. of him. He gains advantage on his next attack roll against that target and adds the superiority die to attack's damage roll on a hit.

Menacing Attack. Ankharasos can expend one superiority die when he hits a creature with a weapon attack. He adds the superiority die to the attack's damage roll. The target must make a Wisdom saving throw, DC 16, or become frightened by Ankharasos until the end of his next turn.

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

Trip Attack. Trip Attack. Ankharasos may expend one superiority die when he hits a creature with a weapon attack to attempt to knock the target down. He adds the superiority die to the attack's damage roll. If it is Large or smaller, the target must make a Strength saving throw, DC 16, or fall prone.

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

ACTIONS

Extra Attack. Ankharasos can attack twice with each Attack action.

Warhammer. Melee Weapon Attack (Versatile): +8 to hit, reach 5 ft., one creature. Hit: 10 / 11 (1d8 / 1d10 + 5) bludgeoning damage.

Javelin. Ranged Weapon Attack: +8 to hit, range 30/120 ft., one creature. Hit: 9 (1d6 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

Chainmail, *Fury*, 4 Javelins, Explorer's Pack

ANKHARASOS IN YOUR GAME

Ankharasos could appear as an adversary or an ally for hire in your game. He could be used to drive home the risks of leaving a villain alive if said villain goes on to hire him to hunt down the party (or, perhaps more interestingly, a single member). A player character with links to bounty hunters may know of his unusual methods, or even live in fear of him - perhaps being a rare target who slipped through his net.

Ankharasos works alone as a rule, but will work together with others if he finds they are tracking the same target, providing he alone has the honor of combat with the quarry.

Quest Hook. A character from the party's past has hired Ankharasos to hunt them down. After many hints that they are being followed and asked after, Ankharasos forces a confrontation. Do they fight with honor, sparing his life if they defeat him, as he would theirs? If they fight well, perhaps a beaten Ankharasos will accept a contract from them as a life debt.

ANKHARASOS SKARN (LEVEL 12)

Medium Humanoid (Dragonborn), Lawful Neutral

Class Fighter (lvl 12) **Armor Class** 17 (Splint)
Background Soldier **Hit Points** 124 (12d10+48)
Occupation Mercenary **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Strength +9, Constitution +8

Skills Athletics +9, Insight +6, Intimidation +4, Perception +6, Dice, Land Vehicles

Senses Passive Perception 16

Languages Common, Draconic

Challenge 6 (2,300 XP)

Draconic Ancestry (Red). Ankharasos has resistance to fire.

Breath Weapon. Ankharasos can use his action to breathe fire out in a 15 ft. cone. The target must make a DC 16 Dexterity saving throw and take 4d6 damage on a failed saving throw, or half on a successful one. Once he uses this feature, he must finish a long or short rest before using it again.

Military Rank. Ankharasos has the rank of captain. Soldiers loyal to his former organization recognize this rank.

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

Second Wind. On his turn Ankharasos can use a bonus action to regain 1d10 + 12 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

Action Surge. Once per day, on his turn, Ankharasos can take an additional action on top of his normal action and possible bonus action. Once he uses this feature, he must finish a long or short rest before using it again.

Combat Superiority. Ankharasos has five superiority dice which are d10's. These dice are expended when used and are regained after a short or long rest.

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

Feinting Attack. Ankharasos can expend one superiority dice to choose a creature within 5 ft. of him. He gains advantage on his next attack roll against that target and adds the superiority die to attack's damage roll on a hit.

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

Menacing Attack. Ankharasos can expend one superiority die when he hits a creature with a weapon attack. He adds the superiority die to the attack's damage roll. The target must make a Wisdom saving throw, DC 17, or become frightened by Ankharasos until the end of his next turn.

Precision Attack. Ankharasos can expend a superiority die when making a weapon attack against a creature, adding the number rolled to the attack roll.

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

Trip Attack. Trip Attack. Ankharasos may expend one superiority die when he hits a creature with a weapon attack to attempt to knock the target down. He adds the superiority die to the attack's damage roll. If it is Large or smaller, the target must make a Strength saving throw, DC 17, or fall prone.

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

Indomitable. Once per day, Ankharasos can reroll a failed saving throw. Once he uses this feature, he must finish a short or long rest before using it again.

ACTIONS

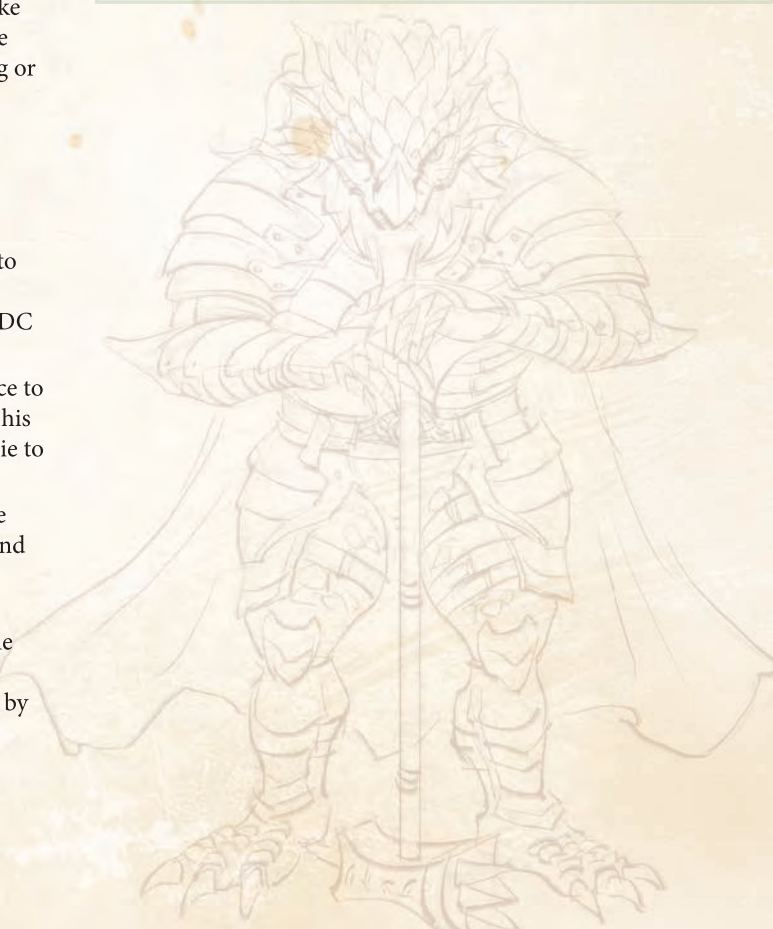
Extra Attack. Ankharasos can attack three times with each Attack action.

Warhammer. Melee Weapon Attack (Versatile): +9 to hit, reach 5 ft., one creature. Hit: 10 / 11 (1d8 / 1d10 + 5) bludgeoning damage.

Javelin. Ranged Weapon Attack: +9 to hit, range 30/120 ft., one creature. Hit: 9 (1d6 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

Splint Armor, *Fury*, 4 Javelins, Explorer's Pack



ANKHARASOS SKARN (LEVEL 16)

Medium Humanoid (Dragonborn), Lawful Neutral

Class Fighter (lvl 16) **Armor Class** 17 (Splint)
Background Soldier **Hit Points** 180 (16d10+80)
Occupation Mercenary **Speed** 30 ft.

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

Saving Throws Strength +10, Constitution +10

Skills Athletics +10, Insight +8, Intimidation +5, Perception +8, Dice, Land Vehicles

Senses Passive Perception 18

Languages Common, Draconic

Challenge 8 (3,900 XP)

Draconic Ancestry (Red). Ankharasos has resistance to fire.

Breath Weapon. Ankharasos can use his action to breathe fire out in a 15 ft. cone. The target must make a DC 18 Dexterity saving throw and take 5d6 damage on a failed saving throw, or half on a successful one. Once he uses this feature, he must finish a long or short rest before using it again.

Military Rank. Ankharasos has the rank of captain. Soldiers loyal to his former organization recognize this rank.

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

Second Wind. On his turn Ankharasos can use a bonus action to regain 1d10 + 16 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

Action Surge. Once per day, on his turn, Ankharasos can take an additional action on top of his normal action and possible bonus action. Once he uses this feature, he must finish a long or short rest before using it again.

Combat Superiority. Ankharasos has six superiority dice which are d10's. These dice are expended when used and are regained after a short or long rest.

Disarming Attack. Ankharasos can expend one superiority die when he hits a creature with a weapon attack to attempt to disarm the target. He adds the superiority die to the attack's damage roll. The target must make a Strength saving throw, DC 18, or drop one item of Ankharasos' choice that it's holding.

Evasive Footwork. Ankharasos can expend one superiority die when moving, adding the number rolled to his AC until he stops.

Feinting Attack. Ankharasos can expend one superiority die to choose a creature within 5 ft. of him. He gains advantage on his next attack roll against that target and adds the superiority die to attack's damage roll on a hit.

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

Menacing Attack. Ankharasos can expend one superiority die when he hits a creature with a weapon attack. He adds the superiority die to the attack's damage roll. The target must make a Wisdom saving throw, DC 19, or become frightened by Ankharasos until the end of his next turn.

Precision Attack. Ankharasos can expend a superiority die when making a weapon attack against a creature, adding the number rolled to the attack roll.

Pushing Attack. Ankharasos can expend one superiority die when he hits a creature with a weapon attack to attempt to push the target away. He adds the superiority die to the attack's damage roll. If it is Large or smaller, the target must make a Strength saving throw, DC 18, or be pushed away up to 15 ft.

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

Trip Attack. Trip Attack. Ankharasos may expend one superiority die when he hits a creature with a weapon attack to attempt to knock the target down. He adds the superiority die to the attack's damage roll. If it is Large or smaller, the target must make a Strength saving throw, DC 18, or fall prone.

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

Relentless. When Ankharasos rolls initiative and has no superiority dice remaining he gains one superiority die.

Indomitable. Twice per day, Ankharasos can reroll a failed saving throw. Once he expends all uses of this feature, he must finish a short or long rest before using it again.

ACTIONS

Extra Attack. Ankharasos can attack three times with each Attack action.

Warhammer. Melee Weapon Attack (Versatile): +10 to hit, reach 5 ft., one creature. Hit: 10 / 11 (1d8 / 1d10 + 5) bludgeoning damage.

Javelin. Ranged Weapon Attack: +10 to hit, range 30/120 ft., one creature. Hit: 9 (1d6 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

Splint Armor, *Fury*, 4 Javelins, Explorer's Pack

ANKHARASOS SKARN (LEVEL 20)

Medium Humanoid (Dragonborn), Lawful Neutral

Class Fighter (lvl 20) **Armor Class** 17 (Splint)
Background Soldier **Hit Points** 224 (20d10+100)
Occupation Mercenary **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	12 (+1)	18 (+4)	10 (+0)

Saving Throws Strength +11, Constitution +11

Skills Athletics +11, Insight +10, Intimidation +6, Perception +10, Dice, Land Vehicles

Senses Passive Perception 20

Languages Common, Draconic

Challenge 10 (5,900 XP)

Draconic Ancestry (Red). Ankharasos has resistance to fire.

Breath Weapon. Ankharasos can use his action to breathe fire out in a 15 ft. cone. The target must make a DC 19 Dexterity saving throw and take 5d6 damage on a failed saving throw, or half on a successful one. Once he uses this feature, he must finish a long or short rest before using it again.

Military Rank. Ankharasos has the rank of captain. Soldiers loyal to his former organization recognize this rank.

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

Second Wind. On his turn Ankharasos can use a bonus action to regain 1d10 + 20 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

Action Surge. Twice per day on his turn, Ankharasos can take one additional action on top of his regular action and a possible bonus action. Once he expends all uses of this feature, he must finish a short or long rest before using it again.

Combat Superiority. Ankharasos has six superiority dice which are d12's. These dice are expended when used and are regained after a short or long rest.

Disarming Attack. Ankharasos can expend one superiority die when he hits a creature with a weapon attack to attempt to disarm the target. He adds the superiority die to the attack's damage roll. The target must make a Strength saving throw, DC 19, or drop one item of Ankharasos' choice that it's holding.

Evasive Footwork. Ankharasos can expend one superiority die when moving, adding the number rolled to his AC until he stops.

Feinting Attack. Ankharasos can expend one superiority die to choose a creature within 5 ft. of him. He gains advantage on his next attack roll against that target and adds the superiority die to attack's damage roll on a hit.

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

Menacing Attack. Ankharasos can expend one superiority die when he hits a creature with a weapon attack. He adds the superiority die to the attack's damage roll. The target must make a Wisdom saving throw, DC 19, or become frightened by Ankharasos until the end of his next turn.

Precision Attack. Ankharasos can expend a superiority die when making a weapon attack against a creature, adding the number rolled to the attack roll.

Pushing Attack. Ankharasos can expend one superiority die when he hits a creature with a weapon attack to attempt to push the target away. He adds the superiority die to the attack's damage roll. If it is Large or smaller, the target must make a Strength saving throw, DC 19, or be pushed away up to 15 ft.

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

Trip Attack. Trip Attack. Ankharasos may expend one superiority die when he hits a creature with a weapon attack to attempt to knock the target down. He adds the superiority die to the attack's damage roll. If it is Large or smaller, the target must make a Strength saving throw, DC 19, or fall prone.

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

Relentless. If Ankharasos has no superiority dice when he rolls initiative, he gains one superiority die.

Indomitable. Three times per day, Ankharasos can reroll a failed saving throw. Once he expends all uses of this feature, he must finish a short or long rest before using it again.

ACTIONS

Extra Attack. Ankharasos can attack four times with each Attack action.

Warhammer. Melee Weapon Attack (Versatile): +11 to hit, reach 5 ft., one creature. Hit: 10 / 11 (1d8 / 1d10 + 5) bludgeoning damage.

Javelin. Ranged Weapon Attack: +11 to hit, range 30/120 ft., one creature. Hit: 9 (1d6 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

Splint Armor, *Fury*, 4 Javelins, Explorer's Pack

ASHDAN

Medium Humanoid (Tiefling), Chaotic Neutral

Class Rogue (lvl 1) **Armor Class** 14 (Std. Leather)
Background Urchin **Hit Points** 7 (1d8-1)
Occupation Vagabond **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	8 (-1)	12 (+1)	14 (+2)	15 (+2)

Saving Throws Dexterity +4, Intelligence +3

Skills Acrobatics +4, Deception +6, Insight +4, Persuasion +4, Sleight of Hand +6, Stealth +4, Disguise Kit, Thieves' Tools

Senses Darkvision 60ft., Passive Perception 12

Languages Common, Infernal, Thieves' Cant

Challenge 1/2 (100 XP)

Hellish Resistance. Ashdan has resistance to fire.

Infernal Legacy. Ashdan can cast the *Thaumaturgy* cantrip using Charisma as his spellcasting modifier.

City Secrets. Out of combat, Ashdan can lead a group between any two points in the city he grew up in twice as fast as his speed would allow.

Expertise (Deception and Sleight of Hand). Ashdan adds double his proficiency bonus to skill checks he has expertise with.

Sneak Attack (+1d6). Once per turn, Ashdan can deal an extra 1d6 damage to one creature he hits with an attack if he has advantage on the attack roll.

The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

ACTIONS

Rapier. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 2) piercing damage.

Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one creature. Hit: 6 (1d6 + 2) piercing damage.

OVERVIEW

Union of a tiefling and any other race always produce a tiefling. Ashdan's mother was unaware of this, and upon his birth was reminded of that shameful night nine months ago with an unscrupulous but charming traveling showman. Rather than live with that disgrace, the baby was abandoned, growing up first in a poorhouse and then in various gangs.

Fearing that any children he might have would meet a similar fate, Ashdan has been mostly successful at avoiding the romantic side of life. His one notable lapse ended with the death of his love, Emeline, at the hands of a superstitious mob.

Ashdan has been a thief and an assassin in a society that mistrusts or outright despises his kind, though he keeps some standards and refuses to kill those who don't deserve it. He has no loyalties to any particular gang, and none would have him. However, he is willing to work for anyone who has enough coin and a job not too repulsive to his, admittedly somewhat lax, morals. His quick wits and sharp tongue have kept him alive on more than one occasion, and almost killed him on many others.

Ashdan's skin is a brick red, as befits his fiendish heritage. This, along with his curving ram's horns would make him cut an imposing figure if not for his skinny, gangly frame. He wears one of Emeline's bangles on his left horn.

PERSONALITY TRAITS

"If I insult you, I like you. If I give you an unflattering nickname, we may be friends for life." Ashdan doesn't have time for those who take themselves too seriously. How someone takes a jibe or a nickname is a good way for him to quickly find out how much respect someone deserves.

IDEALS

"Can't we all just enjoy ourselves?" Ashdan doesn't really have a plan beyond finding a place to bed down for the night. He wants others to be happy, but doesn't have a great deal of investment in it.

BONDS

"I'm never losing someone I care about again." Ashdan's choice not to care too much about anyone or anything is, in part, a defence mechanism, and became far more pronounced after losing Emeline.

FLAWS

"Everyone is open to my mockery. Unfortunately, 'everyone' includes some very dangerous people." There are some places Ashdan simply cannot go any more. The wrong insult to the wrong crime lord can mean a hefty price on your head..

ROLEPLAYING ASHDAN

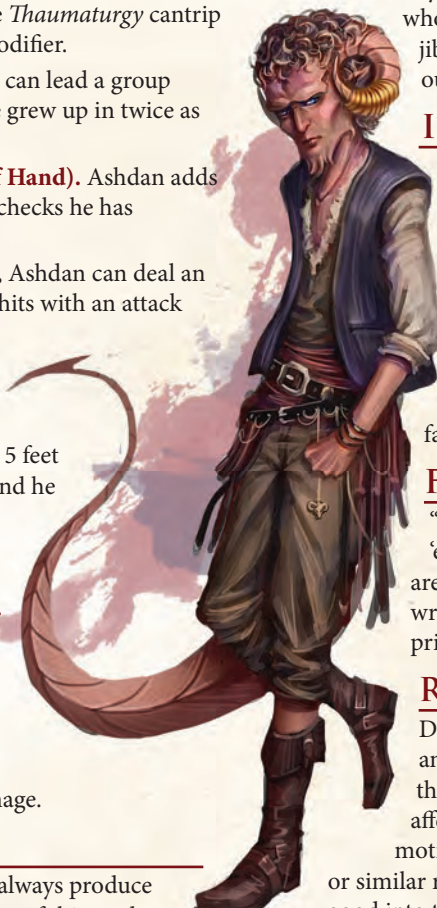
Due to his past experiences, Ashdan hates persecution and people being put down simply because of the way they are. He actively refuses to take anything seriously, affecting a devil-may-care attitude and lying about his motivations for doing good deeds, citing the promise of gold or similar rather than admitting he simply wants to bring some good into the world.

If he finds himself in combat, Ashdan fights dirty, with no qualms about distracting an opponent (be it sand to the eyes or a rambling, insulting tirade). Should the opportunity present itself, he has a particular fondness for head butts, where his thickened forehead gives him a natural advantage.

"Serious is overrated. I was serious once; it was awful."

WEAPONS, ARMOR & ITEMS

Rapier, Hand Crossbow, 20 Bolts, 4 Daggers, Studded Leather, Worn Common Clothes, Thieves' Tools, 4gp, 20sp, 16cp, Gold Bangle (5gp), *Heads & Tails*



ASHDAN (LEVEL 4)

Medium Humanoid (Tiefling), Chaotic Neutral

Class Rogue (lvl 4) **Armor Class** 15 (Std. Leather)
Background Urchin **Hit Points** 19 (4d8-4)
Occupation Vagabond **Speed** 30 ft.

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

Saving Throws Dexterity +5, Intelligence +3

Skills Acrobatics +5, Deception +7, Insight +4, Persuasion +5, Sleight of Hand +7, Stealth +5, Disguise Kit, Thieves' Tools

Senses Darkvision 60ft., Passive Perception 12

Languages Common, Infernal, Thieves' Cant

Challenge 1 (200 XP)

Hellish Resistance. Ashdan has resistance to fire.

Infernal Legacy. Ashdan can cast the *Thaumaturgy* cantrip, and *Hellish Rebuke* as a 2nd level spell using Charisma as his spellcasting modifier.

City Secrets. Out of combat, Ashdan can lead a group between any two points in the city he grew up in twice as fast as his speed would allow.

Expertise (Deception and Sleight of Hand). Ashdan adds double his proficiency bonus to skill checks he has expertise with.

Sneak Attack (+2d6). Once per turn, Ashdan can deal an extra 2d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. Ashdan can take a bonus action on each of his turns during combat. He can use this action to Dash, Disengage, or Hide.

Fast Hands. Ashdan can use his Cunning Action to make a Sleight of Hand check, use his thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Ashdan can climb without expending extra movement. In addition, when he makes a running jump, the distance he covers increases by 4 ft.

ACTIONS

Rapier. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 3) piercing damage.

Hand Crossbow. Ranged Weapon Attack: +5 to hit, range 30/120 ft., one creature. Hit: 7 (1d6 + 3) piercing damage.

WEAPONS, ARMOR & ITEMS

Rapier, Hand Crossbow, 20 Bolts, 4 Daggers, Studded Leather, Worn Common Clothes, Thieves' Tools, 13gp, 20sp, 16cp, Gold Bangle (5gp), *Heads & Tails*

CHILD'S PLAY

"Sir! Sir! Alms for a poor orphan, sir!"

Ashdan wasn't used to being a 'sir'. He knew the 'poor orphan' bit well enough, though. He guessed the girl was about thirteen, far too young for this life.

"What's your story then?" He crossed to her, crouched, and reached for his coin purse for a silver (not gold, he wasn't made of money). It was at this point he realized his coin purse was missing. *That little...*

Through the crowd, he saw a second, even smaller figure running, nimbly dodging the bigger folk. Ashdan afforded a quick glance to the now very smug-looking girl.

"Very nice." Professional courtesy never hurt, but it wouldn't get him back his damned silver...

People tended to give Ashdan a wide berth anyway, so he had little issue giving chase, past a pottery merchant throwing curses, over the back of a hog on its way to market, through a back alley and... lost him. A roof tile fell and shattered on the cobbles at his feet. *Perhaps not...*

Ashdan hadn't been up on the rooftops for a while; he would not describe his ascent as 'smooth', or 'on his first try'. By the time he got up there, there was no sign of the child.

Beneath his feet, he heard the muffled chanting of supplicants at prayer. Temples made Ashdan uneasy and, he mused, he made people in temples uneasy. Best they kept to themselves.

Scouring the rooftops took the better part of the afternoon. It was getting dark, and it was their fire that gave them away; supposedly empty warehouses on the docks didn't tend to keep a light among the rafters. There looked to be about ten of them gathered around it, the girl included, Ashdan saw through a gap in the roof which he supposed they were using as an entrance. Stealing closer, he could see, piled on a crate with a few others, his coin purse. He inched forward, grabbed it, and struck what he hoped was an impressive pose.

"Lesson one, children: choose your mark."

ASHDAN (LEVEL 8)

Medium Humanoid (Tiefling), Chaotic Neutral

Class Rogue (lvl 8) **Armor Class** 15 (Std. Leather)
Background Urchin **Hit Points** 35 (8d8-8)
Occupation Vagabond **Speed** 30 ft.

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

Saving Throws Dexterity +7, Intelligence +4

Skills Acrobatics +7, Deception +9, Insight +5, Persuasion +9, Sleight of Hand +10, Stealth +10, Disguise Kit, Thieves' Tools

Senses Darkvision 60ft., Passive Perception 12

Languages Common, Infernal, Thieves' Cant

Challenge 2 (450 XP)

Hellish Resistance. Ashdan has resistance to fire.

Infernal Legacy. Ashdan can cast the *Thaumaturgy* cantrip, *Hellish Rebuke* as a 2nd level spell, and the *Darkness* spell using Charisma as his spellcasting modifier.

City Secrets. Out of combat, Ashdan can lead a group between any two points in the city he grew up in twice as fast as his speed would allow.

Expertise (Deception, Persuasion, Sleight of Hand, Stealth).

Ashdan adds double his proficiency bonus to skill checks he has expertise with.

Sneak Attack (+4d6). Once per turn, Ashdan can deal an extra 4d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. Ashdan can take a bonus action on each of his turns during combat. He can use this action to Dash, Disengage, or Hide.

Fast Hands. Ashdan can use his Cunning Action to make a Sleight of Hand check, use his thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Ashdan can climb without expending extra movement. In addition, when he makes a running jump, the distance he covers increases by 5 ft.

Uncanny Dodge. When Ashdan is hit with an attack from an attacker that he can see, he can use his reaction to halve the attack's damage.

Evasion. When Ashdan is subjected to an effect that allows him to make a Dexterity saving throw to only take half damage, he takes no damage on a successful saving throw and half damage on a failed one.

ACTIONS

Rapier. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 9 (1d8 + 4) piercing damage.

Hand Crossbow. Ranged Weapon Attack: +7 to hit, range 30/120 ft., one creature. Hit: 8 (1d6 + 4) piercing damage.

WEAPONS, ARMOR & ITEMS

Rapier, Hand Crossbow, 20 Bolts, 4 Daggers, Studded Leather, Worn Common Clothes, Thieves' Tools, 13gp, 44sp, 16cp, Gold Bangle (5gp), *Heads & Tails*

ASHDAN IN YOUR GAME

Ashdan, as a low level criminal with no particular affiliations, sees a lot of what goes on in the criminal underworld, and has no compunctions about passing this information on to the right person for the right price. For this reason, he is an ideal regular contact for any player character with a criminal past, but also works as an NPC to dispense information about shady goings-on to an investigating party.

Ashdan might join the party if they are pursuing a quest to stop discrimination or subjugation, though, of course, he will maintain that his interests are purely financial.

Quest Hook. After providing useful information to the players on a few occasions, Ashdan is kidnapped by an adversary and held to ransom. Do the players care enough about this low-life to risk his rescue?

ASHDAN (LEVEL 12)

Medium Humanoid (Tiefling), Chaotic Neutral

Class Rogue (lvl 12) **Armor Class** 16 (Std. Leather)
Background Urchin **Hit Points** 51 (12d8-12)
Occupation Vagabond **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	8 (-1)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Dexterity +9, Intelligence +5

Skills Acrobatics +9, Deception +12, Insight +6, Persuasion +12, Sleight of Hand +13, Stealth +13, Disguise Kit, Thieves' Tools

Senses Darkvision 60ft., Passive Perception 12

Languages Common, Infernal, Thieves' Cant

Challenge 4 (1,100 XP)

Hellish Resistance. Ashdan has resistance to fire.

Infernal Legacy. Ashdan can cast the *Thaumaturgy* cantrip, *Hellish Rebuke* as a 2nd level spell, and the *Darkness* spell using Charisma as his spellcasting modifier.

City Secrets. Out of combat, Ashdan can lead a group between any two points in the city he grew up in twice as fast as his speed would allow.

Expertise (Deception, Persuasion, Sleight of Hand, Stealth). Ashdan adds double his proficiency bonus to skill checks he has expertise with.

Sneak Attack (+6d6). Once per turn, Ashdan can deal an extra 6d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. Ashdan can take a bonus action on each of his turns during combat. He can use this action to Dash, Disengage, or Hide.

Fast Hands. Ashdan can use his Cunning Action to make a Sleight of Hand check, use his thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Ashdan can climb without expending extra movement. In addition, when he makes a running jump, the distance he covers increases by 5 ft.

Uncanny Dodge. When Ashdan is hit with an attack from an attacker that he can see, he can use his reaction to halve the attack's damage.

Evasion. When Ashdan is subjected to an effect that allows him to make a Dexterity saving throw to only take half damage, he takes no damage on a successful saving throw and half damage on a failed one.

Supreme Sneak. Ashdan has advantage on Stealth checks if he moves no more than half his speed on the same turn.

Reliable Talent. When Ashdan makes an ability check that lets him add his proficiency bonus he can treat a d20 roll of a 9 or lower as a 10.

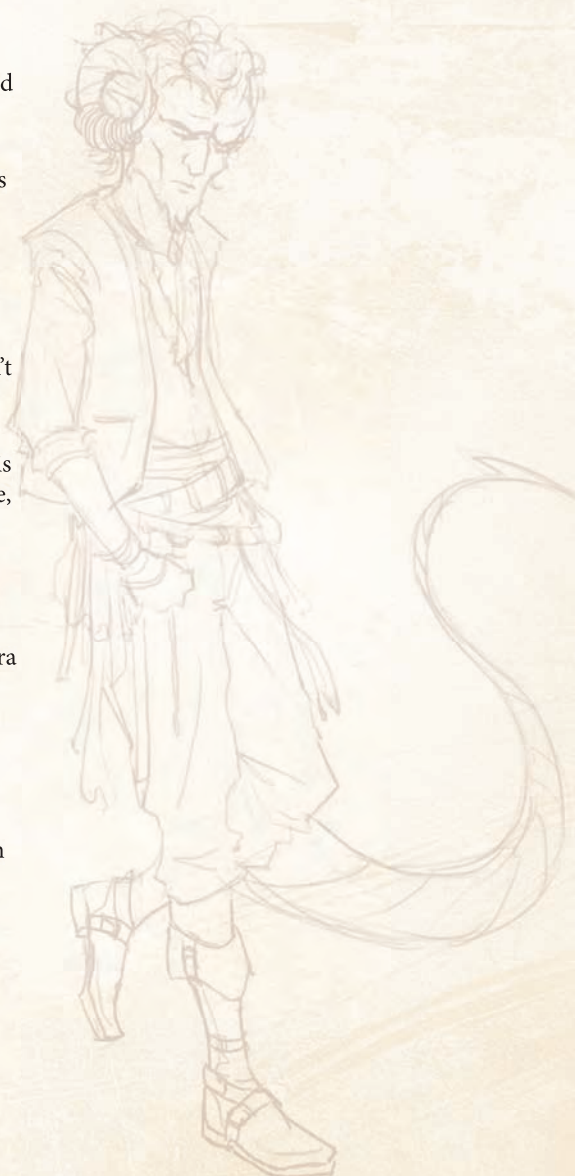
ACTIONS

Rapier. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 10 (1d8 + 5) piercing damage.

Hand Crossbow. Ranged Weapon Attack: +9 to hit, range 30/120 ft., one creature. Hit: 9 (1d6 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

Rapier, Hand Crossbow, 20 Bolts, 4 Daggers, Studded Leather, Worn Common Clothes, Thieves' Tools, 14gp, 60sp, 16cp, Gold Bangle (5gp), *Heads & Tails*



ASHDAN (LEVEL 16)

Medium Humanoid (Tiefling), Chaotic Neutral

Class Rogue (lvl 16) **Armor Class** 16 (Std. Leather)
Background Urchin **Hit Points** 67 (16d8–16)
Occupation Vagabond **Speed** 30 ft.

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

Saving Throws Dexterity +10, Intelligence +6

Skills Acrobatics +10, Deception +15, Insight +7, Persuasion +15, Sleight of Hand +15, Stealth +15, Disguise Kit, Thieves' Tools

Senses Darkvision 60ft., Passive Perception 12

Languages Common, Infernal, Thieves' Cant

Challenge 5 (1,800 XP)

Hellish Resistance. Ashdan has resistance to fire.

Infernal Legacy. Ashdan can cast the *Thaumaturgy* cantrip, *Hellish Rebuke* as a 2nd level spell, and the *Darkness* spell using Charisma as his spellcasting modifier.

City Secrets. Out of combat, Ashdan can lead a group between any two points in the city he grew up in twice as fast as his speed would allow.

Expertise (Deception, Persuasion, Sleight of Hand, Stealth). Ashdan adds double his proficiency bonus to skill checks he has expertise with.

Sneak Attack (+8d6). Once per turn, Ashdan can deal an extra 8d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. On his turn, as a bonus action, Ashdan can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Ashdan can use his Cunning Action to make a Sleight of Hand check, use his thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Ashdan can climb without expending extra movement. In addition, when he makes a running jump, the distance he covers increases by 5 ft.

Uncanny Dodge. When Ashdan is hit with an attack from an attacker that he can see, he can use his reaction to halve the attack's damage.

Evasion. When Ashdan is subjected to an effect that allows him to make a Dexterity saving throw to only take half damage, he takes no damage on a successful saving throw and half damage on a failed one.

Supreme Sneak. Ashdan has advantage on Stealth checks if he moves no more than half his speed on the same turn.

Reliable Talent. When Ashdan makes an ability check that lets him add his proficiency bonus he can treat a d20 roll of a 9 or lower as a 10.

Use Magic Device. Ashdan ignores all class, race, and level requirements for the use of magic items.

Blindsight. If Ashdan is able to hear, he is aware of the location of any hidden or invisible creatures within 10 feet of him.

ACTIONS

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

Hand Crossbow. Ranged Weapon Attack: +10 to hit, range 30/120 ft., one creature. Hit: 9 (1d6 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

Rapier, Hand Crossbow, 20 Bolts, 4 Daggers, Studded Leather, Worn Common Clothes, Thieves' Tools, 74gp, 60sp, Gold Bangle (5gp), *Heads & Tails*

ASHDAN (LEVEL 20)

Medium Humanoid (Tiefling), Chaotic Neutral

Class Rogue (lvl 20) **Armor Class** 16 (Std. Leather)
Background Urchin **Hit Points** 83 (20d8–20)
Occupation Vagabond **Speed** 30 ft.

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

Saving Throws Dexterity +11, Intelligence +7

Skills Acrobatics +11, Deception +17, Insight +9, Persuasion +17, Sleight of Hand +17, Stealth +17, Disguise Kit, Thieves' Tools

Senses Darkvision 60ft., Passive Perception 13

Languages Common, Infernal, Thieves' Cant

Challenge 6 (2,300 XP)

Hellish Resistance. Ashdan has resistance to fire.

Infernal Legacy. Ashdan can cast the *Thaumaturgy* cantrip, *Hellish Rebuke* as a 2nd level spell, and the *Darkness* spell using Charisma as his spellcasting modifier.

City Secrets. Out of combat, Ashdan can lead a group between any two points in the city he grew up in twice as fast as his speed would allow.

Expertise (Deception, Persuasion, Sleight of Hand, Stealth).

Ashdan adds double his proficiency bonus to skill checks he has expertise with.

Sneak Attack (+10d6). Once per turn, Ashdan can deal an extra 10d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. On his turn, as a bonus action, Ashdan can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Ashdan can use his Cunning Action to make a Sleight of Hand check, use his thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Ashdan can climb without expending extra movement. In addition, when he makes a running jump, the distance he covers increases by 5 ft.

Uncanny Dodge. When Ashdan is hit with an attack from an attacker that he can see, he can use his reaction to halve the attack's damage.

Evasion. When Ashdan is subjected to an effect that allows him to make a Dexterity saving throw to only take half damage, he takes no damage on a successful saving throw and half damage on a failed one.

Supreme Sneak. Ashdan has advantage on Stealth checks if he moves no more than half his speed on the same turn.

Reliable Talent. When Ashdan makes an ability check that lets him add his proficiency bonus he can treat a d20 roll of a 9 or lower as a 10.

Use Magic Device. Ashdan ignores all class, race, and level requirements for the use of magic items.

Blindsense. If Ashdan is able to hear, he is aware of the location of any hidden or invisible creatures within 10 feet of him.

Thief's Reflexes. Ashdan can take two turns during the first round of any combat. He takes his first turn at his normal initiative, and his second turn at his initiative minus 10. He can't use this feature when he is surprised.

Elusive. No attack roll can have advantage against Ashdan unless he is incapacitated.

Stroke of Luck. If Ashdan's attack misses a target within range, he can turn the miss into a hit. Alternatively, if he fails an ability check, he can treat the d20 roll as a 20. Once he uses this feature he cannot use it again until he finishes a short or long rest.

ACTIONS

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

Hand Crossbow. Ranged Weapon Attack: +11 to hit, range 30/120 ft., one creature. Hit: 9 (1d6 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

Rapier, Hand Crossbow, 20 Bolts, 4 Daggers, Studded Leather, Worn Common Clothes, Thieves' Tools, 90gp, 100sp, Gold Bangle (5gp), *Heads & Tails*

You do not know me and, until recently, I knew nothing of you.

I know that you and I have both been dealt unfair hands by fate. We have both grown up alone, abandoned, with no family to speak of. We do not have to be alone any more.

I understand if you do not wish to meet me after all these years. We have lasted this long without each other after all. If, however, you wish to see me, I will keep a table at The Drake and Griffon. First one's on me.

*Your sister,
Criella*

DARIEL CHAIME

Medium Humanoid (Half Elf), Chaotic Neutral

Class Warlock (lvl 1) **Armor Class** 11
Background Charlatan **Hit Points** 8 (1d8+0)
Occupation Swindler **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (+0)	14 (+2)	14 (+2)	17 (+3)

Saving Throws Wisdom +4, Charisma +5

Skills Deception +5, Insight +4, Perception +4, Performance +5, Persuasion +5, Sleight of Hand +3, Disguise Kit, Forgery Kit

Senses Darkvision 60ft., Passive Perception 14

Languages Common, Elvish, Sylvan

Challenge 1/2 (100 XP)

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

False Identity. Dariel has created a second identity, including relevant documents, contacts and disguises. In addition, he can forge documents and mimic handwriting as long as he has seen an example of the kind of document or a sample of the handwriting.

Pact Magic. Dariel uses Charisma as his spellcasting ability (Spell Save DC 13, +5 to hit with spell attacks). He may cast the following spells:

Cantrips: *Friends, Minor Illusion*

1st level, 1/day: *Charm Person, Expeditious Retreat*

Otherworldly Patron (The Archfey). Dariel's Fey patron gives him access to the spells *Faerie Fire* and *Sleep*.

Fey Presence. Dariel's patron gives him the ability to project the beguiling and fearsome presence of the fey. As an action he can cause each creature in a 10-foot cube originating from him to make a Wisdom saving throw DC 13. The creatures that fail their saving throw are either charmed or frightened by him, his choice, until the end of his next turn. He must take a rest before using this feature again.

ACTIONS

Dagger. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 1) piercing damage.

Dart. Ranged Weapon Attack: +3 to hit, range 20/60 ft., one creature. Hit: 4 (1d4 + 1) piercing damage.

OVERVIEW

You want your stars read? Find Dariel Chaime. Unlucky in love? Dariel Chaime can help. Unsightly warts, moles or other facial growths? You're in luck. A steady stream of satisfied customers trickle through his door but, some cynics remark, it doesn't seem that Dariel Chaime does anything at all...

A keen traveller in his youth, Dariel ventured as far as the steaming jungles across the sea. There, in the damp, green dark, amid

bastioned roots and knotted vines, he met Vasivasy, the antlered lord. Amused by the capering of mortals, the Spirit took Dariel into his service, giving him a measure of power to use to trick and deceive – “Entertain me.”

Dariel returned home with a new directive, new skills and, crouched on his shoulder, a new companion and familiar, Oogra; a gift from his patron. The lemur has an uncanny knack for ferreting out hidden valuables, and sniffing out lies.

Dariel has set up shop offering marvelous remedies, fortune telling and general magical assistance. The more audacious the lie he sells, the more amused The Archfey grows, and the stronger the charm he casts on his mark has to be to cover his tracks...

PERSONALITY TRAITS

“I provide a service. If people think they're getting helped, that's helping, right?” Dariel is a compulsive liar and, with the charms to back it up, is completely unpredictable, but he won't pursue any clearly evil end which would lead to death and suffering.

IDEALS

“Deceive, humiliate and financially ruin, but it's not funny if someone dies”

Dariel sees himself as something of a cut above other criminals due to his refusal to kill. His priority is his own entertainment and gain, not others' loss.

BONDS

“If she's happy, I'm happy” Oogra is Dariel's link to his patron, and acts as a partner in crime. Neither of them is truly in control of the other, but they work towards the same aim.

FLAWS

“My course is the one that's most entertaining at the time” ...and if that means selling you out, well, that's just too bad for you.

ROLEPLAYING DARIEL

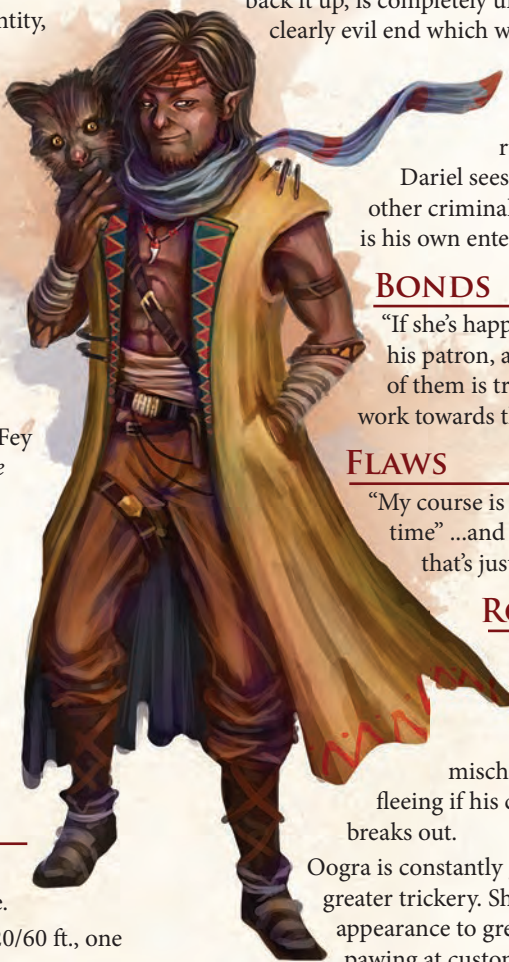
Dariel is a supreme trickster; any chance he has to deceive others he'll take, both to keep in his patron's good books and to amuse his own mischievous nature. He is not a violent man, fleeing if his charms prove ineffective and combat breaks out.

Oogra is constantly goading Dariel on to greater and greater trickery. She uses her somewhat off-putting appearance to great effect; generally leaping on and pawing at customers as soon as they walk through the door, both getting a sense of their valuables and putting them on the back foot in one fell swoop.

“You know, I think I've got just the thing, and you... well, that's a very pretty necklace.”

WEAPONS, ARMOR & ITEMS

Exotic Fine Clothes, Dagger, 4 Darts, Component Pouch, 5 *Potions of Suggestion*, 8gp, 26sp, 30cp, 3 gems each worth 5gp



DARIEL CHAIME (LEVEL 4)

Medium Humanoid (Half Elf), Chaotic Neutral

Class Warlock (lvl 4) **Armor Class** 11
Background Charlatan **Hit Points** 23 (4d8+0)
Occupation Swindler **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (+0)	14 (+2)	14 (+2)	19 (+4)

Saving Throws Wisdom +4, Charisma +6

Skills Deception +6, Insight +4, Perception +4, Performance +6, Persuasion +6, Sleight of Hand +3, Disguise Kit, Forgery Kit

Senses Darkvision 60ft., Passive Perception 14

Languages Common, Elvish, Sylvan

Challenge 1 (200 XP)

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

False Identity. Dariel has created a second identity, including relevant documents, contacts and disguises. In addition, he can forge documents and mimic handwriting as long as he has seen an example of the kind of document or a sample of the handwriting.

Pact Magic. Dariel uses Charisma as his spellcasting ability (Spell Save DC 14, +6 to hit with spell attacks). He may cast the following spells:

Cantrips: *Friends, Minor Illusion, Prestidigitation*

2nd level, 2/day: *Charm Person, Enthrall, Expeditious Retreat, Illusory Script, Suggestion*

Otherworldly Patron (The Archfey). Dariel's Fey patron gives him access to the spells *Calm Emotions, Faerie Fire, Phantasmal Force*, and *Sleep*.

Fey Presence. As an action, Dariel can attempt to charm or frighten a group of creatures. Each creature in a 10-foot cube originating from him must make a Wisdom saving throw, DC 14, or become frightened or charmed (Dariel's choice) until the end of his next turn. Once he uses this feature, he cannot use it again until he finishes a short or long rest.

Pact of the Chain (Oogra). Dariel knows the *Find Familiar* spell and can cast it as a ritual. The spell doesn't count against his number of spells known. His familiar is Oogra, an aye aye lemur (p.90). Additionally, when he takes the Attack action, he can forgo one of his own attacks to allow his familiar to make one attack of its own.

Misty Visions. Dariel can cast *Silent Image* at will, without expending a spell slot or material components.

Voice of the Chain Master. Dariel can communicate telepathically with Oogra and perceive through her senses as long as she is on the same plane of existence. Additionally, while perceiving through her senses, he can speak through Oogra in his own voice.

ACTIONS

Dagger. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 1) piercing damage.

Dart. Ranged Weapon Attack: +3 to hit, range 20/60 ft., one creature. Hit: 4 (1d4 + 1) piercing damage.

WEAPONS, ARMOR & ITEMS

Exotic Fine Clothes, Dagger, 4 Darts, Component Pouch, 5 *Potions of Suggestion*, 14gp, 26sp, 30cp, 3 gems each worth 5gp

QUID PRO QUO

The sign above the dingy shopfront, fashioned in the shape of what many (to Oogra's great annoyance) thought was a bushy-tailed black cat, read '*Dariel Chaime: Fortunes Told and Miracles Dispensed*'. Through the grubby windows were walls of shelves and cubbyholes packed with bottles, herbs, totems, tins, and jars, closing in around a table strewn with star charts and card decks. At the table was sat Dariel Chaime, and on Dariel Chaime was sat Oogra.

The bell on the door tinkled and immediately Oogra leapt, squirrel-like, onto the visitor, tap-tap-tapping with her spindly middle finger, pawing at the disgruntled-looking gnome.

Twelve crowns, twenty moons, sixteen goats. Oogra was always swift and accurate with her assessment.

"She is a friendly one, no?" Dariel smiled as Oogra returned to his shoulder, "What can I do for you today, my friend?"

"I've got a project I'm working on," the gnome said, brushing black hairs from his grimy shirt and taking a seat, "a complex mechanism. I need sharp wits and a steady hand."

"I think I have just the thing," Dariel rose and pantomimed rummaging through boxes of vials as he circled the room. He knew exactly what he was aiming for, of course, but the theatrics were important. With a flourish, he produced a vial of blue liquid.

"A tonic to heighten the senses, to focus mental acuity, to maximise manual dexterity. A taste, please."

He poured a few drops onto the gnome's tongue, and he smacked his lips. The gnome's eyes widened as the potion took effect.

"Everything is so clear, I've the eyes of a hawk! The mind of a sage! The hands of-" the gnome began to reach for the vial, but Dariel withdrew, holding out his hand for payment.

"I've only ten silver, no more. I trust that will be enough for four or five bottles?"

Dariel glanced at the lemur. *Twelve crowns, rolled up in his sleeves.*

"I'm afraid I could not let these go for any less than twelve gold pieces. If that is all, my friend, I shall bid you good day." Dariel moved to return the vial.

"Wait, wait!" the gnome started unrolling his sleeves, "seems I've some gold I forgot about..."

The gnome left with a whole box of vials; Dariel was able to cut him a deal – just twenty silver and sixteen copper for the remainder.

DARIEL CHAIME (LEVEL 8)

Medium Humanoid (Half Elf), Chaotic Neutral

Class Warlock (lvl 8) **Armor Class** 11
Background Charlatan **Hit Points** 43 (8d8+0)
Occupation Swindler **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	10 (+0)	14 (+2)	14 (+2)	20 (+5)

Saving Throws Wisdom +5, Charisma +8

Skills Deception +8, Insight +5, Perception +5, Performance +8, Persuasion +8, Sleight of Hand +4, Disguise Kit, Forgery Kit

Senses Darkvision 60ft., Passive Perception 15

Languages Common, Elvish, Sylvan

Challenge 3 (700 XP)

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

False Identity. Dariel has created a second identity, including relevant documents, contacts and disguises. In addition, he can forge documents and mimic handwriting as long as he has seen an example of the kind of document or a sample of the handwriting.

Pact Magic. Dariel uses Charisma as his spellcasting ability (Spell Save DC 16, +8 to hit with spell attacks). He may cast the following spells:

Cantrips: *Friends, Minor Illusion, Prestidigitation*

4th level, 2/day: *Charm Person, Enthral, Expeditious Retreat, Fear, Hypnotic Pattern, Illusory Script, Major Image, Remove Curse, Suggestion*

Otherworldly Patron (The Archfey). Dariel's Fey patron gives him access to the spells *Blink, Calm Emotions, Dominate Beast, Faerie Fire, Greater Invisibility, Phantasmal Force, Plant Growth, and Sleep.*

Fey Presence. As an action, Dariel can attempt to charm or frighten a group of creatures. Each creature in a 10-foot cube originating from him must make a Wisdom saving throw, DC 16, or become frightened or charmed (Dariel's choice) until the end of his next turn. Once he uses this feature, he cannot use it again until he finishes a short or long rest.

Pact of the Chain (Oogra). Dariel knows the *Find Familiar* spell and can cast it as a ritual. The spell doesn't count against his number of spells known. His familiar is Oogra, an aye aye lemur. Additionally, when he takes the Attack action, he can forgo one of his own attacks to allow his familiar to make one attack of its own.

Misty Escape. When Dariel takes damage he can use his reaction to turn invisible and teleport up to 60 ft., to an unoccupied space he can see. He remains invisible until the start of his next turn or until he attacks or casts a spell. Once he uses this feature he cannot use it again until he finishes a short or long rest.

Bewitching Whispers. Dariel can cast *Compulsion* once using a spell slot. He cannot do so again until he finishes a long rest.

Dreadful Word. Dariel can cast *Confusion* once using a spell slot. He cannot do so again until he finishes a long rest.

Misty Visions. Dariel can cast *Silent Image* at will, without expending a spell slot or material components.

Voice of the Chain Master. Dariel can communicate telepathically with Oogra and perceive through her senses as long as she is on the same plane of existence. Additionally, while perceiving through her senses, he can speak through Oogra in his own voice.

ACTIONS

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

Dart. Ranged Weapon Attack: +4 to hit, range 20/60 ft., one creature. Hit: 4 (1d4 + 1) piercing damage.

WEAPONS, ARMOR & ITEMS

Exotic Fine Clothes, Dagger, 4 Darts, Component Pouch, 5 *Potions of Suggestion*, 14gp, 42sp, 30cp, 3 gems each worth 5gp

OOGRA

Tiny Beast (Aye Aye), Chaotic Neutral

Armor Class 12

Hit Points 2 (1d4+0)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	12 (+1)	14 (+2)	8 (+0)

Skills Insight +4, Perception +4, Stealth +4

Senses Darkvision 60ft., Passive Perception 14

Languages Can communicate telepathically with Dariel, understands Common, Elvish, and Sylvan but cannot speak.

Challenge 0 (10 XP)

Percussive Finger. By tapping a surface or object, Oogra can discover hollow spaces and other means of physical concealment.

ACTIONS

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 2 (1d4 + 0) piercing damage.

DARIEL IN YOUR GAME

Dariel is the keeper of a shop selling all manner of potions and elixirs – any of which may be required, or simply desired, by the players. Whether he gives them what they actually want or need is an entirely different matter, and entirely at his, or rather your, discretion.

Quest Hook. The party needs something, and are told that Dariel Chaime is the only person around who may have it. He will attempt to send the party on a quest to collect a “vital ingredient” for what they seek. Should they see through his ruse, he will laugh it off and could become a useful source of arcane supplies (assuming they give him no opening for further mischief). Should they fall for it, he will produce the, already very much complete, item upon their return.

DARIEL CHAIME (LEVEL 12)

Medium Humanoid (Half Elf), Chaotic Neutral

Class Warlock (lvl 12) **Armor Class** 12
Background Charlatan **Hit Points** 63 (12d8+0)
Occupation Swindler **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	14 (+2)	14 (+2)	20 (+5)

Saving Throws Wisdom +6, Charisma +9

Skills Deception +9, Insight +6, Perception +6, Performance +9, Persuasion +9, Sleight of Hand +6, Disguise Kit, Forgery Kit

Senses Darkvision 60ft., Passive Perception 16

Languages Common, Elvish, Sylvan

Challenge 4 (1,100 XP)

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

False Identity. Dariel has created a second identity, including relevant documents, contacts and disguises. In addition, he can forge documents and mimic handwriting as long as he has seen an example of the kind of document or a sample of the handwriting.

Pact Magic. Dariel uses Charisma as his spellcasting ability (Spell Save DC 17, +9 to hit with spell attacks). He may cast the following spells:

Cantrips: *Friends, Mage Hand, Minor Illusion, Prestidigitation*

5th level, 3/day: *Charm Person, Dream, Enthrall, Expeditious Retreat, Fear, Hypnotic Pattern, Illusory Script, Major Image, Remove Curse, Scrying, Suggestion*

Otherworldly Patron (The Archfey). Dariel's Fey patron gives him access to the spells *Blink, Calm Emotions, Dominate Beast, Dominate Person, Faerie Fire, Greater Invisibility, Phantasmal Force, Plant Growth, Seeming, and Sleep.*

Fey Presence. As an action, Dariel can attempt to charm or frighten a group of creatures. Each creature in a 10-foot cube originating from him must make a Wisdom saving throw, DC 17, or become frightened or charmed (Dariel's choice) until the end of his next turn. Once he uses this feature, he cannot use it again until he finishes a short or long rest.

Pact of the Chain (Oogra). Dariel knows the *Find Familiar* spell and can cast it as a ritual. The spell doesn't count against his number of spells known. His familiar is Oogra, an aye aye lemur (p.90). Additionally, when he takes the Attack action, he can forgo one of his own attacks to allow his familiar to make one attack of its own.

Misty Escape. When Dariel takes damage he can use his reaction to turn invisible and teleport up to 60 ft., to an unoccupied space he can see. He remains invisible until the start of a his next turn or until he attacks or casts a spell. Once he uses this feature he cannot use it again until he finishes a short or long rest.

Beguiling Defenses. Dariel is immune to being charmed. Additionally, if a creature attempts to charm him, he can use his reaction to force the creature to make a Wisdom saving throw, DC 17, or be charmed by him for 1 minute or until the creature takes any damage.

Mystic Arcanum (Conjure Fey). Dariel may cast *Conjure Fey* as a 6th level spell once per day without expending a spell slot.

Bewitching Whispers. Dariel can cast *Compulsion* once using a spell slot. He cannot do so again until he finishes a long rest.

Dreadful Word. Dariel can cast *Confusion* once using a spell slot. He cannot do so again until he finishes a long rest.

Misty Visions. Dariel can cast *Silent Image* at will, without expending a spell slot or material components.

One With Shadows. When he is in an area of dim light or darkness, Dariel can use his action to become invisible until he moves or takes an action or reaction

Otherworldly Leap. Dariel can cast *Jump* on himself at will, without expending a spell slot or material components

Voice of the Chain Master. Dariel can communicate telepathically with Oogra and perceive through her senses as long as she is on the same plane of existence. Additionally, while perceiving through her senses, he can speak through Oogra in his own voice.

ACTIONS

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

Dart. Ranged Weapon Attack: +6 to hit, range 20/60 ft., one creature. Hit: 5 (1d4 + 2) piercing damage.

WEAPONS, ARMOR & ITEMS

Exotic Fine Clothes, Dagger, 4 Darts, Component Pouch, 5 Potions of Suggestion, 14gp, 62sp, 30cp, 3 gems each worth 5gp

DARIEL CHAIME (LEVEL 16)

Medium Humanoid (Half Elf), Chaotic Neutral

Class Warlock (lvl 16) **Armor Class** 13
Background Charlatan **Hit Points** 83 (16d8+0)
Occupation Swindler **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	10 (+0)	14 (+2)	14 (+2)	20 (+5)

Saving Throws Wisdom +7, Charisma +10

Skills Deception +10, Insight +7, Perception +7, Performance +10, Persuasion +10, Sleight of Hand +8, Disguise Kit, Forgery Kit

Senses Darkvision 60ft., Passive Perception 17

Languages Common, Elvish, Sylvan

Challenge 5 (1,800 XP)

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

False Identity. Dariel has created a second identity, including relevant documents, contacts and disguises. In addition, he can forge documents and mimic handwriting as long as he has seen an example of the kind of document or a sample of the handwriting.

Pact Magic. Dariel uses Charisma as his spellcasting ability (Spell Save DC 18, +10 to hit with spell attacks). He may cast the following spells:

Cantrips: *Friends, Mage Hand, Minor Illusion, Prestidigitation*
5th level, 3/day: *Charm Person, Dispel Magic, Dream, Entrhall, Expeditious Retreat, Fear, Hold Person, Hypnotic Pattern, Illusory Script, Major Image, Remove Curse, Scrying, Suggestion*

Otherworldly Patron (The Archfey). Dariel's Fey patron gives him access to the spells *Blink, Calm Emotions, Dominate Beast, Dominate Person, Faerie Fire, Greater Invisibility, Phantasmal Force, Plant Growth, Seeming, and Sleep.*

Fey Presence. As an action, Dariel can attempt to charm or frighten a group of creatures. Each creature in a 10-foot cube originating from him must make a Wisdom saving throw, DC 18, or become frightened or charmed (Dariel's choice) until the end of his next turn. Once he uses this feature, he cannot use it again until he finishes a short or long rest.

Pact of the Chain (Oogra). Dariel knows the *Find Familiar* spell and can cast it as a ritual. The spell doesn't count against his number of spells known. His familiar is Oogra, an aye aye lemur (p.90). Additionally, when he takes the Attack action, he can forgo one of his own attacks to allow his familiar to make one attack of its own.

Misty Escape. When Dariel takes damage he can use his reaction to turn invisible and teleport up to 60 ft., to an unoccupied space he can see. He remains invisible until the start of a his next turn or until he attacks or casts a spell. Once he uses this feature he cannot use it again until he finishes a short or long rest.

Beguiling Defenses. Dariel is immune to being charmed. Additionally, if a creature attempts to charm him, he can use his reaction to force the creature to make a Wisdom saving throw, DC 18, or be charmed by him for 1 minute or until the creature takes any damage.

Mystic Arcanum (Conjure Fey, Dominate Monster, Etherealness). Dariel may cast *Conjure Fey* as a 6th level spell, *Etherealness* as a 7th level spell, and *Dominate Monster* as an 8th level spell once per day without expending a spell slot.

Dark Delirium. As an action, Dariel can choose a creature he can see within 60 ft. and attempt to charm or frighten it with an illusory realm of his creation. The creature must make a Wisdom saving throw, DC 18, or be charmed or frightened (Dariel's choice) for 1 minute, or until Dariel's concentration is broken, seeing only itself, Dariel, and the illusion for the duration. Once Dariel uses this feature he cannot use it again until he finishes a short or long rest.

Bewitching Whispers. Dariel can cast *Compulsion* once using a spell slot. He cannot do so again until he finishes a long rest.

Dreadful Word. Dariel can cast *Confusion* once using a spell slot. He cannot do so again until he finishes a long rest.

Master of Myriad Forms. Dariel can cast *Alter Self* at will, without expending a spell slot.

Misty Visions. Dariel can cast *Silent Image* at will, without expending a spell slot or material components.

One With Shadows. When he is in an area of dim light or darkness, Dariel can use his action to become invisible until he moves or takes an action or reaction.

Otherworldly Leap. Dariel can cast *Jump* on himself at will, without expending a spell slot or material components.

Voice of the Chain Master. Dariel can communicate telepathically with Oogra and perceive through her senses as long as she is on the same plane of existence. Additionally, while perceiving through her senses, he can speak through Oogra in his own voice.

ACTIONS

Dagger. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 6 (1d4 + 3) piercing damage.

Dart. Ranged Weapon Attack: +8 to hit, range 20/60 ft., one creature. Hit: 6 (1d4 + 3) piercing damage.

WEAPONS, ARMOR & ITEMS

Exotic Fine Clothes, Dagger, 4 Darts, Component Pouch, 5 *Potions of Suggestion*, 84gp, 120sp, 3 gems each worth 5gp

DARIEL CHAIME (LEVEL 20)

Medium Humanoid (Half Elf), Chaotic Neutral

Class Warlock (lvl 20) **Armor Class** 14
Background Charlatan **Hit Points** 103 (20d8+0)
Occupation Swindler **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	10 (+0)	14 (+2)	14 (+2)	20 (+5)

Saving Throws Wisdom +8, Charisma +11

Skills Deception +11, Insight +8, Perception +8, Performance +11, Persuasion +11, Sleight of Hand +10, Disguise Kit, Forgery Kit

Senses Darkvision 60ft., Passive Perception 18

Languages Common, Elvish, Sylvan

Challenge 7 (2,900 XP)

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

False Identity. Dariel has created a second identity, including relevant documents, contacts and disguises. In addition, he can forge documents and mimic handwriting as long as he has seen an example of the kind of document or a sample of the handwriting.

Pact Magic. Dariel uses Charisma as his spellcasting ability (Spell Save DC 19, +11 to hit with spell attacks). He may cast the following spells:

Cantrips: *Friends, Mage Hand, Minor Illusion, Prestidigitation*
5th level, 4/day: *Banishment, Charm Person, Dispel Magic, Dream, Enthrall, Expeditious Retreat, Fear, Gaseous Form, Hold Person, Hypnotic Pattern, Illusory Script, Major Image, Remove Curse, Scrying, Suggestion*

Otherworldly Patron (The Archfey). Dariel's Fey patron gives him access to the spells *Blink, Calm Emotions, Dominate Beast, Dominate Person, Faerie Fire, Greater Invisibility, Phantasmal Force, Plant Growth, Seeming*, and *Sleep*.

Fey Presence. As an action, Dariel can attempt to charm or frighten a group of creatures. Each creature in a 10-foot cube originating from him must make a Wisdom saving throw, DC 19, or become frightened or charmed (Dariel's choice) until the end of his next turn. Once he uses this feature, he cannot use it again until he finishes a short or long rest.

Pact of the Chain (Oogra). Dariel knows the *Find Familiar* spell and can cast it as a ritual. The spell doesn't count against his number of spells known. His familiar is Oogra, an aye aye lemur (p.90). Additionally, when he takes the Attack action, he can forgo one of his own attacks to allow his familiar to make one attack of its own.

Misty Escape. When Dariel takes damage he can use his reaction to turn invisible and teleport up to 60 ft., to an unoccupied space he can see. He remains invisible until the start of a his next turn or until he attacks or casts a spell. Once he uses this feature he cannot use it again until he finishes a short or long rest.

Beguiling Defenses. Dariel is immune to being charmed. Additionally, if a creature attempts to charm him, he can use his reaction to force the creature to make a Wisdom saving throw, DC 19, or be charmed by him for 1 minute or until the creature takes any damage.

Mystic Arcanum (Conjure Fey, Dominate Monster, Etherealness, True Polymorph). Dariel may cast *Conjure Fey* as a 6th level spell, *Etherealness* as a 7th level spell, *Dominate Monster* as an 8th level spell, and *True Polymorph* as a 9th level spell once per day without expending a spell slot.

Dark Delirium. As an action, Dariel can choose a creature he can see within 60 ft. and attempt to charm or frighten it with an illusory realm of his creation. The creature must make a Wisdom saving throw, DC 19, or be charmed or frightened (Dariel's choice) for 1 minute, or until Dariel's concentration is broken, seeing only itself, Dariel, and the illusion for the duration. Once Dariel uses this feature he cannot use it again until he finishes a short or long rest.

Eldritch Master. Dariel can spend one minute entreats his patron to regain all his expended spell slots from his Pact Magic feature. Once he regains spells this way he must take a long rest before using this ability again.

Bewitching Whispers. Dariel can cast *Compulsion* once using a spell slot. He cannot do so again until he finishes a long rest.

Dreadful Word. Dariel can cast *Confusion* once using a spell slot. He cannot do so again until he finishes a long rest.

Master of Myriad Forms. Dariel can cast *Alter Self* at will, without expending a spell slot.

Misty Visions. Dariel can cast *Silent Image* at will, without expending a spell slot or material components.

One With Shadows. When he is in an area of dim light or darkness, Dariel can use his action to become invisible until he moves or takes an action or reaction

Otherworldly Leap. Dariel can cast *Jump* on himself at will, without expending a spell slot or material components

Voice of the Chain Master. Dariel can communicate telepathically with Oogra and perceive through her senses as long as she is on the same plane of existence. Additionally, while perceiving through her senses, he can speak through Oogra in his own voice.

Witch Sight. Dariel can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 ft. of him and within line of sight.

ACTIONS

Dagger. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 7 (1d4 + 4) piercing damage.

Dart. Ranged Weapon Attack: +10 to hit, range 20/60 ft., one creature. Hit: 7 (1d4 + 4) piercing damage.

WEAPONS, ARMOR & ITEMS

Exotic Fine Clothes, Dagger, 4 Darts, Component Pouch, 5 *Potions of Suggestion*, 140gp, 120sp, 3 gems each worth 5gp

ENNA MOONWHISPER

Medium Humanoid (Wood Elf), Chaotic Neutral

Class Fighter (lvl 1) **Armor Class** 14 (Leather)
Background Guild Artisan **Hit Points** 12 (1d10+2)
Occupation Fletcher **Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	14 (+2)	10 (+0)	13 (+1)	8 (-1)

Saving Throws Strength +3, Constitution +4

Skills Acrobatics +5, Insight +3, Persuasion +1, Survival +3, Woodcarver's Tools

Senses Darkvision 60ft., Passive Perception 11

Languages Common, Elvish

Challenge 1 (200 XP)

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

Trance. Enna does not sleep. Instead, she meditates for four hours each night. This grants her the benefit of a long rest.

Guild Membership. For a monthly payment of 5 gp, Enna has the benefits of being part of a fletcher's guild, including lodging and food, funeral expenses, use of a guild hall, legal defense, and access to allied politicians.

Fighting Style (Archery). Enna gains a +2 to attack rolls with ranged weapons.

Second Wind. On her turn Enna can use a bonus action to regain 1d10 + 1 hit points. Once she uses this feature, she must finish a long or short rest before using it again.

ACTIONS

Longsword. Melee Weapon Attack (Versatile): +3 to hit, reach 5 ft., one creature. Hit: 6 / 7 (1d8 / 1d10 + 1) slashing damage.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one creature. Hit: 8 (1d8 + 3) piercing damage.

OVERVIEW

Enna spent her childhood climbing high in the trees and walking softly on the forest floors. She was the youngest of her siblings and, often left to her own devices, wandered the furthest, sometimes not returning home for days at a time. She learned to craft bows, fletch arrows, and hunt from her father and older brothers.

After decades of a somewhat solitary existence in the forest, she found a road and, assuming that her father, mother, and siblings wouldn't miss her for a few weeks, began to follow it. She never said goodbye, and she never looked back. She found a small village, then continuing on the road, eventually found a town. Traveling further still, she came upon that which she sought—a city—and decided to stay a while, freelancing her crafting skills to make just enough coin to get by. Unwilling to

linger too long however, her itchy feet soon moved her on to a new city, and soon after that, another. That was years ago, and she still has yet to return home; part of her fears what her family will say or do when she returns.

Most recently, Enna has settled in to a double life. Crafting beautiful bows, and masterful arrows by day, rubbing shoulders and sharing stories with brigands and thieves in the local taverns by night.

PERSONALITY TRAITS

"Anything worth doing is worth doing right." Enna can't help being a perfectionist. This often results in others resenting her for her snobbish attitude.

IDEALS

"I want it all. I don't much care about 'how'" Enna wants many things out of life, to experience anything and everything it has to offer, most of which she will never have unless by illegal means, and she knows it.

BONDS

"I'll handle this one, shall I?" Her best friends are a bunch of brigands and thieves. Sometimes she joins them in their escapades, but only if she can be in charge of the planning. She misses her family but is constantly wary of encountering her brothers who might be looking for her.

FLAWS

"Of course I will! Why? Shouldn't I?" She sometimes lacks a moral compass and has more than one regret about her past deeds. The thought of acquiring wealth and valuable things sets a fire inside her that can only be extinguished by obtaining them. But once she has them, she often no longer desires them. More often than not, she is too quick to trust people, being naive to the motivations and intentions of others.

ROLEPLAYING ENNA

Enna is not easily offended and falsely assumes that other people feel the same way. She will often insult others without meaning to with the words she chooses, and is quick to dismiss the feelings of others if they do appear offended. She is very flirtatious with humans and elves, but rarely finds a partner who can match her in personality and willpower. Although she is a capable fighter, she is wise enough to retreat when she is outnumbered or out of her league.

"Don't be a fool! We don't stand a chance if we take the guards head on, we're going to need a diversion..."

WEAPONS, ARMOR & ITEMS

Longbow, Longsword, Leather Armor, Quiver with 20 Arrows, 4gp, 21sp, 34cp, Rowan Bead Necklace



ENNA MOONWHISPER (LEVEL 4)

Medium Humanoid (Wood Elf), Chaotic Neutral

Class Fighter (lvl 4) **Armor Class** 15 (Leather)
Background Guild Artisan **Hit Points** 36 (4d10+8)
Occupation Fletcher **Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	10 (+0)	14 (+2)	8 (-1)

Saving Throws Strength +3, Constitution +4

Skills Acrobatics +6, Insight +4, Persuasion +1, Survival +4, Woodcarver's Tools

Senses Darkvision 60ft., Passive Perception 12

Languages Common, Elvish

Challenge 2 (450 XP)

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

Trance. Enna does not sleep. Instead, she meditates for four hours each night. This grants her the benefit of a long rest.

Guild Membership. For a monthly payment of 5 gp, Enna has the benefits of being part of a fletcher's guild, including lodging and food, funeral expenses, use of a guild hall, legal defense, and access to allied politicians.

Fighting Style (Archery). Enna gains a +2 to attack rolls with ranged weapons.

Second Wind. On her turn Enna can use a bonus action to regain 1d10 + 4 hit points. Once she uses this feature, she must finish a long or short rest before using it again.

Action Surge. Once per day, on her turn, Enna can take an additional action on top of her normal action and possible bonus action. Once she uses this feature, she must finish a long or short rest before using it again.

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

ACTIONS

Longsword. Melee Weapon Attack (Versatile): +3 to hit, reach 5 ft., one creature. Hit: 6 / 7 (1d8 / 1d10 + 1) slashing damage.

Longbow. Ranged Weapon Attack: +8 to hit, range 150/600 ft., one creature. Hit: 9 (1d8 + 4) piercing damage.

WEAPONS, ARMOR & ITEMS

Longbow, Longsword, Leather Armor, Quiver with 20 Arrows, 15gp, 21sp, 34cp, *Rowan Bead Necklace*

BOTTOMS UP

The dwarf's head hit the table with a rebounding thud, met with a weak cheer from the handful of drinkers still conscious enough to notice.

"Well," slurred Enna's last remaining competitor, slamming her cup down on the table, "I wouldn't have thought you'd have it in you. A poxy wood elf..."

This was what Enna lived for; she'd spent weeks trying to coax a conversation out of this woman, and this was the most words she'd heard her say at any one time.

"What? Didn't think I could out-drink a beaten-up battle-axe like you?"

There was a pause. Then the woman snorted with laughter, spraying foam into Enna's hair. She didn't even mind.

The battle-axe motioned for more ale, which the barkeep brought, along with a look that said he really would have liked to have shut up shop by now, that the pair chose not to acknowledge.

Enna decided to push her luck with her usually-silent companion.

"I have a few more rounds in me if you have. I take from your tone that you are not used to being bested by wood elves..."

The woman paused, took an inhumanly large swig and then answered with a quiet ferocity into her mug, "I'm not bested by anybody."

This was why she had come to the city; character. The woods were wonderfully serene, but there was no grime, no coarseness. It had been her home, though; she didn't know if she could say the same of her current surroundings.

Something must have shown in her face - her new friend leaned in conspiratorially.

"Listen, some prissy elf wants me to be her bodyguard while she raids the crypt to the west of the city. Not my usual kind of job, but there's the opportunity to smash a few skulls and make some coin."

"The west crypt? Isn't that place full of goblins?"

The woman fixed her a stare. "Soon it will be full of dead goblins."

"Right!" said Enna, finishing her drink and unsteadily getting to her feet, "When do we start?"

ENNA MOONWHISPER (LEVEL 8)

Medium Humanoid (Wood Elf), Chaotic Neutral

Class Fighter (lvl 8) **Armor Class** 16 (Leather)
Background Guild Artisan **Hit Points** 68 (8d10+16)
Occupation Fletcher **Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	14 (+2)	10 (+0)	16 (+3)	8 (-1)

Saving Throws Strength +4, Constitution +5

Skills Acrobatics +8, Insight +6, Persuasion +2, Survival +6, Woodcarver's Tools

Senses Darkvision 60ft., Passive Perception 13

Languages Common, Elvish

Challenge 4 (1,100 XP)

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

Trance. Enna does not sleep. Instead, she meditates for four hours each night. This grants her the benefit of a long rest.

Guild Membership. For a monthly payment of 5 gp, Enna has the benefits of being part of a fletchers' guild, including lodging and food, funeral expenses, use of a guild hall, legal defense, and access to allied politicians.

Fighting Style (Archery). Enna gains a +2 to attack rolls with ranged weapons.

Second Wind. On her turn Enna can use a bonus action to regain 1d10 + 8 hit points. Once she uses this feature, she must finish a long or short rest before using it again.

Action Surge. Once per day, on her turn, Enna can take an additional action on top of her normal action and possible bonus action. Once she uses this feature, she must finish a long or short rest before using it again.

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

Remarkable Athlete. Enna can add half her proficiency bonus (rounded up) to any Strength, Dexterity, or Constitution check that doesn't already use her proficiency bonus. Additionally, the distance Enna covers with a running long jump increases by 1 ft.

ACTIONS

Extra Attack. Enna can attack twice with each Attack action.

Longsword. Melee Weapon Attack (Versatile): +4 to hit, reach 5 ft., one creature. Hit: 6 / 7 (1d8 / 1d10 + 1) slashing damage.

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

WEAPONS, ARMOR & ITEMS

Longbow, Longsword, Leather Armor, Quiver with 20 Arrows, 15gp, 35sp, 34cp, *Rowan Bead Necklace*

ENNA IN YOUR GAME

Flitting between the dingiest taverns and back-alley saloons, Enna stands apart as a bright rose amongst thorns. She is eager for conversation with interesting characters, so is likely to make the first move in approaching the party, and would rather stay up talking into the night than return to her quarters.

Quest Hook. A mysterious wood elf appears in town and is willing to pay handsomely for any information regarding the whereabouts of his sister, who has been missing for many years. Based on his description, the party tracks down Enna, who implores them to keep her secret.

ENNA MOONWHISPER (LEVEL 12)

Medium Humanoid (Wood Elf), Chaotic Neutral

Class Fighter (lvl 12) **Armor Class** 16 (Leather)
Background Guild Artisan **Hit Points** 100 (12d10+24)
Occupation Fletcher **Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	14 (+2)	10 (+0)	14 (+3)	8 (-1)

Saving Throws Strength +5, Constitution +6

Skills Acrobatics +9, Insight +7, Persuasion +3, Survival +7, Woodcarver's Tools

Senses Darkvision 60ft., Passive Perception 13

Languages Common, Elvish

Challenge 5 (1,800 XP)

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

Trance. Enna does not sleep. Instead, she meditates for four hours each night. This grants her the benefit of a long rest.

Guild Membership. For a monthly payment of 5 gp, Enna has the benefits of being part of a fletcher's guild, including lodging and food, funeral expenses, use of a guild hall, legal defense, and access to allied politicians.

Fighting Style (Archery). Enna gains a +2 to attack rolls with ranged weapons.

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Enna deals +2 damage with it.

Second Wind. On her turn Enna can use a bonus action to regain 1d10 + 12 hit points. Once she uses this feature, she must finish a long or short rest before using it again.

Action Surge. Once per day, on her turn, Enna can take an additional action on top of her normal action and possible bonus action. Once she uses this feature, she must finish a long or short rest before using it again.

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

Remarkable Athlete. Enna can add half her proficiency bonus (rounded up) to any Strength, Dexterity, or Constitution check that doesn't already use her proficiency bonus. Additionally, the distance Enna covers with a running long jump increases by 1 ft.

Indomitable. Once per day, Enna can reroll a failed saving throw. Once she uses this feature, she must finish a short or long rest before using it again.

ACTIONS

Extra Attack. Enna can attack three times with each Attack action

Longsword. Melee Weapon Attack (Versatile): +5 to hit, reach 5 ft., one creature. Hit: 6 / 7 (1d8 / 1d10 + 3) slashing damage.

Longbow. Ranged Weapon Attack: +11 to hit, range 150/600 ft., one creature. Hit: 10 (1d8 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

Longbow, Longsword, Leather Armor, Quiver with 20 Arrows, 80gp, 50sp, Rowan Bead Necklace

To do:

Akirro (no last name given) - 30 broadheads
(if he bothers to collect them this time. Low
priority)

Vauara Lothaen - 12 broadheads (grooved)
(push the price - she seems to be doing well
for herself)

Dustau Kureed - 20 spiral fletched bodkins
(Save the good steel - he couldn't hit a tree in
the forest)

ENNA MOONWHISPER (LEVEL 16)

Medium Humanoid (Wood Elf), Chaotic Neutral

Class Fighter (lvl 16) **Armor Class** 16 (Leather)
Background Guild Artisan **Hit Points** 132 (16d10+32)
Occupation Fletcher **Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	14 (+2)	10 (+0)	20 (+5)	8 (-1)

Saving Throws Strength +6, Constitution +7

Skills Acrobatics +10, Insight +10, Persuasion +4, Survival +10, Woodcarver's Tools

Senses Darkvision 60ft., Passive Perception 15

Languages Common, Elvish

Challenge 6 (2,300 XP)

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

Trance. Enna does not sleep. Instead, she meditates for four hours each night. This grants her the benefit of a long rest.

Guild Membership. For a monthly payment of 5 gp, Enna has the benefits of being part of a fletcher's guild, including lodging and food, funeral expenses, use of a guild hall, legal defense, and access to allied politicians.

Fighting Style (Archery). Enna gains a +2 to attack rolls with ranged weapons.

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Enna deals +2 damage with it.

Second Wind. On her turn Enna can use a bonus action to regain 1d10 + 16 hit points. Once she uses this feature, she must finish a long or short rest before using it again.

Action Surge. Once per day, on her turn, Enna can take an additional action on top of her normal action and possible bonus action. Once she uses this feature, she must finish a long or short rest before using it again.

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

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

Indomitable. Twice per day, Enna can reroll a failed saving throw. Once she expends all uses of this feature, she must finish a short or long rest before using it again.

ACTIONS

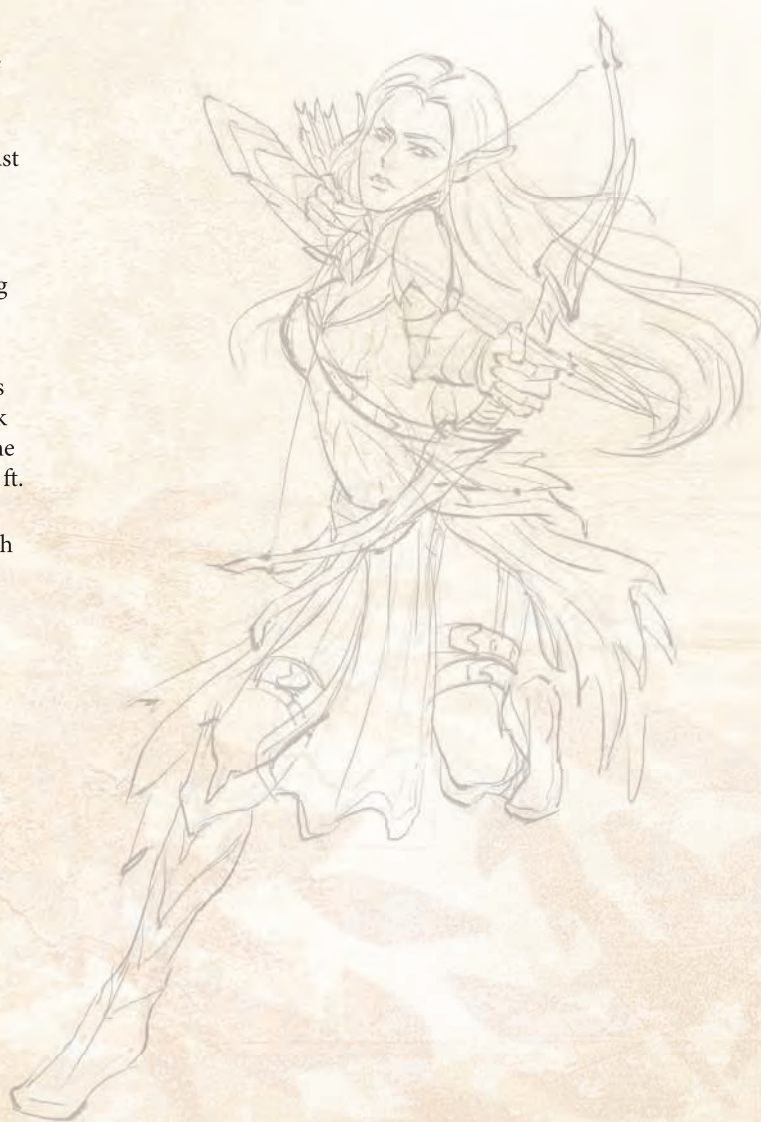
Extra Attack. Enna can attack three times with each Attack action

Longsword. Melee Weapon Attack (Versatile): +6 to hit, reach 5 ft., one creature. Hit: 6 / 7 (1d8 / 1d10 + 3) slashing damage.

Longbow. Ranged Weapon Attack: +12 to hit, range 150/600 ft., one creature. Hit: 10 (1d8 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

Longbow, Longsword, Leather Armor, Quiver with 20 Arrows, 100gp, 90sp, *Rowan Bead Necklace*



ENNA MOONWHISPER (LEVEL 20)

Medium Humanoid (Wood Elf), Chaotic Neutral

Class Fighter (lvl 20) **Armor Class** 16 (Leather)
Background Guild Artisan **Hit Points** 164 (20d10+40)
Occupation Fletcher **Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	14 (+2)	10 (+0)	20 (+5)	8 (-1)

Saving Throws Strength +8, Constitution +8

Skills Acrobatics +11, Insight +11, Persuasion +5, Survival +11, Woodcarver's Tools

Senses Darkvision 60ft., Passive Perception 15

Languages Common, Elvish

Challenge 8 (3,900 XP)

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

Trance. Enna does not sleep. Instead, she meditates for four hours each night. This grants her the benefit of a long rest.

Guild Membership. For a monthly payment of 5 gp, Enna has the benefits of being part of a fletcher's guild, including lodging and food, funeral expenses, use of a guild hall, legal defense, and access to allied politicians.

Fighting Style (Archery). Enna gains a +2 to attack rolls with ranged weapons.

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Enna deals +2 damage with it.

Second Wind. On her turn Enna can use a bonus action to regain 1d10 + 20 hit points. Once she uses this feature, she must finish a long or short rest before using it again.

Action Surge. Twice per day on her turn, Enna can take one additional action on top of her regular action and a possible bonus action. Once she expends all uses of this feature, she must finish a short or long rest before using it again.

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

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

Indomitable. Three times per day, Enna can reroll a failed saving throw. Once she expends all uses of this feature, she must finish a short or long rest before using it again.

Survivor. At the beginning of each of her turns, if Enna has less than half of her hit points remaining, she regains 7 hit points. She does not gain this benefit if she has 0 hit points.

ACTIONS

Extra Attack. Enna can attack four times with each Attack action

Longsword. Melee Weapon Attack (Versatile): +8 to hit, reach 5 ft., one creature. Hit: 7 / 8 (1d8 / 1d10 + 4) slashing damage.

Longbow. Ranged Weapon Attack: +13 to hit, range 150/600 ft., one creature. Hit: 10 (1d8 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

Longbow, Longsword, Leather Armor, Quiver with 20 Arrows, 125gp, 200sp, *Rowan Bead Necklace*

FRUG TIMBERS

Small Humanoid (Rock Gnome), Chaotic Neutral

Class Rogue (lvl 1) **Armor Class** 13 (Leather)
Background Guild Artisan **Hit Points** 10 (1d8+2)
Occupation Tinker **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	16 (+3)	12 (+1)	8 (-1)

Saving Throws Dexterity +4, Intelligence +5

Skills Insight +5, Investigation +7, Perception +3, Persuasion +1, Sleight of Hand +4, Stealth +4, Tinker's Tools

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Gnomish, Elvish

Challenge 1/4 (50 XP)

Gnome Cunning. Frug has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Artificer's Lore. When Frug makes a History check related to magic items, alchemical objects, or technological devices, he can add twice his proficiency bonus.

Tinker. Frug can spend 1 hour and 10 gp worth of materials to construct a tiny clockwork device. The device ceases to function within 24 hours unless he spends one hour repairing it to keep the device functioning. He can disassemble the device to reclaim the materials. Frug can have up to 3 devices at a time. He can either create a clockwork toy, a firestarter, or a music box.

Guild Membership. For a monthly payment of 5 gp, Frug has the benefits of being part of a tinkers' guild, including lodging and food, funeral expenses, use of a guild hall, legal defense, and access to allied politicians.

Expertise (Insight, Investigation). Frug adds double his proficiency bonus to skill checks he has expertise with.

Sneak Attack (+1d6). Once per turn, Frug can deal an extra 1d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

ACTIONS

Two-Weapon Fighting. When Frug makes an attack with his main-hand Dagger, he may also attack with his off-hand Dagger or Throwing Knife as a bonus action, but gains no bonus to the damage roll.

Dagger (Main-hand). Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 2) piercing damage.

Dagger (Off-hand). Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 3 (1d4+0) piercing damage.

Throwing Knife. Ranged Weapon Attack: +4 to hit, range 20/60 ft., one creature. Hit: 5 (1d4+2) piercing damage.

OVERVIEW

Frug usually keeps to himself and has very few friends. He spends his time in his master's shop tinkering at various mechanical oddities. Each of them serves as an outlet for Frug's genius and as a source of unending frustration.

He spends his time with his head down and mind focussed on his inventions in an effort to keep his mind occupied, otherwise it festers on thoughts and aspirations of Sunali. He first met her when his guild was commissioned with crafting a wedding present for the eldest daughter of Lord Braskot, the head of a local noble family. Sunali is the youngest of the four sisters, petite, and soft spoken. Frug fell in love at first sight when he and his master went to Lord Braskot's home to present him with a selection of fine craftworks from various members of the guild.

Lord Braskot invited them into his study to present their wares, then brought in his three youngest daughters so each could pick a gift for their sister. When Sunali could not decide, Frug awkwardly interjected, offering to craft her something personally to her exact specifications. She asked for a music box that would play a tune which she hummed for him. He could barely hide his overwhelming bliss as he listened. His bliss was quickly squelched however as the Lord asked "Well boy, can you do it?" Frug looked up at him and said "Of course, M'Lord, it will be done in no time," then turning and speaking to Sunali, "and it will have a dancing angel adorned in the finest jewels." In the end he would never deliver the music box, bringing shame to himself and to his guild, but especially his master.

PERSONALITY TRAITS

"Name your best price." Frug doesn't part from his coin easily and will haggle tirelessly for the best deal possible.

IDEALS

"Course my stuff's the best. Well, it *will* be..." He works very hard to outdo others and be recognized as the best in his craft, but rarely do his inventions actually work.

BONDS

"One day, Sunali, one day..." He pursues wealth and power to secure the love of a woman he cannot hope to have. He is friendly with Orryn Turen (p.112) and often acts as a shill, setting up cons on unsuspecting gamblers.

FLAWS

"Bah, you don't look so big to me!" His love of drinking, chasing women, and boasting has nearly cost him his life more than once.

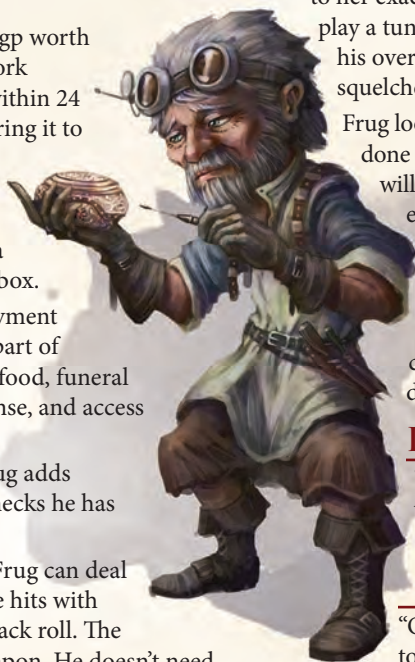
ROLEPLAYING FRUG

He has a rather abrasive personality, relying more on his wits than his charisma to get by. When it comes to fighting, he will often act tough until the first punch is thrown or the first sword is drawn, then he'll run.

**"Don't bother me now!
I'm close to mastering this wretched contraption!"**

WEAPONS, ARMOR & ITEMS

Leather Apron, 2 Daggers, 2 Throwing Knives, Magnifying Goggles, Tinker's Tools, Most of a Music Box, *Multitool*



FRUG TIMBERS (LEVEL 4)

Small Humanoid (Rock Gnome), Chaotic Neutral

Class Rogue (lvl 4) **Armor Class** 13 (Leather)
Background Guild Artisan **Hit Points** 31 (4d8+8)
Occupation Tinker **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	18 (+4)	12 (+1)	8 (-1)

Saving Throws Dexterity +4, Intelligence +6

Skills Insight +5, Investigation +8, Perception +3, Persuasion +1, Sleight of Hand +4, Stealth +4, Tinker's Tools

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Gnomish, Elvish

Challenge 1 (200 XP)

Gnome Cunning. Frug has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Artificer's Lore. When Frug makes a History check related to magic items, alchemical objects, or technological devices, he can add twice his proficiency bonus.

Tinker. Frug can spend 1 hour and 10 gp worth of materials to construct a tiny clockwork device. The device ceases to function within 24 hours unless he spends one hour repairing it to keep the device functioning. He can disassemble the device to reclaim the materials. Frug can have up to 3 devices at a time. He can either create a clockwork toy, a firestarter, or a music box.

Guild Membership. For a monthly payment of 5 gp, Frug has the benefits of being part of a tinkers' guild, including lodging and food, funeral expenses, use of a guild hall, legal defense, and access to allied politicians.

Expertise (Insight, Investigation). Frug adds double his proficiency bonus to skill checks he has expertise with.

Sneak Attack (+2d6). Once per turn, Frug can deal an extra 2d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. On his turn, as a bonus action, Frug can take a Dash, Dodge, Disengage, or Hide action.

Spellcasting. Frug uses Intelligence as his spellcasting ability (Spell Save DC 14, +6 to hit with spell attacks). He may cast the following spells:

Cantrips: *Firebolt, Mage Hand, Minor Illusion*

1st level, 3/day: *Charm Person, Magic Missile, Sleep, Hideous Laughter*

Mage Hand Legerdemain. Frug can use his *Mage Hand* spell to stow or retrieve an object in a container worn or carried by another creature, or use thieves' tools to pick locks and disarm traps at range. If he succeeds on a Sleight of Hand check contested by the creature's Perception, he can perform one of these tasks without being noticed. In addition, he can use his Cunning Action to control the hand.

ACTIONS

Two-Weapon Fighting. When Frug makes an attack with his main-hand Dagger, he may also attack with his off-hand Dagger or Throwing Knife as a bonus action, but gains no bonus to the damage roll.

Dagger (Main-hand). Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 2) piercing damage.

Dagger (Off-hand). Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 3 (1d4+0) piercing damage.

Throwing Knife. Ranged Weapon Attack: +4 to hit, range 20/60 ft., one creature. Hit: 5 (1d4+2) piercing damage.

WEAPONS, ARMOR & ITEMS

Leather Apron, 2 Daggers, 2 Throwing Knives, Magnifying Goggles, Tinker's Tools, Most of a Music Box, *Multitool*

FOR A SONG

The bazaar was heaving with big folk. As a rule, Frug hated crowds, but he was getting desperate now. Another sleepless night of tinkering, trying to get that dratted music box to function, and another morning of it stubbornly refusing to produce a note.

Desperate times called for desperate measures. He pulled open the flap of a gaudily decorated tent, and his nose was assaulted by a thick waft of incense. The woman, sat cross-legged by a low table, seemed expectant, though tieflings were difficult to read under the horns.

"Frug Timbers, sit with me."

He found himself unsurprised that she knew his name. If what he'd heard about her was true, that was only the start of it. Uneasy, Frug took a seat on a luxuriant purple cushion across the table from her.

"You will say you are here about a woman," the tiefling said, pouring two cups of steaming, aromatic tea, "but I think otherwise."

"Yes," replied Frug, a little confused, "Sunali. I promised her a music box, but I can't get the accursed thing to work. I just don't have the skills."

The tiefling smiled a secret smile.

"It can be done, of course, but all things have their price. A balance which must be struck."

"Name it."

"This will be your swan-song. You shall never speak another word to Sunali Braskot as long as you live. This is the price for your music box."

"Isn't coin good enough for you people anymore?"

"If you wish to take this power then you must give something more than gold in return. The balance demands it."

"But... it's for her. What purpose is there in finishing it if I can't talk to her? It's all for her-"

The woman glanced at him casually over her cup, but to Frug, it felt like she was staring into his soul.

"Is it?"

FRUG TIMBERS (LEVEL 8)

Small Humanoid (Rock Gnome), Chaotic Neutral

Class Rogue (lvl 8) **Armor Class** 13 (Leather)
Background Guild Artisan **Hit Points** 59 (8d8+16)
Occupation Tinker **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	20 (+5)	12 (+1)	8 (-1)

Saving Throws Dexterity +5, Intelligence +8

Skills Insight +7, Investigation +11, Perception +4, Persuasion +5, Sleight of Hand +8, Stealth +5, Tinker's Tools

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Gnomish, Elvish

Challenge 3 (700 XP)

Gnome Cunning. Frug has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Artificer's Lore. When Frug makes a History check related to magic items, alchemical objects, or technological devices, he can add twice his proficiency bonus.

Tinker. Frug can spend 1 hour and 10 gp worth of materials to construct a tiny clockwork device. The device ceases to function within 24 hours unless he spends one hour repairing it to keep the device functioning. He can disassemble the device to reclaim the materials. Frug can have up to 3 devices at a time. He can either create a clockwork toy, a firestarter, or a music box.

Guild Membership. For a monthly payment of 5 gp, Frug has the benefits of being part of a tinkers' guild, including lodging and food, funeral expenses, use of a guild hall, legal defense, and access to allied politicians.

Expertise (Insight, Investigation, Persuasion, Sleight of Hand). Frug adds double his proficiency bonus to skill checks he has expertise with.

Sneak Attack (+4d6). Once per turn, Frug can deal an extra 4d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. On his turn, as a bonus action, Frug can take a Dash, Dodge, Disengage, or Hide action.

Spellcasting. Frug uses Intelligence as his spellcasting ability (Spell Save DC 16, +8 to hit with spell attacks). He may cast the following spells:

Cantrips: *Firebolt, Mage Hand, Minor Illusion*

1st level, 4/day: *Charm Person, Magic Missile, Sleep, Hideous Laughter*

2nd level, 2/day: *Invisibility, Scorching Ray*

Mage Hand Legerdemain. Frug can use his *Mage Hand* spell to stow or retrieve an object in a container worn or carried by another creature, or use thieves' tools to pick locks and disarm traps at range. If he succeeds on a Sleight of Hand check contested by the creature's Perception, he can perform one of these tasks without being noticed. In addition, he can use his Cunning Action to control the hand.

Uncanny Dodge. When Frug is hit with an attack from an attacker that he can see, he can use his reaction to halve the attack's damage.

Evasion. When Frug is subjected to an effect that allows him to make a Dexterity saving throw to only take half damage, he takes no damage on a successful saving throw and half damage on a failed one.

ACTIONS

Two-Weapon Fighting. When Frug makes an attack with his main-hand Dagger, he may also attack with his off-hand Dagger or Throwing Knife as a bonus action, but gains no bonus to the damage roll.

Dagger (Main-hand). Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 2) piercing damage.

Dagger (Off-hand). Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 3 (1d4+0) piercing damage.

Throwing Knife. Ranged Weapon Attack: +5 to hit, range 20/60 ft., one creature. Hit: 5 (1d4+2) piercing damage.

WEAPONS, ARMOR & ITEMS

Leather Apron, 2 Daggers, 2 Throwing Knives, Magnifying Goggles, Tinker's Tools, Most of a Music Box, *Multitool*

FRUG IN YOUR GAME

If the party have some complex equipment in need of repair or identification, they may find themselves in Frug's workshop; his customer service skills leave quite a bit to be desired, but he gets the job done most of the time. Outside of business hours, Frug is usually to be found at a tavern, although he is far from sociable unless he is a few drinks in.

Frug's mechanical skills could be employed by the party if they needed to set up or disarm complicated traps or other such mechanisms.

Quest Hook. Frug requires a rare resource (perhaps miniscule gemstones which form with age in the eyeballs of a powerful monster), in order to complete his music box, and is willing to pay a fair price. If the music box is completed, how does Frug react to the culmination of his life's work?

FRUG TIMBERS (LEVEL 12)

Small Humanoid (Rock Gnome), Chaotic Neutral

Class Rogue (lvl 12) **Armor Class** 15 (Leather)
Background Guild Artisan **Hit Points** 87 (12d8+24)
Occupation Tinker **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	14 (+2)	20 (+5)	12 (+1)	8 (-1)

Saving Throws Dexterity +8, Intelligence +9

Skills Insight +9, Investigation +13, Perception +5, Persuasion +7, Sleight of Hand +12, Stealth +8, Tinker's Tools

Senses Darkvision 60 ft., Passive Perception 15

Languages Common, Gnomish, Elvish

Challenge 5 (1,800 XP)

Gnome Cunning. Frug has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Artificer's Lore. When Frug makes a History check related to magic items, alchemical objects, or technological devices, he can add twice his proficiency bonus.

Tinker. Frug can spend 1 hour and 10 gp worth of materials to construct a tiny clockwork device. The device ceases to function within 24 hours unless he spends one hour repairing it to keep the device functioning. He can disassemble the device to reclaim the materials. Frug can have up to 3 devices at a time. He can either create a clockwork toy, a firestarter, or a music box.

Guild Membership. For a monthly payment of 5 gp, Frug has the benefits of being part of a tinkers' guild, including lodging and food, funeral expenses, use of a guild hall, legal defense, and access to allied politicians.

Expertise (Insight, Investigation, Persuasion, Sleight of Hand). Frug adds double his proficiency bonus to skill checks he has expertise with.

Sneak Attack (+6d6). Once per turn, Frug can deal an extra 6d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. On his turn, as a bonus action, Frug can take a Dash, Dodge, Disengage, or Hide action.

Spellcasting. Frug uses Intelligence as his spellcasting ability (Spell Save DC 17, +9 to hit with spell attacks). He may cast the following spells:

Cantrips: *Firebolt, Friends, Mage Hand, Minor Illusion*

1st level, 4/day: *Charm Person, Magic Missile, Sleep, Hateful Laughter*

2nd level, 3/day: *Hold Person, Invisibility, Mirror Image, Scorching Ray*

Mage Hand Legerdemain. Frug can use his *Mage Hand* spell to stow or retrieve an object in a container worn or carried by another creature, or use thieves' tools to pick locks and disarm traps at range. If he succeeds on a Sleight of Hand check contested by the creature's Perception, he can perform one of these tasks without being noticed. In addition, he can use his Cunning Action to control the hand.

Uncanny Dodge. When Frug is hit with an attack from an attacker that he can see, he can use his reaction to halve the attack's damage.

Evasion. When Frug is subjected to an effect that allows him to make a Dexterity saving throw to only take half damage, he takes no damage on a successful saving throw and half damage on a failed one.

Magical Ambush. If Frug casts a spell on a creature he is hidden from, that creature makes any saving throws against the spell this turn with disadvantage.

Reliable Talent. Whenever Frug makes an ability check that lets him add his proficiency bonus, he can treat a d20 roll of 9 or lower as a 10.

ACTIONS

Two-Weapon Fighting. When Frug makes an attack with his main-hand Dagger, he may also attack with his off-hand Dagger or Throwing Knife as a bonus action, but gains no bonus to the damage roll.

Dagger (Main-hand). Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 7 (1d4 + 4) piercing damage.

Dagger (Off-hand). Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 3 (1d4+0) piercing damage.

Throwing Knife. Ranged Weapon Attack: +8 to hit, range 20/60 ft., one creature. Hit: 7 (1d4+4) piercing damage.

WEAPONS, ARMOR & ITEMS

Leather Apron, 2 Daggers, 2 Throwing Knives, Magnifying Goggles, Tinker's Tools, Most of a Music Box, *Multitool*



FRUG TIMBERS (LEVEL 16)

Small Humanoid (Rock Gnome), Chaotic Neutral

Class Rogue (lvl 16) **Armor Class** 15 (Leather)
Background Guild Artisan **Hit Points** 115 (16d8+32)
Occupation Tinker **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	14 (+2)	20 (+5)	13 (+1)	8 (-1)

Saving Throws Dexterity +10, Intelligence +10, Wisdom +6

Skills Insight +11, Investigation +15, Perception +6, Persuasion +9, Sleight of Hand +15, Stealth +10, Tinker's Tools

Senses Darkvision 60 ft., Passive Perception 16

Languages Common, Gnomish, Elvish

Challenge 6 (2,300 XP)

Gnome Cunning. Frug has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Artificer's Lore. When Frug makes a History check related to magic items, alchemical objects, or technological devices, he can add twice his proficiency bonus.

Tinker. Frug can spend 1 hour and 10 gp worth of materials to construct a tiny clockwork device. The device ceases to function within 24 hours unless he spends one hour repairing it to keep the device functioning. He can disassemble the device to reclaim the materials. Frug can have up to 3 devices at a time. He can either create a clockwork toy, a firestarter, or a music box.

Guild Membership. For a monthly payment of 5 gp, Frug has the benefits of being part of a tinkers' guild, including lodging and food, funeral expenses, use of a guild hall, legal defense, and access to allied politicians.

Expertise (Insight, Investigation, Persuasion, Sleight of Hand). Frug adds double his proficiency bonus to skill checks he has expertise with.

Sneak Attack (+8d6). Once per turn, Frug can deal an extra 8d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. On his turn, as a bonus action, Frug can take a Dash, Dodge, Disengage, or Hide action.

Spellcasting. Frug uses Intelligence as his spellcasting ability (Spell Save DC 18, +10 to hit with spell attacks). He may cast the following spells:

Cantrips: *Firebolt, Friends, Mage Hand, Minor Illusion*

1st level, 4/day: *Charm Person, Magic Missile, Sleep, Hideous Laughter*

2nd level, 3/day: *Hold Person, Invisibility, Mirror Image, Scorching Ray*

3rd level, 3/day: *Hypnotic Pattern, Lightning Bolt, Major Image*

Mage Hand Legerdemain. Frug can use his *Mage Hand* spell to stow or retrieve an object in a container worn or carried by another creature, or use thieves' tools to pick locks and disarm traps at range. If he succeeds on a Sleight of Hand check contested by the creature's Perception, he can perform one of these tasks without being noticed. In addition, he can use his Cunning Action to control the hand.

Uncanny Dodge. When Frug is hit with an attack from an attacker that he can see, he can use his reaction to halve the attack's damage.

Evasion. When Frug is subjected to an effect that allows him to make a Dexterity saving throw to only take half damage, he takes no damage on a successful saving throw and half damage on a failed one.

Magical Ambush. If Frug casts a spell on a creature he is hidden from, that creature makes any saving throws against the spell this turn with disadvantage.

Reliable Talent. Whenever Frug makes an ability check that lets him add his proficiency bonus, he can treat a d20 roll of 9 or lower as a 10.

Versatile Trickster. As a bonus action on his turn, Frug may designate a creature within 5 ft. of his *Mage Hand* spell. He has advantage on attack rolls against that creature until the end of the turn.

Blindsight. If Frug is able to hear, he is aware of the location of any hidden or invisible creature within 10 ft. of him.

ACTIONS

Two-Weapon Fighting. When Frug makes an attack with his main-hand Dagger, he may also attack with his off-hand Dagger or Throwing Knife as a bonus action, but gains no bonus to the damage roll.

Dagger (Main-hand). Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 8 (1d4 + 5) piercing damage.

Dagger (Off-hand). Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 3 (1d4+0) piercing damage.

Throwing Knife. Ranged Weapon Attack: +10 to hit, range 20/60 ft., one creature. Hit: 8 (1d4+5) piercing damage.

WEAPONS, ARMOR & ITEMS

Leather Apron, 2 Daggers, 2 Throwing Knives, Magnifying Goggles, Tinker's Tools, Most of a Music Box, *Multitool*

FRUG TIMBERS (LEVEL 20)

Small Humanoid (Rock Gnome), Chaotic Neutral

Class Rogue (lvl 20) **Armor Class** 15 (Leather)
Background Guild Artisan **Hit Points** 143 (20d8+40)
Occupation Tinker **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	14 (+2)	20 (+5)	15 (+2)	8 (-1)

Saving Throws Dexterity +11, Intelligence +11, Wisdom +8

Skills Insight +14, Investigation +17, Perception +8, Persuasion +10, Sleight of Hand +17, Stealth +11, Tinker's Tools

Senses Darkvision 60 ft., Passive Perception 18

Languages Common, Gnomish, Elvish

Challenge 7 (2,900 XP)

Gnome Cunning. Frug has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Artificer's Lore. When Frug makes a History check related to magic items, alchemical objects, or technological devices, he can add twice his proficiency bonus.

Tinker. Frug can spend 1 hour and 10 gp worth of materials to construct a tiny clockwork device. The device ceases to function within 24 hours unless he spends one hour repairing it to keep the device functioning. He can disassemble the device to reclaim the materials. Frug can have up to 3 devices at a time. He can either create a clockwork toy, a firestarter, or a music box.

Guild Membership. For a monthly payment of 5 gp, Frug has the benefits of being part of a tinkers' guild, including lodging and food, funeral expenses, use of a guild hall, legal defense, and access to allied politicians.

Expertise (Insight, Investigation, Persuasion, Sleight of Hand). Frug adds double his proficiency bonus to skill checks he has expertise with.

Sneak Attack (+10d6). Once per turn, Frug can deal an extra 10d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. On his turn, as a bonus action, Frug can take a Dash, Dodge, Disengage, or Hide action.

Spellcasting. Frug uses Intelligence as his spellcasting ability (Spell Save DC 19, +11 to hit with spell attacks). He may cast the following spells:

Cantrips: *Firebolt, Friends, Mage Hand, Minor Illusion*

1st level, 4/day: *Charm Person, Magic Missile, Sleep, Hideous Laughter*

2nd level, 3/day: *Hold Person, Invisibility, Mirror Image, Scorching Ray*

3rd level, 3/day: *Hypnotic Pattern, Lightning Bolt, Major Image*

4th level, 1/day: *Greater Invisibility, Wall of Fire*

Uncanny Dodge. When Frug is hit with an attack from an attacker that he can see, he can use his reaction to halve the attack's damage.

Evasion. When Frug is subjected to an effect that allows him to make a Dexterity saving throw to only take half damage, he takes no damage on a successful saving throw and half damage on a failed one.

Mage Hand Legerdemain. Frug can use his *Mage Hand* spell to stow or retrieve an object in a container worn or carried by another creature, or use thieves' tools to pick locks and disarm traps at range. If he succeeds on a Sleight of Hand check contested by the creature's Perception, he can perform one of these tasks without being noticed. In addition, he can use his Cunning Action to control the hand.

Magical Ambush. If Frug casts a spell on a creature he is hidden from, that creature makes any saving throws against the spell this turn with disadvantage.

Reliable Talent. Whenever Frug makes an ability check that lets him add his proficiency bonus, he can treat a d20 roll of 9 or lower as a 10.

Versatile Trickster. As a bonus action on his turn, Frug may designate a creature within 5 ft. of his *Mage Hand* spell. He has advantage on attack rolls against that creature until the end of the turn.

Blindsense. If Frug is able to hear, he is aware of the location of any hidden or invisible creature within 10 ft. of him.

Spell Thief. When Frug is targeted by a spell, or is included in its area of effect, he can attempt to steal it from the caster. The spellcaster must make a saving throw with its spellcasting modifier, DC 19. On a failed save, Frug is unaffected by the spell and, if it is at least level 1 and of a level he can cast, he can cast the spell using his spell slots for the next 8 hours. The spellcaster cannot use the spell for those 8 hours. Once Frug uses this feature he cannot use it again until he finishes a short or long rest.

Elusive. No attack rolls against Frug can have advantage as long as he's not incapacitated.

Stroke of Luck. If Frug's attack misses a target within range, he can turn the miss into a hit. Alternatively, if he fails an ability check, he can treat the d20 roll as a 20. Once he uses this feature he cannot use it again until he finishes a short or long rest.

ACTIONS

Two-Weapon Fighting. When Frug makes an attack with his main-hand Dagger, he may also attack with his off-hand Dagger or Throwing Knife as a bonus action, but gains no bonus to the damage roll.

Dagger (Main-hand). Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. Hit: 8 (1d4 + 5) piercing damage.

Dagger (Off-hand). Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. Hit: 3 (1d4+0) piercing damage.

Throwing Knife. Ranged Weapon Attack: +11 to hit, range 20/60 ft., one creature. Hit: 8 (1d4+5) piercing damage.

WEAPONS, ARMOR & ITEMS

Leather Apron, 2 Daggers, 2 Throwing Knives, Magnifying Goggles, Tinker's Tools, Most of a Music Box, *Multitool*

JANA

Medium Humanoid (Human), Neutral

Class Fighter (lvl 1) **Armor Class** 17 (Halfplate)
Background Gladiator **Hit Points** 12 (1d10+2)
Occupation Mercenary **Speed** 30 ft.

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

Saving Throws Strength +5, Constitution +4

Skills Acrobatics +4, Athletics +5, Intimidation +2, Perception +3

Senses Passive Perception 13

Languages Common, Goblin

Challenge 1 (200 XP)

By Popular Demand. Jana can always find a place to fight professionally, and can expect free food and lodging at the venue for each fight day.

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

Second Wind. On her turn Jana can use a bonus action to regain 1d10 + 1 hit points. Once she uses this feature, she must finish a long or short rest before using it again.

ACTIONS

Glaive. Melee Weapon Attack: +5 to hit, reach 10 ft., one creature. Hit: 9 (1d10 + 3) slashing damage.

Longsword. Melee Weapon Attack (Versatile): +5 to hit, reach 5 ft., one creature. Hit: 8 / 9 (1d8 / 1d10 + 3) slashing damage.

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one creature. Hit: 7 (1d8 + 2) piercing damage.

OVERVIEW

Jana was... young... when the hobgoblins sacked her village. She can't remember how young exactly. She remembers fire and iron and screaming. She can't remember her mother's face, but she remembers her screams. After divvying up spoils, the slavers thought it would be funny to see the little girl get torn apart by wolves. They stopped laughing when the first wolf died.

Everything after that is blurry, violent. Training. Fighting. Killing. Aching muscles. The taste of blood. Growing strong.

At some point money changes hands. "I paid a pretty price for you." The fat man has a dead tooth; she can smell every word. "You'd best be worth it."

The memories grow clearer. Lodgings are more comfortable. Fights are less frequent. She's still expected to kill, but now she likes it. Now she's rewarded for it. Money buys drink. Drink helps her sleep. She's very strong now.

She's won enough fights and enough gold to leave the fighting pits behind, but this life is all she's known. She may not choose her path, but at least now she chooses her fights. She has a reputation – a bad one – one that makes her desirable as hired muscle, bodyguard or mercenary.

She does the job and earns the coin, but she's seen the world for what it is. She's seen the men in their finery, all silks and rings, blood-drunk at the pits; jeering, shouting, laughing as she bled and killed for them, and she's not forgotten one face.

PERSONALITY TRAITS

"What was I going to do? Tart myself up and marry a blacksmith?" Most of Jana's experiences with people living "normal" lives have been with slavers and patrons of the fighting pits. She sees "womanly duties", and even permanent employment, as another form of servitude.

IDEALS

"If I don't come out on top, I'll at least come out standing." Jana doesn't care about wealth, success, or even victory. Jana's priority is survival.

BONDS

"You need a slaver dead? I'll slash my prices. A goblin? That's on the house." Woe betide any slaver that walks into the same tap-house as Jana. He will not be walking out again.

FLAWS

"If I've not earned a drink, I need a drink. If I don't need one, I've earned one." Jana is strong, but her experiences have made a profound psychological impact on her, which drink helps to quell. She's still a capable fighter when drunk, but meaner, more impatient. And she's often drunk.

ROLEPLAYING JANA

Jana is a woman of few words, and those few are not minced. People who talk too much, deliberate or twist words frustrate and anger her.

If you need something hit with a glaive, let her know. Otherwise, she'll be at the tavern "not wasting time".

**"I've killed bigger and uglier than you.
Don't get in my way."**

WEAPONS, ARMOR & ITEMS

Halfplate, *Hobgoblin Glaive*, Longsword, Longbow, Quiver, 20 Arrows, Wolf Fang Necklace, 26sp, 2gp



JANA (LEVEL 4)

Medium Humanoid (Human), Neutral

Class Fighter (lvl 4) **Armor Class** 17 (Halfplate)
Background Gladiator **Hit Points** 36 (4d10+8)
Occupation Mercenary **Speed** 30 ft.

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

Saving Throws Strength +6, Constitution +4

Skills Acrobatics +4, Athletics +6, Intimidation +2, Perception +3

Senses Passive Perception 13

Languages Common, Goblin

Challenge 2 (450 XP)

By Popular Demand. Jana can always find a place to fight professionally, and can expect free food and lodging at the venue for each fight day.

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

Second Wind. On her turn Jana can use a bonus action to regain 1d10 + 4 hit points. Once she uses this feature, she must finish a long or short rest before using it again.

Action Surge. Once per day, on her turn, Jana can take an additional action on top of her normal action and possible bonus action. Once she uses this feature, she must finish a long or short rest before using it again.

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

ACTIONS

Glaive. Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. Hit: 10 (1d10 + 4) slashing damage.

Longsword. Melee Weapon Attack (Versatile): +6 to hit, reach 5 ft., one creature. Hit: 9 / 10 (1d8 / 1d10 + 4) slashing damage.

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one creature. Hit: 7 (1d8 + 2) piercing damage.

WEAPONS, ARMOR & ITEMS

Halfplate, *Hobgoblin Glaive*, Longsword, Longbow, Quiver, 20 Arrows, Wolf Fang Necklace, 30sp, 2gp

DEAD MAN WALKING

The tavern door swung open, and the sudden bite of winter bristled the hairs on the back of her neck.

She listened.

There was a heel to the stranger's boots; they *clipped* on the bare wooden floor. Silks rustled and jewellery clinked. A wealthy man had no business in this dive.

She turned.

His cloak was trimmed in spotted fur. The last time she'd seen fur like that, it had had its claws in her. He flipped a coin to the halfling on the flute as he swaggered to the bar.

"One for me, and one for my friend here." He motioned towards her. She turned away and said nothing.

The barman tucked his greasy rag into a greasy apron, "Out-of-towner, is it?"

"Businessman." His mouth twitched as if at a private joke. "I hear there's top-quality merchandise to be had here."

He casually tossed the coin. It skittered with a splash in a puddle of old ale inches from her hand.

Chains.

Slaver coin.

She glanced to his belt; a dirk. An amateur's weapon. Too easy, even without her glaive.

"Reckon I'll take that drink." She did her best to smile. It was more of a grimace.

The dead man passed her a mug, and smiled back.

JANA (LEVEL 8)

Medium Humanoid (Human), Neutral

Class Fighter (lvl 8) **Armor Class** 17 (Halfplate)
Background Gladiator **Hit Points** 76 (8d10+24)
Occupation Mercenary **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Strength +8, Constitution +6

Skills Acrobatics +5, Athletics +8, Intimidation +3, Perception +4

Senses Passive Perception 14

Languages Common, Goblin

Challenge 4 (1,100 XP)

By Popular Demand. Jana can always find a place to fight professionally, and can expect free food and lodging at the venue for each fight day.

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

Second Wind. On her turn Jana can use a bonus action to regain 1d10 + 8 hit points. Once she uses this feature, she must finish a long or short rest before using it again.

Action Surge. Once per day, on her turn, Jana can take an additional action on top of her normal action and possible bonus action. Once she uses this feature, she must finish a long or short rest before using it again.

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

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

ACTIONS

Extra Attack. Jana can attack twice with each Attack action.

Glaive. Melee Weapon Attack: +8 to hit, reach 10 ft., one creature. Hit: 11 (1d10 + 5) slashing damage.

Longsword. Melee Weapon Attack (Versatile): +8 to hit, reach 5 ft., one creature. Hit: 10 / 11 (1d8 / 1d10 + 5) slashing damage.

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one creature. Hit: 7 (1d8 + 2) piercing damage.

WEAPONS, ARMOR & ITEMS

Halfplate, *Hobgoblin Glaive*, Longsword, Longbow, Quiver, 20 Arrows, Wolf Fang Necklace, 30sp, 12gp

JANA IN YOUR GAME

Jana might be available for hire by the party, should they be in need of an extra blade. Not the friendliest sort, she'll keep herself to herself and get the job done. Alternatively, she might be hired by a villainous character as a bodyguard. She's the sort of character who may have witnessed something important (as long as it happened in a tavern), and may be willing to part with this information after she's been bought a round of drinks.

Quest Hook. Jana has tracked down the hobgoblin mercenary group responsible for her enslavement, and she's out for revenge. Will the party help her against what could be suicidal odds?

JANA (LEVEL 12)

Medium Humanoid (Human), Neutral

Class Fighter (lvl 12) **Armor Class** 18 (Halfplate)
Background Gladiator **Hit Points** 124 (12d10+48)
Occupation Mercenary **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Strength +9, Constitution +8

Skills Acrobatics +6, Athletics +9, Intimidation +4, Perception +5

Senses Passive Perception 15

Languages Common, Goblin

Challenge 6 (2,300 XP)

By Popular Demand. Jana can always find a place to fight professionally, and can expect free food and lodging at the venue for each fight day.

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

Fighting Style (Defense). Jana adds +1 to her AC when wearing armor.

Second Wind. On her turn Jana can use a bonus action to regain 1d10 + 12 hit points. Once she uses this feature, she must finish a long or short rest before using it again.

Action Surge. Once per day, on her turn, Jana can take an additional action on top of her normal action and possible bonus action. Once she uses this feature, she must finish a long or short rest before using it again.

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

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

Indomitable. Once per day, Jana can reroll a failed saving throw. Once she uses this feature, she must finish a short or long rest before using it again.

ACTIONS

Extra Attack. Jana can attack three times with each Attack action.

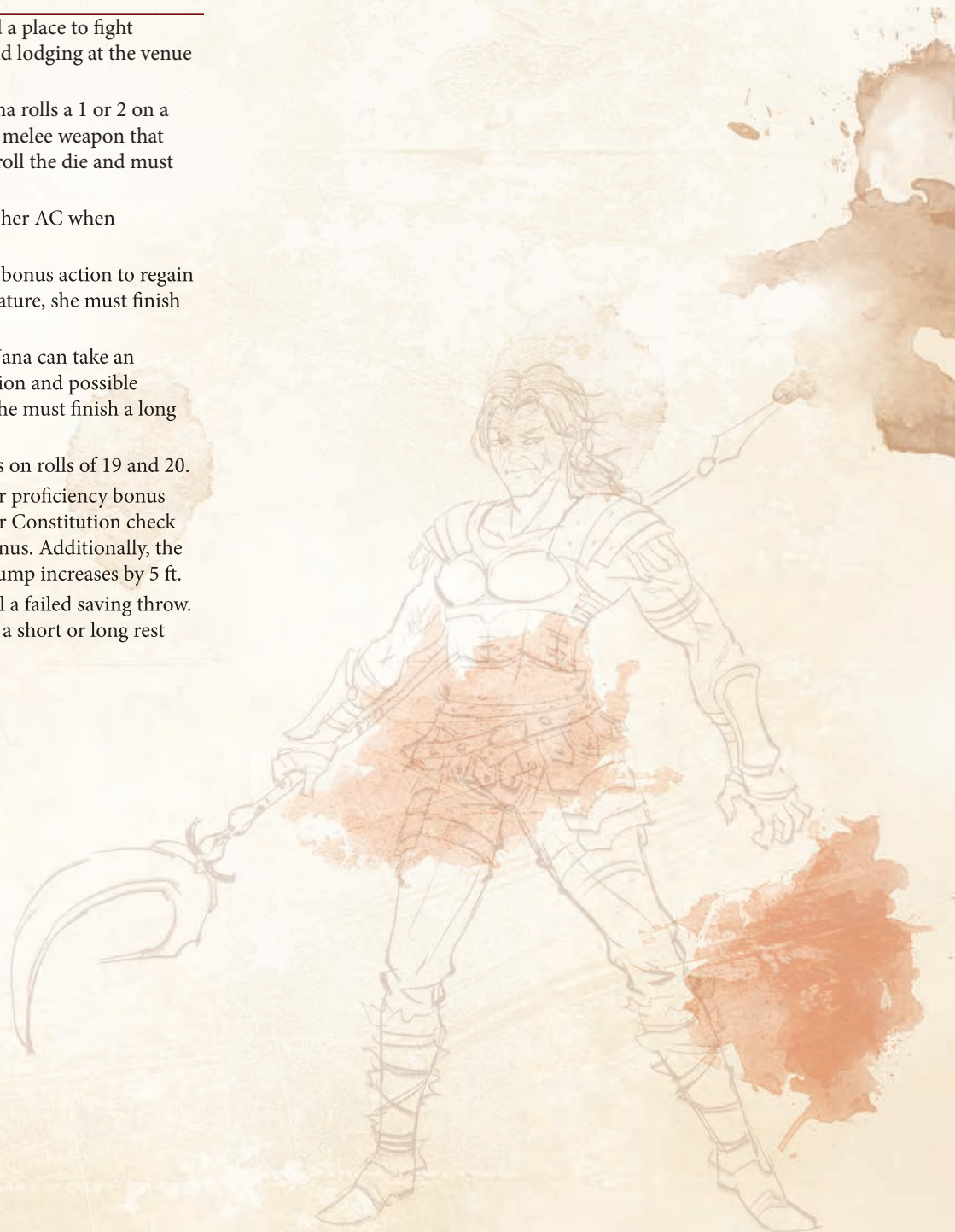
Glaive. Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Hit: 11 (1d10 + 5) slashing damage.

Longsword. Melee Weapon Attack (Versatile): +9 to hit, reach 5 ft., one creature. Hit: 10 / 11 (1d8 / 1d10 + 5) slashing damage.

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

WEAPONS, ARMOR & ITEMS

Halfplate, *Hobgoblin Glaive*, Longsword, Longbow, Quiver, 20 Arrows, Wolf Fang Necklace, 130sp, 120gp



JANA (LEVEL 16)

Medium Humanoid (Human), Neutral

Class Fighter (lvl 16) **Armor Class** 18 (Halfplate)
Background Gladiator **Hit Points** 180 (16d10+80)
Occupation Mercenary **Speed** 30 ft.

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

Saving Throws Strength +10, Constitution +10

Skills Acrobatics +7, Athletics +10, Intimidation +6, Perception +6

Senses Passive Perception 16

Languages Common, Goblin

Challenge 8 (3,900 XP)

By Popular Demand. Jana can always find a place to fight professionally, and can expect free food and lodging at the venue for each fight day.

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

Fighting Style (Defense). Jana adds +1 to her AC when wearing armor.

Second Wind. On her turn Jana can use a bonus action to regain 1d10 + 16 hit points. Once she uses this feature, she must finish a long or short rest before using it again.

Action Surge. Once per day, on her turn, Jana can take an additional action on top of her normal action and possible bonus action. Once she uses this feature, she must finish a long or short rest before using it again.

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

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

Indomitable. Twice per day, Jana can reroll a failed saving throw. Once she expends all uses of this feature, she must finish a short or long rest before using it again.

ACTIONS

Extra Attack. Jana can attack three times with each Attack action.

Glaive. Melee Weapon Attack: +10 to hit, reach 10 ft., one creature. Hit: 11 (1d10 + 5) slashing damage.

Longsword. Melee Weapon Attack (Versatile): +10 to hit, reach 5 ft., one creature. Hit: 10 / 11 (1d8 / 1d10 + 5) slashing damage.

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

WEAPONS, ARMOR & ITEMS

Halfplate, *Hobgoblin Glaive*, Longsword, Longbow, Quiver, 20 Arrows, Wolf Fang Necklace, 180sp, 170gp

LOT TWENTY SIX

A fine FIGHTING specimen,
having been victorious over
MEN AND BEASTS ALIKE.

Assuredly deadly with POLEARM
and SWORD but equally
proficient with ANY WEAPON

A GUARANTEED CROWD-
PLEASER and worthy addition to
your stable

Starting bid THREE HUNDRED
gold pieces, or equivalent.

JANA (LEVEL 20)

Medium Humanoid (Human), Neutral

Class Fighter (lvl 20) **Armor Class** 18 (Halfplate)
Background Gladiator **Hit Points** 224 (20d10+100)
Occupation Mercenary **Speed** 30 ft.

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

Saving Throws Strength +11, Constitution +11

Skills Acrobatics +8, Athletics +11, Intimidation +8, Perception +7

Senses Passive Perception 17

Languages Common, Goblin

Challenge 9 (5,000 XP)

By Popular Demand. Jana can always find a place to fight professionally, and can expect free food and lodging at the venue for each fight day.

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

Fighting Style (Defense). Jana adds +1 to her AC when wearing armor.

Second Wind. On her turn Jana can use a bonus action to regain 1d10 + 20 hit points. Once she uses this feature, she must finish a long or short rest before using it again.

Action Surge. Twice per day on her turn, Jana can take one additional action on top of her regular action and a possible bonus action. Once she expends all uses of this feature, she must finish a short or long rest before using it again.

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

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

Indomitable. Three times per day, Jana can reroll a failed saving throw. Once she expends all uses of this feature, she must finish a short or long rest before using it again.

Survivor. At the beginning of each of her turns, if Jana has less than half of her hit points remaining, she regains 10 hit points. She does not gain this benefit if she has 0 hit points.

ACTIONS

Extra Attack. Jana can attack four times with each Attack action.

Glaive. Melee Weapon Attack: +11 to hit, reach 10 ft., one creature. Hit: 11 (1d10 + 5) slashing damage.

Longsword. Melee Weapon Attack (Versatile): +11 to hit, reach 5 ft., one creature. Hit: 10 / 11 (1d8 / 1d10 + 5) slashing damage.

Longbow. Ranged Weapon Attack: +8 to hit, range 150/600 ft., one creature. Hit: 7 (1d8 + 2) piercing damage.

WEAPONS, ARMOR & ITEMS

Halfplate, *Hobgoblin Glaive*, Longsword, Longbow, Quiver, 20 Arrows, Wolf Fang Necklace, 230sp, 200gp

ORRYN TUREN

Small Humanoid (Forest Gnome), Lawful Neutral

Class Rogue (lvl 1) **Armor Class** 13 (Leather)
Background Charlatan **Hit Points** 8 (1d8+0)
Occupation Gambler **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	14 (+2)	13 (+1)	15 (+2)

Saving Throws Dexterity +4, Intelligence +4

Skills Deception +6, Insight +3, Investigation +4, Persuasion +4, Sleight of Hand +6, Stealth +4, Disguise Kit, Forgery Kit

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Gnomish

Challenge 1/4 (50 XP)

Gnome Cunning. Orryn has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Natural Illusionist. Orryn knows the *Minor Illusion* cantrip, using Intelligence as his spellcasting modifier.

Speak with Small Beasts. Orryn can communicate simple ideas with Small or smaller beasts.

False Identity. Orryn has created a second identity, including relevant documents, contacts and disguises. In addition, he can forge documents and mimic handwriting as long as he has seen an example of the kind of document or a sample of the handwriting.

Expertise (Deception, Sleight of Hand).

Orryn adds double his proficiency bonus to skill checks he has expertise with.

Sneak Attack (+1d6). Once per turn, Orryn can deal an extra 1d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

ACTIONS

Two-Weapon Fighting. When Orryn makes an attack with his main-hand Dagger, he may also attack with his off-hand Dagger or Throwing Knife as a bonus action, but gains no bonus to the damage roll

Dagger (Main-hand). Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 2) piercing damage.

Dagger (Off-hand). Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 3 (1d4+0) piercing damage.

Throwing Knife. Ranged Weapon Attack: +4 to hit, range 20/60 ft., one creature. Hit: 5 (1d4+2) piercing damage.

OVERVIEW

Orryn was raised on the road, traveling from place to place, never having a home. His father, who made his money as a con man, set a bad example and taught him how to prey on the stupid and desperate. The old gnome went from town to town selling "magic"

elixirs that were "guaranteed to work" after only seven doses and seven days. Of course, Orryn and his crafty father would be miles away by the time their customers caught on to the scam. As a result, Orryn is comfortable living one step ahead of an angry mob. In the years since Orryn came up with his own con; "Find the Dragon", a simple (rigged) card game, he has been honing his skills and doing a very good job of cultivating a legitimate reputation, although from time to time he slips up and his greed gets the better of him. The result is a quick trip out of town in the early morning hours, and a search for a new town or city with a plethora of new inns and taverns.

PERSONALITY TRAITS

"Five gold on the little one! I'm feeling lucky!" Orryn is a born gambler and can't resist taking a risk for a potential payoff. This is true on and off the gambling table as he has aspirations of going on adventures and coming home with chests full of treasure.

IDEALS

"You'll see. One day, I'll hold all the cards." He is determined to make something of himself, even if that means he can't show his face in half the taverns in the realm.

BONDS

"You watch my back, I'll watch yours." He fleeced a powerful crime boss and has had a price on his head ever since. He has a partner in crime named Frug Timbers (p.100) who often helps lure marks into his schemes.

FLAWS

"Damn right I'm all in!" He is too greedy for his own good. He can't resist taking big risks if there is big money involved. He doesn't care if he scams peasants or royalty, as long as he takes their money.

ROLEPLAYING ORRYN

Orryn is very charismatic, often wearing a smile or a smirk on his face, and can appear very well meaning without an ulterior motive; those in his inner circle, however, are fully aware that he always most certainly does.

Surprisingly, he doesn't drink or chase women. He would never have made it as far as he has if he let such vices get in the way of his con.

He can often talk people down from a fight, offering to return their lost money to avoid things getting physical. This does not mean however that Orryn is not willing to defend himself. He has had to use his daggers before, but regretted it later.

"If I have to claim one vice it would be my love of gambling, or, more accurately, my love of winning."

WEAPONS, ARMOR & ITEMS

Two Daggers, Throwing Knife, Leather Armor, *Orryn's Enchanted Playing Cards*, 8gp, 15sp, 30cp.



ORRYN TUREN (LEVEL 4)

Small Humanoid (Forest Gnome), Lawful Neutral

Class Rogue (lvl 4) **Armor Class** 14 (Leather)
Background Charlatan **Hit Points** 23 (4d8+0)
Occupation Gambler **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	14 (+2)	13 (+1)	16 (+3)

Saving Throws Dexterity +5, Intelligence +4

Skills Deception +7, Insight +3, Investigation +4, Persuasion +5, Sleight of Hand +7, Stealth +5, Disguise Kit, Forgery Kit

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Gnomish

Challenge 1 (200 XP)

Gnome Cunning. Orrryn has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Natural Illusionist. Orrryn knows the *Minor Illusion* cantrip, using Intelligence as his spellcasting modifier.

Speak with Small Beasts. Orrryn can communicate simple ideas with Small or smaller beasts.

False Identity. Orrryn has created a second identity, including relevant documents, contacts and disguises. In addition, he can forge documents and mimic handwriting as long as he has seen an example of the kind of document or a sample of the handwriting.

Expertise (Deception, Sleight of Hand). Orrryn adds double his proficiency bonus to skill checks he has expertise with.

Sneak Attack (+2d6). Once per turn, Orrryn can deal an extra 2d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. On his turn, as a bonus action, Orrryn can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Orrryn can use his Cunning Action to make a Sleight of Hand check, use his thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Orrryn can climb without expending extra movement. In addition, when he makes a running jump, the distance he covers increases by 3 ft.

ACTIONS

Two-Weapon Fighting. When Orrryn makes an attack with his main-hand Dagger, he may also attack with his off-hand Dagger or Throwing Knife as a bonus action, but gains no bonus to the damage roll

Dagger (Main-hand). Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d4 + 3) piercing damage.

Dagger (Off-hand). Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 3 (1d4+0) piercing damage.

Throwing Knife. Ranged Weapon Attack: +5 to hit, range 20/60 ft., one creature. Hit: 6 (1d4+3) piercing damage.

WEAPONS, ARMOR & ITEMS

Two Daggers, Throwing Knife, Leather Armor, *Orrryn's Enchanted Playing Cards*, 8gp, 25sp, 50cp.

DOUBLE OR NOTHING

Orrryn sat uncomfortably on a splintered barrel looking through the tavern window, eyeing up this evening's prospective candidates. *Better to be outside and catch them when they've drunk their fill than be inside amongst all those eyes.* It was necessary to act the showman as part of his routine, but showmen got noticed and talked about...

A tavern door slammed open from the inside with excessive force was always a good sign. Orrryn was not one to pass up an opportunity and the man, dressed in sailor's clothes and stumbling drunk, seemed like he'd be a marvellous opportunity.

"You look to me to be a gambling man, sir. Fancy a game?"

The man staggered over to lean on an adjacent barrel; Orrryn fiddled in his pockets to see what he had. No enchanted cards, no loaded die. *Alright, time to improvise.*

"So here's the game..." he said, hopping up onto a box to give himself much needed height.

What was the game?

"Each player receives two cards which the dealer (that's me) deals – you don't look at the cards – you roll the dice (three dice, sir!) and you make a wager as to whether the total value of the three dice rolled is lesser than, equal to or greater than the face value of the two cards the dealer dealt you, but which you have not looked at! You can double your stake to reroll all (that's all three, sir!) of your dice. Simple, right?"

"Uh-"

Orrryn flashed a toothy smile, looking as sincere as he could muster. Talking quickly confused the barflies, but pride made them unwilling to admit their confusion.

"Wonderful."

As the man fumbled with his coin pouch with a badly concealed, furrowed brow, Orrryn shuffled the cards, managing to force an ace to the top, which he dealt to his opponent.

The man clumsily scooped up the dice and they clattered across the barrel. Three, four, one.

"Your bet?"

"Uh-"

"That seems like a low roll to me, up to you what to do of course." *Make it seem like his choice.*

"Alright," the man slurred, "I bet the cards are higher."

He turned his cards, revealing the ace Orrryn had planted, and a five.

"Bad luck," said Orrryn, "aces are low in this game."

"You cheat, little man!" The man drew a cutlass and held it barely an inch from Orrryn's face, right between his eyes. Luckily, the gnome was used to losers' ferocity. He looked at the man beyond the weapon, and smiled his winning smile.

"Double or nothing?"

ORRYN TUREN (LEVEL 8)

Small Humanoid (Forest Gnome), Lawful Neutral

Class Rogue (lvl 8) **Armor Class** 14 (Leather)
Background Charlatan **Hit Points** 43 (8d8+0)
Occupation Gambler **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	14 (+2)	13 (+1)	18 (+4)

Saving Throws Dexterity +6, Intelligence +5

Skills Deception +10, Insight +7, Investigation +5, Persuasion +10, Sleight of Hand +10, Stealth +6, Disguise Kit, Forgery Kit

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Gnomish

Challenge 2 (450 XP)

Gnome Cunning. Orryn has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Natural Illusionist. Orryn knows the *Minor Illusion* cantrip, using Intelligence as his spellcasting modifier.

Speak with Small Beasts. Orryn can communicate simple ideas with Small or smaller beasts.

False Identity. Orryn has created a second identity, including relevant documents, contacts and disguises. In addition, he can forge documents and mimic handwriting as long as he has seen an example of the kind of document or a sample of the handwriting.

Expertise (Deception, Insight, Persuasion, Sleight of Hand). Orryn adds double his proficiency bonus to skill checks he has expertise with.

Sneak Attack (+4d6). Once per turn, Orryn can deal an extra 4d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. On his turn, as a bonus action, Orryn can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Orryn can use his Cunning Action to make a Sleight of Hand check, use his thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Orryn can climb without expending extra movement. In addition, when he makes a running jump, the distance he covers increases by 3 ft.

Uncanny Dodge. When Orryn is hit with an attack from an attacker that he can see, he can use his reaction to halve the attack's damage.

Evasion. When Orryn is subjected to an effect that allows him to make a Dexterity saving throw to only take half damage, he takes no damage on a successful saving throw and half damage on a failed one.

ACTIONS

Two-Weapon Fighting. When Orryn makes an attack with his main-hand Dagger, he may also attack with his off-hand Dagger or Throwing Knife as a bonus action, but gains no bonus to the damage roll

Dagger (Main-hand). Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 6 (1d4 + 3) piercing damage.

Dagger (Off-hand). Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 3 (1d4+0) piercing damage.

Throwing Knife. Ranged Weapon Attack: +6 to hit, range 20/60 ft., one creature. Hit: 6 (1d4+3) piercing damage.

WEAPONS, ARMOR & ITEMS

Two Daggers, Throwing Knife, Leather Armor, *Orryn's Enchanted Playing Cards*, 15gp, 60sp, 85cp.

ORRYN IN YOUR GAME

Orryn is always seen on one side of a card table, whether that be in a taphouse, an alley, or out by the side of a muddy road. He always has a smile to spare for strangers, and will happily invite new faces over for a game of chance.

Quest Hook. After years of evading his fate at the hands of a crime boss he conned, Orryn has finally been tracked down. The confrontation comes to a head in the party's vicinity. A group of thugs, lead by the crime boss himself, means to make an example of the gnome. Do the party help the swindler, or leave him to his, arguably deserved, fate? A reward for saving his life could be his magical deck of cards - a fine prize indeed for any that fancy themselves a fellow charlatan.

ORRYN TUREN (LEVEL 12)

Small Humanoid (Forest Gnome), Lawful Neutral

Class Rogue (lvl 12) **Armor Class** 15 (Leather)
Background Charlatan **Hit Points** 63 (12d8+0)
Occupation Gambler **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	20 (+5)

Saving Throws Dexterity +8, Intelligence +6

Skills Deception +13, Insight +9, Investigation +6, Persuasion +13, Sleight of Hand +12, Stealth +8, Disguise Kit, Forgery Kit

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Gnomish

Challenge 3 (700 XP)

Gnome Cunning. Orryn has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Natural Illusionist. Orryn knows the *Minor Illusion* cantrip, using Intelligence as his spellcasting modifier.

Speak with Small Beasts. Orryn can communicate simple ideas with Small or smaller beasts.

False Identity. Orryn has created a second identity, including relevant documents, contacts and disguises. In addition, he can forge documents and mimic handwriting as long as he has seen an example of the kind of document or a sample of the handwriting.

Expertise (Deception, Insight, Persuasion, Sleight of Hand). Orryn adds double his proficiency bonus to skill checks he has expertise with.

Sneak Attack (+6d6). Once per turn, Orryn can deal an extra 6d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. On his turn, as a bonus action, Orryn can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Orryn can use his Cunning Action to make a Sleight of Hand check, use his thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Orryn can climb without expending extra movement. In addition, when he makes a running jump, the distance he covers increases by 4 ft.

Uncanny Dodge. When Orryn is hit with an attack from an attacker that he can see, he can use his reaction to halve the attack's damage.

Evasion. When Orryn is subjected to an effect that allows him to make a Dexterity saving throw to only take half damage, he takes no damage on a successful saving throw and half damage on a failed one.

Supreme Sneak. Orryn has advantage on Stealth checks if he moves no more than half his speed on the same turn.

Reliable Talent. When Orryn makes an ability check that lets him add his proficiency bonus he can treat a d20 roll of a 9 or lower as a 10.

ACTIONS

Two-Weapon Fighting. When Orryn makes an attack with his main-hand Dagger, he may also attack with his off-hand Dagger or Throwing Knife as a bonus action, but gains no bonus to the damage roll

Dagger (Main-hand). Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 7 (1d4 + 4) piercing damage.

Dagger (Off-hand). Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 3 (1d4+0) piercing damage.

Throwing Knife. Ranged Weapon Attack: +8 to hit, range 20/60 ft., one creature. Hit: 7 (1d4+4) piercing damage.

WEAPONS, ARMOR & ITEMS

Two Daggers, Throwing Knife, Leather Armor, *Orryn's Enchanted Playing Cards*, 3pp, 15gp, 80sp, 85cp.



ORRYN TUREN (LEVEL 16)

Small Humanoid (Forest Gnome), Lawful Neutral

Class Rogue (lvl 16) **Armor Class** 16 (Leather)
Background Charlatan **Hit Points** 83 (16d8+0)
Occupation Gambler **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	10 (+0)	14 (+2)	13 (+1)	20 (+5)

Saving Throws Dexterity +10, Intelligence +7, Wisdom +6
Skills Deception +15, Insight +11, Investigation +7, Persuasion +15, Sleight of Hand +15, Stealth +10, Disguise Kit, Forgery Kit
Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Gnomish

Challenge 5 (1,800 XP)

Gnome Cunning. Orryn has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Natural Illusionist. Orryn knows the *Minor Illusion* cantrip, using Intelligence as his spellcasting modifier.

Speak with Small Beasts. Orryn can communicate simple ideas with Small or smaller beasts.

False Identity. Orryn has created a second identity, including relevant documents, contacts and disguises. In addition, he can forge documents and mimic handwriting as long as he has seen an example of the kind of document or a sample of the handwriting.

Expertise (Deception, Insight, Persuasion, Sleight of Hand). Orryn adds double his proficiency bonus to skill checks he has expertise with.

Sneak Attack (+8d6). Once per turn, Orryn can deal an extra 8d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. On his turn, as a bonus action, Orryn can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Orryn can use his Cunning Action to make a Sleight of Hand check, use his thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Orryn can climb without expending extra movement. In addition, when he makes a running jump, the distance he covers increases by 5 ft.

Uncanny Dodge. When Orryn is hit with an attack from an attacker that he can see, he can use his reaction to halve the attack's damage.

Evasion. When Orryn is subjected to an effect that allows him to make a Dexterity saving throw to only take half damage, he takes no damage on a successful saving throw and half damage on a failed one.

Supreme Sneak. Orryn has advantage on Stealth checks if he moves no more than half his speed on the same turn.

Reliable Talent. When Orryn makes an ability check that lets him add his proficiency bonus he can treat a d20 roll of a 9 or lower as a 10.

Use Magic Device. Orryn ignores all class, race, and level requirements for the use of magic items.

Blindsight. If Orryn is able to hear, he is aware of the location of any hidden or invisible creatures within 10 feet of him.

ACTIONS

Two-Weapon Fighting. When Orryn makes an attack with his main-hand Dagger, he may also attack with his off-hand Dagger or Throwing Knife as a bonus action, but gains no bonus to the damage roll

Dagger (Main-hand). Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 8 (1d4 + 5) piercing damage.

Dagger (Off-hand). Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 3 (1d4+0) piercing damage.

Throwing Knife. Ranged Weapon Attack: +10 to hit, range 20/60 ft., one creature. Hit: 8 (1d4+5) piercing damage.

WEAPONS, ARMOR & ITEMS

Two Daggers, Throwing Knife, Leather Armor, *Orryn's Enchanted Playing Cards*, 20pp, 50gp, 150sp.

ORRYN TUREN (LEVEL 20)

Small Humanoid (Forest Gnome), Lawful Neutral

Class Rogue (lvl 20) **Armor Class** 16 (Leather)
Background Charlatan **Hit Points** 103 (20d8+0)
Occupation Gambler **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	10 (+0)	14 (+2)	15 (+2)	20 (+5)

Saving Throws Dexterity +11, Intelligence +8, Wisdom +8

Skills Deception +17, Insight +14, Investigation +8, Persuasion +17, Sleight of Hand +17, Stealth +11, Disguise Kit, Forgery Kit

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Gnomish

Challenge 6 (2,300 XP)

Gnome Cunning. Orryn has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Natural Illusionist. Orryn knows the *Minor Illusion* cantrip, using Intelligence as his spellcasting modifier.

Speak with Small Beasts. Orryn can communicate simple ideas with Small or smaller beasts.

False Identity. Orryn has created a second identity, including relevant documents, contacts and disguises. In addition, he can forge documents and mimic handwriting as long as he has seen an example of the kind of document or a sample of the handwriting.

Expertise (Deception, Insight, Persuasion, Sleight of Hand). Orryn adds double his proficiency bonus to skill checks he has expertise with.

Sneak Attack (+10d6). Once per turn, Orryn can deal an extra 10d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. On his turn, as a bonus action, Orryn can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Orryn can use his Cunning Action to make a Sleight of Hand check, use his thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Orryn can climb without expending extra movement. In addition, when he makes a running jump, the distance he covers increases by 5 ft.

Uncanny Dodge. When Orryn is hit with an attack from an attacker that he can see, he can use his reaction to halve the attack's damage.

Evasion. When Orryn is subjected to an effect that allows him to make a Dexterity saving throw to only take half damage, he takes no damage on a successful saving throw and half damage on a failed one.

Supreme Sneak. Orryn has advantage on Stealth checks if he moves no more than half his speed on the same turn.

Reliable Talent. When Orryn makes an ability check that lets him add his proficiency bonus he can treat a d20 roll of a 9 or lower as a 10.

Use Magic Device. Orryn ignores all class, race, and level requirements for the use of magic items.

Blindsight. If Orryn is able to hear, he is aware of the location of any hidden or invisible creatures within 10 feet of him.

Thief's Reflexes. Orryn can take two turns during the first round of any combat. He takes his first turn at his normal initiative, and his second turn at his initiative minus 10. He can't use this feature when he is surprised.

Elusive. No attack roll can have advantage against Orryn unless he is incapacitated.

Stroke of Luck. If Orryn's attack misses a target within range, he can turn the miss into a hit. Alternatively, if he fails an ability check, he can treat the d20 roll as a 20. Once he uses this feature he cannot use it again until he finishes a short or long rest.

ACTIONS

Two-Weapon Fighting. When Orryn makes an attack with his main-hand Dagger, he may also attack with his off-hand Dagger or Throwing Knife as a bonus action, but gains no bonus to the damage roll

Dagger (Main-hand). Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. Hit: 8 (1d4 + 5) piercing damage.

Dagger (Off-hand). Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. Hit: 3 (1d4+0) piercing damage.

Throwing Knife. Ranged Weapon Attack: +11 to hit, range 20/60 ft., one creature. Hit: 8 (1d4+5) piercing damage.

WEAPONS, ARMOR & ITEMS

Two Daggers, Throwing Knife, Leather Armor, *Orryn's Enchanted Playing Cards*, 30pp, 75gp, 200sp.

QURANIS KUILANYA

Medium Humanoid (High Elf), Neutral

Class Rogue (lvl 1) **Armor Class** 11
Background Archaeologist **Hit Points** 8 (1d8+0)
Occupation Antiquarian **Speed** 30 ft.

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

Saving Throws Dexterity +3, Intelligence +5

Skills Deception +5, History +7, Insight +4, Perception +4, Religion +5

Senses Darkvision 60ft., Passive Perception 12

Languages Common, Elvish, Draconic

Challenge 1/4 (50 XP)

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

Trance. Quranis does not sleep. Instead, she meditates for four hours each night. This grants her the benefit of a long rest.

Spellcasting. Quranis can cast the *Mending* cantrip.

Researcher. If Quranis is unable to recall a piece of lore, she probably knows where the information can be found.

Expertise (Deception, History). Quranis adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+1d6). Once per turn, Quranis can deal an extra 1d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

ACTIONS

Rapier. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 1) piercing damage.

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

OVERVIEW

Quranis describes herself as an antiquarian, others might find "treasure hunter" easier to pronounce. She was lucky enough to have sufficient inherited wealth to pursue her passion for unearthing history. Those who probe too deeply into the past, however, can uncover far more than they expected...

On one of her expeditions, Quranis stumbled upon a trove of artifacts; relics of innumerable empires, statues of forgotten gods and, in their midst, the enormous Green Dragon, Aarvakshaza.

The dragon was in a forgiving mood, gorged as she was on the expedition's pack mules, and willing to hear out a bargain for the

elf's life. The deal was simple; bring Aarvakshaza tribute every year and be taught secrets of history unknown to any short-life; fail to do so and suffer the consequences.

As Quranis' considerable collection depleted, shipped off to the dragon year by year, so her knowledge grew. Going out in the field herself became too time consuming and unreliable, so she started funding other archaeological expeditions, which became hiring mercenaries to do the same job quicker and cheaper. Soon she was paying anyone who could come by any sort of relic, by legitimate means or otherwise.

Quranis is a relatively young elf, and Aarvakshaza is a relatively old dragon. To begin with, she was confident in her abilities to simply put up with this inconvenience and wait it out, but it is becoming increasingly apparent that Aarvakshaza has no intention of dying any time soon, and Quranis' funds are dwindling...

PERSONALITY TRAITS

"Why do so many look to the future when the past contains such wonder?" Quranis has been able to follow her dreams of the past in financial security without concern for the future, until now.

IDEALS

"Knowledge is the greatest treasure." If it weren't for the fascinating insights Aarvakshaza shares with her, Quranis probably would have tried hiring someone to kill the beast by now.

BONDS

"I could simply break our agreement and run, but somehow I doubt a year's head start would do me much good..." Every year without fail, Quranis must make the journey to Aarvakshaza's lair, and every year she grows in knowledge, resentment and fear.

FLAWS

"It's only a matter of time before I have to steal these things myself." Quranis' situation is getting out of hand. She's constantly looking for ways to make her search more efficient, possibly cutting out the middle man. If she gets caught... well... prison walls won't stop a dragon.

ROLEPLAYING QURANIS

Quranis is well educated, fairly wealthy, and becoming increasingly desperate. She'll happily give any likely looking group directions to some previously assumed lost ruin or ancient dungeon in exchange for a few choice items upon their return, or pay far more than her competitors for a recently pilfered family heirloom. Quranis resents the recent criminal direction her life has taken, but the life of a fence is at least a life.

"That sword you carry. Fascinating inlay on the hilt. Were you looking to sell, perchance?"

WEAPONS, ARMOR & ITEMS

Fine Clothes, Travelling Clothes, Rapier, Light Crossbow, 20 Bolts, Staff, Dungeoneer's Pack, *Gold Dragon Figurine*, 20sp, 12gp



QURANIS KUILANYA (LEVEL 4)

Medium Humanoid (High Elf), Neutral

Class Rogue (lvl 4) **Armor Class** 11
Background Archaeologist **Hit Points** 23 (4d8+0)
Occupation Antiquarian **Speed** 30 ft.

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

Saving Throws Dexterity +3, Intelligence +6

Skills Deception +5, History +8, Insight +4, Perception +4, Religion +6

Senses Darkvision 60ft., Passive Perception 12

Languages Common, Elvish, Draconic

Challenge 1/2 (100 XP)

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

Trance. Quranis does not sleep. Instead, she meditates for four hours each night. This grants her the benefit of a long rest.

Spellcasting. Quranis uses Intelligence as her spellcasting ability (Spell Save DC 11, +3 to hit with spell attacks). She may cast the following spell:

Cantrips: *Mending*

Researcher. If Quranis is unable to recall a piece of lore, she probably knows where the information can be found.

Expertise (Deception, History). Quranis adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+2d6). Once per turn, Quranis can deal an extra 2d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Quranis can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Quranis can use her Cunning Action to make a Sleight of Hand check, use her thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Quranis can climb without expending extra movement. In addition, when she makes a running jump, the distance she covers increases by 1 ft.

ACTIONS

Rapier. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 1) piercing damage.

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

WEAPONS, ARMOR & ITEMS

Fine Clothes, Travelling Clothes, Rapier, Light Crossbow, 20 Bolts, Staff, Dungeoneer's Pack, *Gold Dragon Figurine*, 30sp, 15gp

THE LAST TRIBUTE

It was the smell, she decided, inhaling another lungful, that she hated the most. A dry, musky, reptile smell mixed with an acrid tang fermenting in that chamber for who-knew-how-many centuries. Pushing aside vines, she adjusted the straps on her pack and emerged from the entryway into the main chamber of the ziggurat.

With the sounds of the forest deadened by the thick stone, all Quranis could hear was the blood pounding in her ears and, almost at the edge of hearing, the slow breath of the dragon reverberating around the walls like the purr of a jungle cat.

Perhaps it was asleep. She controlled her trembling legs enough to creep to the centre of the chamber and set down the bag containing the last few artifacts in her collection.

There was another, louder exhalation. Hot breath rustled her hair and jolted every nerve in her body. She hated that it could move so quietly. She turned slowly. With its jaw resting on the ground, the beast's amber eyes were level with hers.

"I come with my tribute, Aarvakshaza."

The dragon blinked once, slowly, expectantly.

"... the great and merciful,"—inwardly, Quranis rolled her eyes—"emerald crown of the forest and mistress of all she surveys."

"You're not leaving already? You know how I enjoy our little chats, Rani."

She hated that it called her Rani. Her mother had called her Rani.

"A lighter tribute than previous," the dragon continued, hooking it with a talon, "I do hope our arrangement isn't inconveniencing you at all?"

Quranis coughed. With each syllable, a puff of poison poured between the dragon's fangs.

"No matter. I know you won't disappoint me next year."

Her eyes were watering now; she was struggling to maintain composure.

"You know what will happen if you disappoint me, don't you, Rani?"

Gulping down breaths, face burning, she forced herself to meet the dragon's gaze.

"I know."

QURANIS KUILANYA (LEVEL 8)

Medium Humanoid (High Elf), Neutral

Class Rogue (lvl 8) **Armor Class** 11
Background Archaeologist **Hit Points** 43 (8d8+0)
Occupation Antiquarian **Speed** 30 ft.

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

Saving Throws Dexterity +4, Intelligence +8

Skills Deception +7, History +11, Insight +8, Perception +8, Religion +8

Senses Darkvision 60ft., Passive Perception 18

Languages Common, Elvish, Draconic

Challenge 1 (200 XP)

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

Trance. Quranis does not sleep. Instead, she meditates for four hours each night. This grants her the benefit of a long rest.

Spellcasting. Quranis uses Intelligence as her spellcasting ability (Spell Save DC 11, +3 to hit with spell attacks). She may cast the following spell:

Cantrips: *Mending*

Researcher. If Quranis is unable to recall a piece of lore, she probably knows where the information can be found.

Expertise (Deception, History, Insight, Perception). Quranis adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+4d6). Once per turn, Quranis can deal an extra 4d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Quranis can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Quranis can use her Cunning Action to make a Sleight of Hand check, use her thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Quranis can climb without expending extra movement. In addition, when she makes a running jump, the distance she covers increases by 1 ft.

Uncanny Dodge. When Quranis is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Quranis is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

ACTIONS

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

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

WEAPONS, ARMOR & ITEMS

Fine Clothes, Travelling Clothes, Rapier, Light Crossbow, 20 Bolts, Staff, Dungeoneer's Pack, *Gold Dragon Figurine*, 45sp, 18gp

QURANIS IN YOUR GAME

Quranis can be relied on to have a dungeon-crawl style quest for your party. She is constantly reading up on forgotten lore and poring over old maps, so often digs up references to ruins or tombs which house a wealth of historically interesting items. She is, of course, tight-lipped about her specific interest in these items (for which the party can expect to be generously compensated), beyond simple archaeological curiosity.

If there is a location or object of particular interest or importance, Quranis might accompany the party as a guide, primarily out of curiosity to see the items in situ before excavation.

Quest hook. After many such quests over a number of years, an increasingly haggard looking Quranis lets the party in on a secret. Her situation is entirely unsustainable at this point, and she needs a group of adventurers to slay a dragon...

QURANIS KUILANYA (LEVEL 12)

Medium Humanoid (High Elf), Neutral

Class Rogue (lvl 12) **Armor Class** 12
Background Archaeologist **Hit Points** 63 (12d8+0)
Occupation Antiquarian **Speed** 30 ft.

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

Saving Throws Dexterity +6, Intelligence +9

Skills Deception +10, History +13, Insight +10, Perception +10, Religion +9

Senses Darkvision 60ft., Passive Perception 20

Languages Common, Elvish, Draconic

Challenge 2 (450 XP)

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

Trance. Quranis does not sleep. Instead, she meditates for four hours each night. This grants her the benefit of a long rest.

Spellcasting. Quranis uses Intelligence as her spellcasting ability (Spell Save DC 11, +3 to hit with spell attacks). She may cast the following spell:

Cantrips: *Mending*

Researcher. If Quranis is unable to recall a piece of lore, she probably knows where the information can be found.

Expertise (Deception, History, Insight, Perception). Quranis adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+6d6). Once per turn, Quranis can deal an extra 6d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Quranis can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Quranis can use her Cunning Action to make a Sleight of Hand check, use her thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Quranis can climb without expending extra movement. In addition, when she makes a running jump, the distance she covers increases by 2 ft.

Uncanny Dodge. When Quranis is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Quranis is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Supreme Sneak. Quranis has advantage on Stealth checks if she moves no more than half her speed on the same turn.

Reliable Talent. When Quranis makes an ability check that lets her add her proficiency bonus she can treat a d20 roll of a 9 or lower as a 10.

ACTIONS

Rapier. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 2) piercing damage.

Light Crossbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one creature. Hit: 7 (1d8 + 2) piercing damage.

WEAPONS, ARMOR & ITEMS

Fine Clothes, Travelling Clothes, Rapier, Light Crossbow, 20 Bolts, Staff, Dungeoneer's Pack, *Gold Dragon Figurine*, 60sp, 36gp

Shipment for A

*String of prayer beads, elven
approximately -1100 DA*

*Two ceremonial obsidian masks, dwarven
(religious or theatrical?)
approximately 600 DA*

*Unidentified humanoid (?) stone idol
ancient (?) - BE SURE TO ASK*

*Bronze dragon statuette (hollow),
presumably human*

*Tapestry depicting elvish victory over orcs
1200 DA based on armor*

QURANIS KUILANYA (LEVEL 16)

Medium Humanoid (High Elf), Neutral

Class Rogue (lvl 16) **Armor Class** 12
Background Archaeologist **Hit Points** 83 (16d8+0)
Occupation Antiquarian **Speed** 30 ft.

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

Saving Throws Dexterity +7, Intelligence +10

Skills Deception +12, History +15, Insight +14, Perception +14, Religion +10

Senses Darkvision 60ft., Passive Perception 24

Languages Common, Elvish, Draconic

Challenge 3 (700 XP)

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

Trance. Quranis does not sleep. Instead, she meditates for four hours each night. This grants her the benefit of a long rest.

Spellcasting. Quranis uses Intelligence as her spellcasting ability (Spell Save DC 11, +3 to hit with spell attacks). She may cast the following spell:

Cantrips: *Mending*

Researcher. If Quranis is unable to recall a piece of lore, she probably knows where the information can be found.

Expertise (Deception, History, Insight, Perception). Quranis adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+8d6). Once per turn, Quranis can deal an extra 8d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Quranis can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Quranis can use her Cunning Action to make a Sleight of Hand check, use her thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Quranis can climb without expending extra movement. In addition, when she makes a running jump, the distance she covers increases by 2 ft.

Uncanny Dodge. When Quranis is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Quranis is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Supreme Sneak. Quranis has advantage on Stealth checks if she moves no more than half her speed on the same turn.

Reliable Talent. When Quranis makes an ability check that lets her add her proficiency bonus she can treat a d20 roll of a 9 or lower as a 10.

Use Magic Device. Quranis ignores all class, race, and level requirements for the use of magic items.

Blindsense. If Quranis is able to hear, she is aware of the location of any hidden or invisible creatures within 10 feet of her.

ACTIONS

Rapier. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 2) piercing damage.

Light Crossbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one creature. Hit: 7 (1d8 + 2) piercing damage.

WEAPONS, ARMOR & ITEMS

Fine Clothes, Travelling Clothes, Rapier, Light Crossbow, 20 Bolts, Staff, Dungeoneer's Pack, *Gold Dragon Figurine*, 200sp, 120gp



QURANIS KUILANYA (LEVEL 20)

Medium Humanoid (High Elf), Neutral

Class Rogue (lvl 20)	Armor Class 13				
Background Archaeologist	Hit Points 103 (20d8+0)				
Occupation Antiquarian	Speed 30 ft.				
STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	20 (+5)	18 (+4)	14 (+2)

Saving Throws Dexterity +9, Intelligence +11

Skills Deception +14, History +17, Insight +16, Perception +16, Religion +11

Senses Darkvision 60ft., Passive Perception 26

Languages Common, Elvish, Draconic

Challenge 5 (1,800 XP)

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

Trance. Quranis does not sleep. Instead, she meditates for four hours each night. This grants her the benefit of a long rest.

Spellcasting. Quranis uses Intelligence as her spellcasting ability (Spell Save DC 11, +3 to hit with spell attacks). She may cast the following spell:

Cantrips: *Mending*

Researcher. If Quranis is unable to recall a piece of lore, she probably knows where the information can be found.

Expertise (Deception, History, Insight, Perception). Quranis adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+10d6). Once per turn, Quranis can deal an extra 10d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Quranis can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Quranis can use her Cunning Action to make a Sleight of Hand check, use her thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Quranis can climb without expending extra movement. In addition, when she makes a running jump, the distance she covers increases by 3 ft.

Uncanny Dodge. When Quranis is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Quranis is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Supreme Sneak. Quranis has advantage on Stealth checks if she moves no more than half her speed on the same turn.

Reliable Talent. When Quranis makes an ability check that lets her add her proficiency bonus she can treat a d20 roll of a 9 or lower as a 10.

Use Magic Device. Quranis ignores all class, race, and level requirements for the use of magic items.

Blindsense. If Quranis is able to hear, she is aware of the location of any hidden or invisible creatures within 10 feet of her.

Thief's Reflexes. Quranis can take two turns during the first round of any combat. She takes her first turn at her normal initiative, and her second turn at her initiative minus 10. She can't use this feature when she is surprised.

Evasive. No attack roll can have advantage against Quranis unless she is incapacitated.

Stroke of Luck. If Quranis' attack misses a target within range, she can turn the miss into a hit. Alternatively, if she fails an ability check, she can treat the d20 roll as a 20. Once she uses this feature she cannot use it again until she finishes a short or long rest.

ACTIONS

Rapier. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 3) piercing damage.

Light Crossbow. Ranged Weapon Attack: +9 to hit, range 80/320 ft., one creature. Hit: 8 (1d8 + 3) piercing damage.

WEAPONS, ARMOR & ITEMS

Fine Clothes, Travelling Clothes, Rapier, Light Crossbow, 20 Bolts, Staff, Dungeoneer's Pack, *Gold Dragon Figurine*, 250sp, 180gp

RURIK ROCKFIST

Medium Humanoid (Mountain Dwarf), Neutral

Class Fighter (lvl 1) **Armor Class** 16 (Halfplate)
Background Criminal **Hit Points** 13 (1d10+3)
Occupation Smuggler **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Strength +5, Constitution +5

Skills Deception +1, Intimidation +1, Stealth +3, Survival +3, Dice, Thieves' Tools

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Dwarvish

Challenge 1/2 (100 XP)

Dwarven Resilience. Rurik has advantage on saving throws against poison, and resistance to poison damage.

Criminal Contact. Rurik has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Fighting Style (Two-Weapon Fighting). Rurik may add his ability modifier to damage rolls with his offhand weapon.

Second Wind. On his turn Rurik can use a bonus action to regain 1d10 + 1 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

ACTIONS

Two-Weapon Fighting. When Rurik makes an attack with his main-hand axe, he may also attack with his off-hand axe as a bonus action.

Hand Axe. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 3) slashing damage.

OVERVIEW

Rurik is the son of a gem trader. He grew up with aspirations of one day taking over the family business. Unfortunately, Rurik is the youngest of 5 brothers, each of whom had the same desire. It became clear at an early age to Rurik that if he intended to make something of himself, it would not be handed to him. He would have to set out on his own.

At a relatively early age for a dwarf, Rurik left the underground city of his birth and sought fortune in the lands beyond. He traveled with caravans of traders for many years, learning the art of negotiation, which did not suit him well at first. This was, until he learned that folk can be persuaded by intimidation equally so, if not more effectively than by a silver tongue. This tactic gave him quite a reputation among the traders, and indeed, with many folk throughout the realm.

It was many years of traveling from place to place before Rurik settled down for a bit, but the lifestyle didn't suit him. He thought long and hard about how he might make the fortune and

reputation he so desperately desired.

By chance he was given a proposition by an old friend in the trades. He arrived at Rurik's house one night wrapped in a long hooded cloak. He appeared nervous and seeking refuge, and soon revealed that he was indeed avoiding the city watch, for he had in his possession an item stolen from a member of a noble house. He revealed the item, a small golden statue in the likeness of a lion with finely cut sapphires for eyes and a beautiful yellow glow to the polished gold. Rurik was impressed by the craftsmanship, but was confused. How could he help his friend in his predicament? This is when his friend's plan was revealed, and Rurik first became a smuggler. The terms were simple, good pay; half up front, half upon delivery to a city in the far north. Rurik would go on to take many jobs of this nature, posing as a trader. Over time he would begin to make quite a name for himself.

PERSONALITY TRAITS

"All part of the plan." Calm and collected no matter what the situation, Rurik always has a plan for when things go wrong.

IDEALS

"Coin's coin, no matter whose." Rurik doesn't care if he's working on the side of good or evil, as long as he gets paid his promised price.

BONDS

"That's need-to-know. You don't need to know." He rarely works with others, but when he does he doesn't share the whole plan with them. His well-earned or ill-gotten gains go to support his collection of fine gems and jewels which he keeps in a secret place.

FLAWS

"What did you say to me?!" Rurik won't back down from a fight or challenge, even when he's outnumbered or outmatched. He has started more tavern brawls than he can remember, but that's mostly because of how many ales he had in him at the time.

ROLEPLAYING RURIK

Rurik, like most dwarves, is outspoken and outgoing. He enjoys a rowdy crowd, good entertainment, and strong ale. When he is not shouting or challenging others to arm wrestling and drinking contests, he listens to news from other travelers.

He is most interested in news about the roads and the safest routes throughout the realm. After all, his trade is the transportation of goods, so he needs to know the best way to get them safely from one place to another.

In combat Rurik is a no-nonsense brawler who most often frightens his foes away before ever having to swing his axe. If it does come to blows he is deadly accurate and shows no mercy.

"Another round on the daisy who can't hold his liquor!"

WEAPONS, ARMOR & ITEMS

Two Hand Axes, Traders Clothes, Halfplate, *Loupe of True Sight*, 5gp, 10sp, 15cp, 5 gems each worth 5gp



RURIK ROCKFIST (LEVEL 4)

Medium Humanoid (Mountain Dwarf), Neutral

Class Fighter (lvl 4) **Armor Class** 16 (Halfplate)
Background Criminal **Hit Points** 44 (4d10+16)
Occupation Smuggler **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Strength +5, Constitution +6

Skills Deception +1, Intimidation +1, Stealth +3, Survival +3, Dice, Thieves' Tools

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Dwarvish

Challenge 1 (200 XP)

Dwarven Resilience. Rurik has advantage on saving throws against poison, and resistance to poison damage.

Criminal Contact. Rurik has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Fighting Style (Two-Weapon Fighting). Rurik may add his ability modifier to damage rolls with his offhand weapon.

Second Wind. On his turn Rurik can use a bonus action to regain 1d10 + 4 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

Action Surge. Once per day, on his turn, Rurik can take an additional action on top of his normal action and possible bonus action. Once he uses this feature, he must finish a long or short rest before using it again.

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

ACTIONS

Two-Weapon Fighting. When Rurik makes an attack with his main-hand axe, he may also attack with his off-hand axe as a bonus action.

Hand Axe. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 3) slashing damage.

WEAPONS, ARMOR & ITEMS

Two Hand Axes, Traders Clothes, Halfplate, *Loupe of True Sight*, 8gp, 22sp, 15cp, 5 gems each worth 5gp

MOODY GOODS

"Ten gold pieces now, ten more when you make the delivery to my associate."

"What's the cargo?"

"Tapestries."

Rurik watched the woman's two burly companions heave a large crate over to his covered wagon. *Bloody heavy tapestries.* It was a fair price, more or less, a little on the low side, but he was getting a good return on this trip anyway, and he'd lingered too long at the trading post. The sky was already a dull purple, and he wanted to be away before sun-up. He nodded, pocketed the coin, and the men grunted and hoisted the crate into a gap in the piled goods filling the wagon.

Rurik twitched the reins to get the mule moving and pulled up his hood. A few sacks of produce (one of which contained contraband orcish liquor), some pelts, a barrel of ambergris, and a crate of, presumably stolen, tapestries. It was a five-day journey to the city by his backroads, hidden paths and tracks. *Easy money.*

*

Four and a half uneventful days later, with the city visible ahead of him, the crate of tapestries started yelling.

Rurik stopped the cart. Muffled shouts and banging emanated from the crate. A deep, male voice, evidently recently awakened, confused and none-too-pleased with his predicament. Stolen goods were one thing, but a person was quite another. *Very risky, but a job's a job.* Rurik scratched his beard.

Climbing into the back of the cart, he put his shoulder to the crate and shunted it onto the ground (more shouting from his unexpected traveling companion). Fetching a few empty sacks, he gathered all of the detritus he could find—rocks, and bits of wood— and filled the gap in his cargo. Leaving the crate and its furious content behind him, he pressed on to the city gates.

"There's a crate out on the road, officer, a few miles out. I'd 've picked it up myself, but I'm full as it is."

The guard glanced into his cart disinterestedly, nodded and said he'd send a few men out to retrieve it before the day was out.

"Your 'tapestries' will be in the city by nightfall," Rurik said to his contact, holding out his hand for his ten gold pieces.

RURIK ROCKFIST (LEVEL 8)

Medium Humanoid (Mountain Dwarf), Neutral

Class Fighter (lvl 8) **Armor Class** 16 (Halfplate)
Background Criminal **Hit Points** 92 (8d10+40)
Occupation Smuggler **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	20 (+5)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Strength +6, Constitution +8

Skills Deception +2, Intimidation +2, Stealth +4, Survival +4, Dice, Thieves' Tools

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Dwarvish

Challenge 4 (1,100 XP)

Dwarven Resilience. Rurik has advantage on saving throws against poison, and resistance to poison damage.

Criminal Contact. Rurik has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Fighting Style (Two-Weapon Fighting). Rurik may add his ability modifier to damage rolls with his offhand weapon.

Second Wind. On his turn Rurik can use a bonus action to regain 1d10 + 8 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

Action Surge. Once per day, on his turn, Rurik can take an additional action on top of his normal action and possible bonus action. Once he uses this feature, he must finish a long or short rest before using it again.

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

Remarkable Athlete. Rurik can add half his proficiency bonus (rounded up) to any Strength, Dexterity, or Constitution check that doesn't already use his proficiency bonus. Additionally, the distance Rurik covers with a running long jump increases by 3 ft.

ACTIONS

Extra Attack. Rurik can attack twice with each Attack action.

Two-Weapon Fighting. When Rurik makes an attack with his main-hand axe, he may also attack with his off-hand axe as a bonus action.

Hand Axe. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 3) slashing damage.

WEAPONS, ARMOR & ITEMS

Two Hand Axes, Traders Clothes, Halfplate, *Loupe of True Sight*, 10gp, 22sp, 36cp, 5 gems each worth 5gp

RURIK IN YOUR GAME

Rurik spends most of his time on the move between a number of cities, towns, and trading posts, so could potentially run into the party anywhere - within civilization or outside it. He doesn't often stray far from his mule-drawn wagon as it is, more often than not, full of contraband.

If the party is in need of transport, Rurik may offer his services, especially if secrecy is paramount. Given the usually illicit nature of his cargo, the party may find themselves on the wrong side of the law if they encounter any watchmen on the road.

Quest Hook. Rurik is carrying out a particularly risky job - transporting a high value cargo through a dangerous area - and needs the party's services as bodyguards, promising a 1/5th share of the profits. He remains tight-lipped about the nature of the cargo, but will the party be willing to help a smuggler if the truth comes out?

RURIK ROCKFIST (LEVEL 12)

Medium Humanoid (Mountain Dwarf), Neutral

Class Fighter (lvl 12) **Armor Class** 17 (Halfplate)
Background Criminal **Hit Points** 136 (12d10+60)
Occupation Smuggler **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	20 (+5)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Strength +7, Constitution +9

Skills Deception +4, Intimidation +4, Stealth +5, Survival +5, Dice, Thieves' Tools

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Dwarvish

Challenge 5 (1,800 XP)

Dwarven Resilience. Rurik has advantage on saving throws against poison, and resistance to poison damage.

Criminal Contact. Rurik has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Fighting Style (Two-Weapon Fighting). Rurik may add his ability modifier to damage rolls with his offhand weapon.

Fighting Style (Defense). Rurik adds +1 to his AC when wearing armor.

Second Wind. On his turn Rurik can use a bonus action to regain 1d10 + 12 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

Action Surge. Once per day, on his turn, Rurik can take an additional action on top of his normal action and possible bonus action. Once he uses this feature, he must finish a long or short rest before using it again.

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

Remarkable Athlete. Rurik can add half his proficiency bonus (rounded up) to any Strength, Dexterity, or Constitution check that doesn't already use his proficiency bonus. Additionally, the distance Rurik covers with a running long jump increases by 3 ft.

Indomitable. Once per day, Rurik can reroll a failed saving throw. Once he uses this feature, he must finish a short or long rest before using it again.

ACTIONS

Extra Attack. Rurik can attack three times with each Attack action.

Two-Weapon Fighting. When Rurik makes an attack with his main-hand axe, he may also attack with his off-hand axe as a bonus action.

Hand Axe. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 3) slashing damage.

WEAPONS, ARMOR & ITEMS

Two Hand Axes, Traders Clothes, Halfplate, *Loupe of True Sight*, 4pp, 25gp, 22sp, 36cp, 5 gems each worth 5gp

RURIK ROCKFIST (LEVEL 16)

Medium Humanoid (Mountain Dwarf), Neutral

Class Fighter (lvl 16) **Armor Class** 17 (Halfplate)
Background Criminal **Hit Points** 170 (16d10+80)
Occupation Smuggler **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	20 (+5)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Strength +8, Constitution +10

Skills Deception +8, Intimidation +8, Stealth +6, Survival +6, Dice, Thieves' Tools

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Dwarvish

Challenge 6 (2,300 XP)

Dwarven Resilience. Rurik has advantage on saving throws against poison, and resistance to poison damage.

Criminal Contact. Rurik has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Fighting Style (Two-Weapon Fighting). Rurik may add his ability modifier to damage rolls with his offhand weapon.

Fighting Style (Defense). Rurik adds +1 to his AC when wearing armor.

Second Wind. On his turn Rurik can use a bonus action to regain 1d10 + 16 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

Action Surge. Once per day, on his turn, Rurik can take an additional action on top of his normal action and possible bonus action. Once he uses this feature, he must finish a long or short rest before using it again.

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

Remarkable Athlete. Rurik can add half his proficiency bonus (rounded up) to any Strength, Dexterity, or Constitution check that doesn't already use his proficiency bonus. Additionally, the distance Rurik covers with a running long jump increases by 3 ft.

Indomitable. Twice per day, Rurik can reroll a failed saving throw. Once he expends all uses of this feature, he must finish a short or long rest before using it again.

ACTIONS

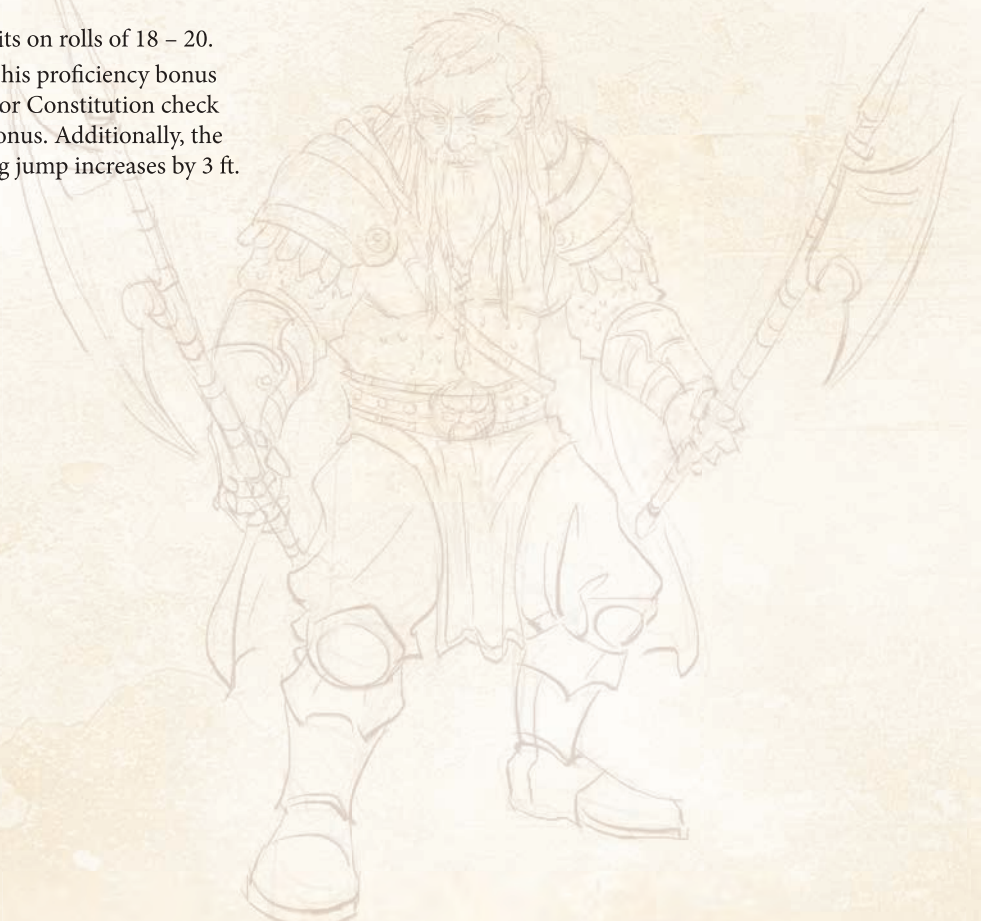
Extra Attack. Rurik can attack three times with each Attack action.

Two-Weapon Fighting. When Rurik makes an attack with his main-hand axe, he may also attack with his off-hand axe as a bonus action.

Hand Axe. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 3) slashing damage.

WEAPONS, ARMOR & ITEMS

Two Hand Axes, Traders Clothes, Halfplate, *Loupe of True Sight*, 4pp, 75gp, 22sp, 5 gems each worth 5gp



RURIK ROCKFIST (LEVEL 20)

Medium Humanoid (Mountain Dwarf), Neutral

Class Fighter (lvl 20) **Armor Class** 17 (Halfplate)
Background Criminal **Hit Points** 214 (20d10+100)
Occupation Smuggler **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	20 (+5)	10 (+0)	12 (+1)	18 (+4)

Saving Throws Strength +9, Constitution +11

Skills Deception +10, Intimidation +10, Stealth +7, Survival +7, Dice, Thieves' Tools

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Dwarvish

Challenge 8 (3,900 XP)

Dwarven Resilience. Rurik has advantage on saving throws against poison, and resistance to poison damage.

Criminal Contact. Rurik has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Fighting Style (Two-Weapon Fighting). Rurik may add his ability modifier to damage rolls with his offhand weapon.

Fighting Style (Defense). Rurik adds +1 to his AC when wearing armor.

Second Wind. On his turn Rurik can use a bonus action to regain 1d10 + 20 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

Action Surge. Twice per day on his turn, Rurik can take one additional action on top of his regular action and a possible bonus action. Once he expends all uses of this feature, he must finish a short or long rest before using it again.

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

Remarkable Athlete. Rurik can add half his proficiency bonus (rounded up) to any Strength, Dexterity, or Constitution check that doesn't already use his proficiency bonus. Additionally, the distance Rurik covers with a running long jump increases by 3 ft.

Indomitable. Three times per day, Rurik can reroll a failed saving throw. Once he expends all uses of this feature, he must finish a short or long rest before using it again.

Survivor. At the beginning of each of his turns, if Rurik has less than half of his hit points remaining, he regains 10 hit points. He does not gain this benefit if he has 0 hit points.

ACTIONS

Extra Attack. Rurik can attack four times with each Attack action.

Two-Weapon Fighting. When Rurik makes an attack with his main-hand axe, he may also attack with his off-hand axe as a bonus action.

Hand Axe. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 3) slashing damage.

WEAPONS, ARMOR & ITEMS

Two Hand Axes, Traders Clothes, Halfplate, *Loupe of True Sight*, 4pp, 140gp, 100sp, 5 gems each worth 5gp

Silk Slippers (8 pairs)

Pelts (4 Bear, 12 Deer, 1 Wyvern**)

Ale* (5 barrels)

Spirits (2 barrels Dwarven, 2 barrels Gnomish)

Assorted alchemy supplies**

Elvish armor (3 complete sets)

EVIL ALIGNED GUILDS

It's generally the rule that a criminal organization attracts some very unsavory characters, but some cross the line to become truly evil; enjoying the chaos, destruction and death in their wake just as much as the related rewards. Below are some examples of the sort of gangs that your average thug would have to think twice before joining, along with suggested membership.

THE BLACK MAST

Slavers, brigands, ruffians, thieves. Their reputation precedes them and their flag is the most feared among the free folk of the realm. It is said that there is a special place in hell for the men who crew any ship that flies the flag of The Black Mast.

They travel primarily by boat, but will travel overland if need demands it. Most often they transport a cargo of slaves; folk from all over the realm who have been bought or kidnapped into a life of servitude. On occasion, members of The Black Mast have been known to transport stolen goods and contraband from port to port, but only if the coin is worth it.

Bram Rothwell (p.132) and Stanus Millrun (p.168) are both members of The Black Mast. They are the captain and first mate, respectively, of a ship that, more often than not, is outfitted with a brand new crew up to no good. The two have worked out a rather clever strategy for maintaining discretion about their business ventures, and for maximizing their share of profits. Suffice it to say, if you're a lowlife looking for adventure, danger, and the promise of riches, The *Tyrant* could be the last ship you ever crew...

JACKDAWS

In any city you can see them; scavenger birds crowding and chattering over rubbish piles. As a city grows bigger and filthier and the trash accumulates, the jackdaws and other vermin grow fat, content and numerous. Like the bird which gives them their name, The Jackdaws are opportunists, not ones to let a chance for profit slip through their fingers; mugging, burglary, extortion, even the occasional assassination are all fair game as far as they're concerned. Once the bones of the city are picked clean, or bigger scavengers show their faces, The Jackdaws take flight, find a new nest, and leave others to clean up the mess.

Mal Addik (p.156) is as close to a leader as The Jackdaws have. His voice is listened to more often than not, anyway.

Unwilling as he may be, Talim Nezara (p.174) finds a living of sorts amongst The Jackdaws as an infiltrator and burglar.

Once an unquestioning thug, Mardren Mar (p.38) has, unbeknownst to his former cronies, turned his cloak and now works for the city watch, passing them information from inside the gang.



SISTERS OF SIN

'The Sisters', as they are often called, are admired by some, and despised by others. They are a loosely-associated network of women who run brothels throughout the major cities of the realm. The Sisters of Sin take pride in their work. Each leader, commonly referred to as a 'mother', has control over a particular district of a city—if not the entire city—and watches over all of the girls in her charge.

The Sisters usually have a good idea of what's going on politically, as their prices for companionship only attract the upper elite. Small talk can sometimes be rather interesting, you see, and all of the girls are good listeners. They have been responsible for ruining many political careers throughout the decades, and even for taking down some of the most powerful noble houses through scandal and outrage.

Willing to accept payment for useful information and spilled secrets, they don't much care for who that knowledge might ruin, or the long term ramifications. They view the world outside of their brothels as a cruel place that they must have an edge in to get by. Their private disclosures and the impact they could have is what gives them that edge.

Elenor Ravenhair (p.32) was once a companion in a house controlled by The Sisters. She started learning the art of seduction when she was barely a woman, and enjoyed being adored by handsome princes

and young noblemen, until she did what a companion should never do, and fell in love with one. Her house mother, a cruel woman who had long since given up on the idea of love, made gentle threats to keep things professional. When Elenor ignored her and met with her new love in secret, quick and merciless action was taken.

To punish Elenor, the house mother went after her forbidden love. In no time at all he was accused of conspiracy by a member of his own noble house and banished within a month. Elenor wept alone in her quarters. When her tears had dried and the pain of his memory was only a lingering wound, she decided to leave the sisterhood, dreaming of a day that her love would once again hold her in his arms. Often she thinks of ways that she could claim retribution on those responsible for his banishment.



TWO BLADES

Assassins are greedy. Assassins are ruthless. Assassins are utterly self-assured in their own abilities. Exploit these traits to their extreme, and you'll find the Two Blades. Theirs is an elegantly blunt method—two assassins are sent on every mission, each with two targets: firstly, the mark, secondly, the other assassin. Some covet wealth; the promise of close to double what they could make working for another guild entices them. Some desire esteem; 'the assassin of assassins' is an epithet worth risking all for. Some...well, some are just blood-thirsty maniacs. All share an uneasy truce at their headquarters, each of them knowing that any other of them could have a knife to their throat on the next job, and that as each job goes by, the blades are only getting sharper.

Yrla Silverhand (*p.186*) leads the Blades, inspired by the traumatic incidents of her past; she's a shrewd businesswoman, keeping work steady, and having the history, skills, and charisma to keep her 'boys' in check and her word above contestation. She takes sadistic amusement in predicting the outcomes of every job, and every rivalry, she orchestrates.



EVIL ALIGNED CHARACTERS

If you are in need of a villainous character for your campaign, whether it be a nemesis for an adventure, or just to add a bit of flavor to a criminal headquarters, let these evil characters inspire you. Perhaps their schemes coincide, or even conflict, with the machinations of existing villains.

d10	Name	Class	Alignment	Background	Occupation	Page
1	Bram Rothwell	Fighter	Chaotic Evil	Sailor	Slaver	132
2	Erdan Liadon	Rogue	Lawful Evil	Charlatan	Con Artist	138
3	Garrin Ashcopse	Warlock	Chaotic Evil	Criminal	Crime Baron	144
4	Ka'Laera of Many Faces	Rogue	Neutral Evil	Criminal	Spy	150
5	Mal Addik	Ranger	Lawful Evil	Criminal	Sellsword	156
6	Nimh the Surgeon	Rogue	Lawful Evil	Apothecary	Surgeon	162
7	Stanus Millrun	Bard	Neutral Evil	Sailor	Slaver	168
8	Talim Nezara	Rogue	Neutral Evil	Assassin	Thief	174
9	Utan Brabus	Fighter	Chaotic Evil	Noble	Mercenary	180
10	Yrla Silverhand	Rogue	Neutral Evil	Assassin	Guild Leader	186

BRAM ROTHWELL

Medium Humanoid (Human), Chaotic Evil

Class Fighter (lvl 1) **Armor Class** 16 (Breastplate)
Background Sailor **Hit Points** 12 (1d10+2)
Occupation Slaver **Speed** 30 ft.

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

Saving Throws Strength +5 Constitution +4

Skills Athletics +5, Intimidation +3, Perception +1, Survival +1

Senses Passive Perception 11, Navigator's Tools, Water Vehicles

Languages Common, Orcish

Challenge 1 (200 XP)

Ship's Passage. Bram can secure free passage on a ship for himself and his companions.

Fighting Style (Two-Weapon Fighting). Bram may add his ability modifier to damage rolls with his offhand weapon.

Second Wind. On his turn Bram can use a bonus action to regain 1d10 + 1 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

ACTIONS

Two-Weapon Fighting. When Bram makes an attack with his main-hand Cutlass, he may also attack with his off-hand Cutlass as a bonus action.

Cutlass. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 3) slashing damage

Pistol. Ranged Weapon Attack: +4 to hit, range 30/90 ft., one creature. Hit: 7 (1d10+2) piercing damage

OVERVIEW

Bram Rothwell has a reputation as a brutal captain and tyrant. He is cold and calculating in his business deals, that are most often related to the acquisition, transport, and sale of slaves.

He is most frequently found in port cities, spending his ill gotten gains on gambling, hard drink, and female companionship.

Bram claims that he lives his life in a constant and repeating cycle. He wakes up one day in a drunken stupor with not a copper to his name. This is how he knows it's time to leave town and put together a new group of hearty sailors. He assembles a skeleton crew and sets sail before anyone he owes money to realizes he's gone.

He raises the flag common to all pirates and slavers that tells others his ship is for hire and he is looking for crew. It doesn't take long for him to fill his bunks with the most wicked and unsavory of men, each of them willing to do what ever it takes to make a few gold pieces for services rendered.

After he's secured a job and delivered the merchandise, Bram systematically murders each one of his crew members; all but his

first mate Stanus (p.168). This strategy is intended to prevent word of their exploits from spreading too far, and to make sure the price for their services remains at a premium. After all the loose ends are taken care of, Bram quickly spends his earnings on his vices and the whole cycle starts over again.

PERSONALITY TRAITS

"The right foot! Step with the right foot first, damn you!" Bram has a deeply ingrained sense of superstition and sees omens in the most trivial things. He doesn't believe in fate, but instead believes that luck and bad luck shape his future.

IDEALS

"I'd sooner be dead than take orders." Master and slaver are the two roles in life. He is a predator and most other folk are the prey.

BONDS

"He's not a good man, but he's a fine sailor." His first mate Stanus is the only man he trusts but he'd never give his life for him. Bram has never been in love, but secretly longs for romance.

FLAWS

"I just weeded out the weakest of the bunch. You ought to be grateful." His methods are brutal and often over-the-top even by slaver standards. This has resulted in dead merchandise on more than one occasion, but Bram himself just snickers.

ROLEPLAYING BRAM

Bram Rothwell is a middle aged man with a terrible temper and little patience. For him there is no such thing as a friendly argument. Instead he sees any disagreement with his orders or opinion as a direct attack.

Stanus is the only man he will allow to question him, as he's been proven to have a much cooler head in times of stress and danger.

Bram has skipped out on so many debts, some rather sizable, that he is always looking over his shoulder and ready at a moment's notice to leave town. He is usually one step ahead of his pursuers, but when he's not, he's not afraid of fighting.

While in a fight Bram wields two cutlasses, one in each hand, and is more than a match for the most highly trained swordsman. This is primarily due to his fighting style and total disregard for honor. He will always stab an enemy in the back if he gets the chance and doesn't see much point in ever fighting fair.

**"Honor and chivalry are for knights and nobles,
I am neither and don't pretend to be one."**

WEAPONS, ARMOR & ITEMS

Sailors' Clothes, Breastplate, *Black Heart's Blade*, Cutlasses, 2 Pistols, 10 Shot, 2gp, 30sp, Signet Ring (5gp)



BRAM ROTHWELL (LEVEL 4)

Medium Humanoid (Human), Chaotic Evil

Class Fighter (lvl 4) **Armor Class** 16 (Breastplate)
Background Sailor **Hit Points** 36 (4d10+8)
Occupation Slaver **Speed** 30 ft.

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

Saving Throws Strength +6 Constitution +4

Skills Athletics +6, Intimidation +3, Perception +1, Survival +1, Navigator's Tools, Water Vehicles

Senses Passive Perception 11

Languages Common, Orcish

Challenge 2 (450 XP)

Ship's Passage. Bram can secure free passage on a ship for himself and his companions.

Fighting Style (Two-Weapon Fighting). Bram may add his ability modifier to damage rolls with his offhand weapon.

Second Wind. On his turn Bram can use a bonus action to regain 1d10 + 4 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

Action Surge. Once per day, on his turn, Bram can take an additional action on top of his normal action and possible bonus action. Once he uses this feature, he must finish a long or short rest before using it again.

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

ACTIONS

Two-Weapon Fighting. When Bram makes an attack with his main-hand Cutlass, he may also attack with his off-hand Cutlass as a bonus action.

Cutlass. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 8 (1d6 + 4) slashing damage

Pistol. Ranged Weapon Attack: +4 to hit, range 30/90 ft., one creature. Hit: 7 (1d10+2) piercing damage

WEAPONS, ARMOR & ITEMS

Sailors' Clothes, Breastplate, *Black Heart's Blade*, Cutlasses, 2 Pistols, 10 Shot, 4gp, 30sp, Signet Ring (5gp)

CAPTAIN ON DECK

The oilskin coat kept out the wet, but it did nothing for the cold. The captain was used to it; he'd spent more of his life on deck than on land. The ship bucked under him like some great, angry beast, the howling winds whipped the sea up over the bow and gunwales, the deck was awash with foam, and Bram didn't miss a step as he paced the length of the *Tyrant*. Three nights now he'd spent pacing, and three nights the albatross had circled. An ill omen, he reckoned; all knew that the bird was the spirit of a dead sailor, and Bram had plenty of those in his past, none of them a friend to him. A crack of lightning illuminated the moonless sky and, through the lashing rain, Bram saw no sign of white wings against the black. *Good.* He strode to the stern and peered into the restless sea below. *There.* With another crack, the fin jutting from the water like a jagged tooth was thrown into sharp relief. A shark following meant blood would soon be spilled. A good sign.

Bram would have his work cut out for him; he'd assembled a good crew for this voyage, or rather a bad crew - the baddest of the bad. Scum of the earth, just how he liked them. But—another crack shadowed the sockets of the gull-pecked skull swinging from the yardarm; all that was left of the dwarven dissenter—he was captain, and he was worse than any of them.

Some of them had potential, it was true; there were always some with potential. Brophy excelled at keeping the cargo in line, Craddock was one of the strongest men he had ever met, and it had been a long time since he'd seen anyone take to the work as quickly and enthusiastically as Rosset. In another life he'd have been proud to have them weigh his anchor, swab his decks and gather his plunder.

They'd all be food for the sharks this time tomorrow.

BRAM ROTHWELL (LEVEL 8)

Medium Humanoid (Human), Chaotic Evil

Class Fighter (lvl 8) **Armor Class** 16 (Breastplate)
Background Sailor **Hit Points** 76 (8d10+24)
Occupation Slaver **Speed** 30 ft.

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

Saving Throws Strength +8 Constitution +6

Skills Athletics +8, Intimidation +5, Perception +2, Survival +2, Navigator's Tools, Water Vehicles

Senses Passive Perception 12

Languages Common, Orcish

Challenge 4 (1,100 XP)

Ship's Passage. Bram can secure free passage on a ship for himself and his companions.

Fighting Style (Two-Weapon Fighting). Bram may add his ability modifier to damage rolls with his offhand weapon.

Second Wind. On his turn Bram can use a bonus action to regain 1d10 + 8 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

Action Surge. Once per day, on his turn, Bram can take an additional action on top of his normal action and possible bonus action. Once he uses this feature, he must finish a long or short rest before using it again.

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

Remarkable Athlete. Bram can add half his proficiency bonus (rounded up) to any Strength, Dexterity, or Constitution check that doesn't already use his proficiency bonus. Additionally, the distance Bram covers with a running long jump increases by 5 ft.

ACTIONS

Extra Attack. Bram can attack twice with each Attack action.

Two-Weapon Fighting. When Bram makes an attack with his main-hand Cutlass, he may also attack with his off-hand Cutlass as a bonus action.

Cutlass. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 9 (1d6 + 5) slashing damage

Pistol. Ranged Weapon Attack: +5 to hit, range 30/90 ft., one creature. Hit: 7 (1d10+2) piercing damage

WEAPONS, ARMOR & ITEMS

Sailors' Clothes, Breastplate, *Black Heart's Blade*, Cutlasses, 2 Pistols, 10 Shot, 10gp, 42sp, Signet Ring (5gp)

BRAM IN YOUR GAME

While Bram is a villainous character, he is not a fool; if the party have coin to offer, he may legitimately offer his services, and his vessel, to transport them across the sea. If the party discover the slaves he is transporting in the lower decks, that's another issue...

Quest Hook. A very drunk Bram offers the party a place in his crew, perhaps letting a little too much slip about the nature of his slaving racket. Do the party accept the coin, taking the opportunity to take his operation down from the inside, or does a battle with his eager new recruits ensue? An evil party might even be persuaded to legitimately accept his offer, though they may get more than they bargained for...

BRAM ROTHWELL (LEVEL 12)

Medium Humanoid (Human), Chaotic Evil

Class Fighter (lvl 12) **Armor Class** 17 (Breastplate)
Background Sailor **Hit Points** 124 (12d10+48)
Occupation Slaver **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	11 (+0)	9 (-1)	14 (+2)

Saving Throws Strength +9 Constitution +8

Skills Athletics +9, Intimidation +6, Perception +3, Survival +3, Navigator's Tools, Water Vehicles

Senses Passive Perception 13

Languages Common, Orcish

Challenge 6 (2,300 XP)

Ship's Passage. Bram can secure free passage on a ship for himself and his companions.

Fighting Style (Two-Weapon Fighting). Bram may add his ability modifier to damage rolls with his offhand weapon.

Fighting Style (Defense). Bram adds +1 to his AC when wearing armor.

Second Wind. On his turn Bram can use a bonus action to regain 1d10 + 12 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

Action Surge. Once per day, on his turn, Bram can take an additional action on top of his normal action and possible bonus action. Once he uses this feature, he must finish a long or short rest before using it again.

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

Remarkable Athlete. Bram can add half his proficiency bonus (rounded up) to any Strength, Dexterity, or Constitution check that doesn't already use his proficiency bonus. Additionally, the distance Bram covers with a running long jump increases by 5 ft.

Indomitable. Once per day, Bram can reroll a failed saving throw. Once he expends all uses of this feature he must finish a short or long rest before using it again.

ACTIONS

Extra Attack. Bram can attack three times with each Attack action.

Two-Weapon Fighting. When Bram makes an attack with his main-hand Cutlass, he may also attack with his off-hand Cutlass as a bonus action.

Cutlass. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 9 (1d6 + 5) slashing damage

Pistol. Ranged Weapon Attack: +6 to hit, range 30/90 ft., one creature. Hit: 7 (1d10+2) piercing damage

WEAPONS, ARMOR & ITEMS

Sailors' Clothes, Breastplate, *Black Heart's Blade*, Cutlasses, 2 Pistols, 10 Shot, 3pp, 10gp, 50sp, Signet Ring (5gp)

A good stock gathered from the floating market:

11 dwarves, 8 elves, and 13 men.

The dwarves should fetch a good price with Brabus, and Annak is always looking for elven fighters.

Less 1 dwarf already after he saw fit to speak out of turn. Shaved, beaten, and hanged from the yardarm - should discourage further bouts of foolishness and loss of merchandise.

BRAM ROTHWELL (LEVEL 16)

Medium Humanoid (Human), Chaotic Evil

Class Fighter (lvl 16) **Armor Class** 17 (Breastplate)
Background Sailor **Hit Points** 180 (16d10+80)
Occupation Slaver **Speed** 30 ft.

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

Saving Throws Strength +10 Constitution +10

Skills Athletics +10, Intimidation +7, Perception +4, Survival +4, Navigator's Tools, Water Vehicles

Senses Passive Perception 14

Languages Common, Orcish

Challenge 7 (2,900 XP)

Ship's Passage. Bram can secure free passage on a ship for himself and his companions.

Fighting Style (Two-Weapon Fighting). Bram may add his ability modifier to damage rolls with his offhand weapon.

Fighting Style (Defense). Bram adds +1 to his AC when wearing armor.

Second Wind. On his turn Bram can use a bonus action to regain 1d10 + 16 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

Action Surge. Once per day, on his turn, Bram can take an additional action on top of his normal action and possible bonus action. Once he uses this feature, he must finish a long or short rest before using it again.

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

Remarkable Athlete. Bram can add half his proficiency bonus (rounded up) to any Strength, Dexterity, or Constitution check that doesn't already use his proficiency bonus. Additionally, the distance Bram covers with a running long jump increases by 5 ft.

Indomitable. Twice per day, Bram can reroll a failed saving throw. Once he expends all uses of this feature, he must finish a short or long rest before using it again.

ACTIONS

Extra Attack. Bram can attack three times with each Attack action

Two-Weapon Fighting. When Bram makes an attack with his main-hand Cutlass, he may also attack with his off-hand Cutlass as a bonus action.

Cutlass. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 9 (1d6 + 5) slashing damage

Pistol. Ranged Weapon Attack: +7 to hit, range 30/90 ft., one creature. Hit: 7 (1d10+2) piercing damage

WEAPONS, ARMOR & ITEMS

Sailors' Clothes, Breastplate, *Black Heart's Blade*, Cutlasses, 2 Pistols, 10 Shot, 4pp, 20gp, 75sp, Signet Ring (5gp)



BRAM ROTHWELL (LEVEL 20)

Medium Humanoid (Human), Chaotic Evil

Class Fighter (lvl 20) **Armor Class** 17 (Breastplate)
Background Sailor **Hit Points** 224 (20d10+80)
Occupation Slaver **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	11 (+0)	9 (-1)	18 (+4)

Saving Throws Strength +11 Constitution +11

Skills Athletics +11, Intimidation +10, Perception +5, Survival +5, Navigator's Tools, Water Vehicles

Senses Passive Perception 15

Languages Common, Orcish

Challenge 9 (5,000 XP)

Ship's Passage. Bram can secure free passage on a ship for himself and his companions.

Fighting Style (Two-Weapon Fighting). Bram may add his ability modifier to damage rolls with his offhand weapon.

Fighting Style (Defense). Bram adds +1 to his AC when wearing armor.

Second Wind. On his turn Bram can use a bonus action to regain 1d10 + 20 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

Action Surge. Twice per day on his turn, Bram can take one additional action on top of his regular action and a possible bonus action. Once he expends all uses of this feature, he must finish a short or long rest before using it again.

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

Remarkable Athlete. Bram can add half his proficiency bonus (rounded up) to any Strength, Dexterity, or Constitution check that doesn't already use his proficiency bonus. Additionally, the distance Bram covers with a running long jump increases by 5 ft.

Indomitable. Three times per day, Bram can reroll a failed saving throw. Once he expends all uses of this feature, he must finish a short or long rest before using it again.

Survivor. At the beginning of each of his turns, if Bram has less than half of his hit points remaining, he regains 10 hit points. He does not gain this benefit if he has 0 hit points.

ACTIONS

Extra Attack. Bram can attack four times with each Attack action

Two-Weapon Fighting. When Bram makes an attack with his main-hand Cutlass, he may also attack with his off-hand Cutlass as a bonus action.

Cutlass. Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. Hit: 9 (1d6 + 5) slashing damage

Pistol. Ranged Weapon Attack: +8 to hit, range 30/90 ft., one creature. Hit: 7 (1d10+2) piercing damage

WEAPONS, ARMOR & ITEMS

Sailors' Clothes, Breastplate, *Black Heart's Blade*, Cutlasses, 2 Pistols, 10 Shot, 10pp, 50gp, 100sp, Signet Ring (5gp)

ERDAN LIANDON

Medium Humanoid (Half Elf), Lawful Evil

Class Rogue (lvl 1) **Armor Class** 14 (Leather)
Background Charlatan **Hit Points** 8 (1d8+0)
Occupation Con Artist **Speed** 30 ft.

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

Saving Throws Dexterity +5, Intelligence +4

Skills Deception +7, Insight +6, Perception +4, Persuasion +5, Sleight of Hand +5, Stealth +5, Disguise Kit, Forgery Kit

Senses Dark Vision 60ft., Passive Perception 14

Languages Common, Elven, Draconic, Thieves' Cant

Challenge 1/2 (100 XP)

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

False Identity. Erdan has created a second identity, including relevant documents, contacts and disguises. In addition, he can forge documents and mimic handwriting as long as he has seen an example of the kind of document or a sample of the handwriting.

Expertise (Deception and Insight). Erdan adds double his proficiency bonus to skill checks he has expertise with.

Sneak Attack (+1d6). Once per turn, Erdan can deal an extra 1d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

ACTIONS

Rapier. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 3) piercing damage.

OVERVIEW

Erdan lives his life to the fullest and doesn't give much consideration to the feelings of others. He has always been good looking and, being a half elf, is an exotic fling for many human women of high status. Born the bastard of the youngest daughter of a once-noble family (whose name had long-since lost its power), his father was an elven vagabond more comely than faithful or honorable

Erdan grew up to be cut from the same cloth as the father he never knew. He is what many folk call a 'con artist' and always has some nefarious activity in some state of planning or execution. His most commonly used con is posing as a noble from an obscure family in a distant land, paying people to spread rumors of his new identity to add legitimacy to his claims. Then he works his way into noble families in various ways, usually starting with a proposition of marriage. The lord of the land can't resist the

opportunity to marry one of his daughters off to the son of a more powerful house, and therefore enhance his own position. Erdan is welcomed in and given his pick. Then one day, without warning, he vanishes without a trace, undoubtedly heavily burdened with coins and valuable heirlooms.

Erdan was never formally trained in swordplay, but he's picked up a few tricks. What he lacks in strength he makes up for with intelligence and charisma. He can often talk his way out of conflict but will not hesitate to strike at the most opportune moment.

PERSONALITY TRAITS

"I've never felt a love like this before..." Erdan falls in and out of love with the waxing and waning of the moon. He is a shameless flirt and is not afraid to compliment women and make them feel like goddesses. He can deceive even the most suspicious of folk, and convince them that he is not only honorable, but trustworthy as well.

IDEALS

"They should look out for themselves. I know I do." He is selfish and only ever looks out for number one, feeling that sticking your neck out for someone else is foolish.

BONDS

"How many beautiful, illegitimate children must be running around the halls of noble houses? Do you know, I've quite lost count." Erdan has run out of cities to hide in. He secretly desires to one day restore honor to his family name and reinstate their noble status.

FLAWS

"I'm in the hunt for the chase, not the kill." He's always in debt, spending his ill-gotten gains faster than he can collect them. He can't resist running a con if it means even the smallest pay-off. For him, the excitement of the con is more rewarding than the wealth it may render, which has sometimes caused him to lose focus on why he's doing what he's doing.

ROLEPLAYING ERDAN

Erdan is always bouncing from one lie to another. He has an extremely good memory and can weave together infinitely complex stories while keeping track of each detail.

He plans and executes cons out of a general desire for mischief and excitement. The fringe benefits of romancing beautiful women certainly don't hurt...

He will always try to talk his way out of a fight, and when diplomacy fails, he will run. He may be manipulative, but he's not stupid.

"I've never been much of a nobleman, but if someone were to mistake me for one, I wouldn't blame them."

WEAPONS, ARMOR & ITEMS

Leather Armor, Rapier, Fine Clothes, Papers of Pedigree (Forged), Enhanced Forger's Kit, 8gp, 6sp, Fine Tooled Leather Gloves (5gp)



ERDAN LIANDON (LEVEL 4)

Medium Humanoid (Half Elf), Lawful Evil

Class Rogue (lvl 4) **Armor Class** 14 (Leather)
Background Charlatan **Hit Points** 23 (4d8+0)
Occupation Con Artist **Speed** 30 ft.

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

Saving Throws Dexterity +5, Intelligence +4

Skills Deception +8, Insight +6, Perception +4, Persuasion +6, Sleight of Hand +5, Stealth +5, Disguise Kit, Forgery Kit

Senses Dark Vision 60ft., Passive Perception 14

Languages Common, Elven, Draconic, Thieves' Cant

Challenge 1 (200 XP)

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

False Identity. Erdan has created a second identity, including relevant documents, contacts and disguises. In addition, he can forge documents and mimic handwriting as long as he has seen an example of the kind of document or a sample of the handwriting.

Expertise (Deception and Insight). Erdan adds double his proficiency bonus to skill checks he has expertise with.

Sneak Attack (+2d6). Once per turn, Erdan can deal an extra 2d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. Erdan can take a bonus action on each of his turns during combat. He can use this action to Dash, Disengage, or Hide.

Assassinate. Erdan has advantage on attack rolls on any creature that hasn't taken a turn in combat yet. In addition any hit he scores against a creature that is surprised is a critical hit.

ACTIONS

Rapier. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 3) piercing damage.

WEAPONS, ARMOR & ITEMS

Leather Armor, Rapier, Fine Clothes, Papers of Pedigree (Forged), Enhanced Forger's Kit, 15gp, 26sp, Fine Tooled Leather Gloves (5gp)

IN THE HENHOUSE

"This house, although undiminished in spirit, will soon be great in stature once again, thanks to our imminent joining in matrimony with House Liandon..."

Erdan politely smiled and tipped his head to the blustering oaf at the head of their table. The 'venerable' head of House Thorne. A red-faced fool, and far from the richest fool at that. *Why in all the hells was he here, anyway?*

The slender foot brushing his calf brought the reason sharply into focus. Pretty, witty Elsie Thorne. He did his best not to acknowledge her when her father looked directly at him but it was difficult. Elsie was certainly an amusing (and energetic) diversion. He'd have to have a word in her ear later. Several words in fact...

"...I hope that as our houses grow in mutual prosperity, so too do they grow in affection..."

Erdan's attention was drawn away from Elsie and onto the hand traveling up his inner thigh, belonging to the beautiful Seraphina Thorne, his betrothed, though her face remained cordially impassive. Seraphina was more outwardly proper than her wildcat of a younger sister. Their engagement had been one of solemn, chaperoned strolls in the gardens and respectable goodnight kisses on the hand, but Erdan knew that, jealous of her sister's carefree wantonness, she hid a desperate passion she hoped Erdan would satisfy. Her caresses made promises she clearly thought he'd never known before, the naive little thing.

"As we restore this family to its former glory, let us not forget..."

Erdan glanced towards the end of the table and House Thorne's matriarch, Lady Hortensia – middle-aged, but still elegant, assured, and...supple – cocked an eyebrow. Clearly she thought this small gesture all that was needed to captivate his attention, and she wasn't far off; a less-experienced man would have easily (and happily) succumbed. Erdan was happy to indulge the power fantasy she believed she had over him, and was enjoying himself immensely.

"Wouldn't you agree, Erdan?" The lord of the manor had clearly built himself up to a sufficient head of steam, and now expected his hollow boasts to be confirmed.

There was a pregnant pause, as Erdan realized he hadn't heard a word the old buffoon had been blathering on about.

"Of course, my lord," he said, non-committally, raising his wine glass. This seemed to be met with the desired effect, and Lord Thorne chuckled knowingly.

As all three women shot him what each thought was a secret smile, Erdan smirked inwardly. *Fathers were easy; it was everyone else you had to worry about.*

ERDAN LIANDON (LEVEL 8)

Medium Humanoid (Half Elf), Lawful Evil

Class Rogue (lvl 8) **Armor Class** 14 (Leather)
Background Charlatan **Hit Points** 43 (8d8+0)
Occupation Con Artist **Speed** 30 ft.

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

Saving Throws Dexterity +6, Intelligence +5

Skills Deception +11, Insight +8, Perception +5, Persuasion +11, Sleight of Hand +6, Stealth +9, Disguise Kit, Forgery Kit

Senses Dark Vision 60ft., Passive Perception 15

Languages Common, Elven, Draconic, Thieves' Cant

Challenge 2 (450 XP)

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

False Identity. Erdan has created a second identity, including relevant documents, contacts and disguises. In addition, he can forge documents and mimic handwriting as long as he has seen an example of the kind of document or a sample of the handwriting.

Expertise (Deception, Insight, Persuasion, and Stealth).

Erdan adds double his proficiency bonus to skill checks he has expertise with.

Sneak Attack (+4d6). Once per turn, Erdan can deal an extra 4d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. Erdan can take a bonus action on each of his turns during combat. He can use this action to Dash, Disengage, or Hide.

Assassinate. Erdan has advantage on attack rolls on any creature that hasn't taken a turn in combat yet. In addition any hit he scores against a creature that is surprised is a critical hit.

Uncanny Dodge. When Erdan is hit with an attack from an attacker that he can see, he can use his reaction to halve the attack's damage.

Evasion. When Erdan is subjected to an effect that allows him to make a Dexterity saving throw to only take half damage, he takes no damage on a successful saving throw and half damage on a failed one.

ACTIONS

Rapier. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 3) piercing damage.

WEAPONS, ARMOR & ITEMS

Leather Armor, Rapier, Fine Clothes, Papers of Pedigree (Forged), *Enhanced Forger's Kit*, 25gp, 35sp, Fine Tooled Leather Gloves (5gp)

ERDAN IN YOUR GAME

Erdan's dual life means he could either be encountered at a noble's dinner table, or crudely boasting about his conquests in a seedy tavern. Unless they are obviously wealthy, Erdan will probably show little interest in the party; he will simply be another drunken bore.

If a player character has a noble background, it is entirely possible they will recognize him from a previous event. Perhaps he was even previously engaged to an acquaintance, but the wedding never went ahead as planned.

Quest Hook. A wealthy family's son-in-law to-be has apparently been kidnapped. The party are hired to track him down and bring him home. What the family doesn't know is that they have been the victim of one of Erdan's cons, who left evidence of a break-in to cover his disappearance, and is currently enjoying his spoils. Will the party bring him to justice, or accept his generous offer of payment to deliver the news of his 'untimely death'?

ERDAN LIANDON (LEVEL 12)

Medium Humanoid (Half Elf), Lawful Evil

Class Rogue (lvl 12) **Armor Class** 15 (Leather)
Background Charlatan **Hit Points** 63 (12d8+0)
Occupation Con Artist **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	10 (+0)	14 (+2)	14 (+2)	20 (+5)

Saving Throws Dexterity +8, Intelligence +6

Skills Deception +13, Insight +10, Perception +6, Persuasion +13, Sleight of Hand +6, Stealth +12, Disguise Kit, Forgery Kit

Senses Dark Vision 60ft., Passive Perception 16

Languages Common, Elven, Draconic, Thieves' Cant

Challenge 3 (700 XP)

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

False Identity. Erdan has created a second identity, including relevant documents, contacts and disguises. In addition, he can forge documents and mimic handwriting as long as he has seen an example of the kind of document or a sample of the handwriting.

Expertise (Deception, Insight, Persuasion, and Stealth).

Erdan adds double his proficiency bonus to skill checks he has expertise with..

Sneak Attack (+6d6). Once per turn, Erdan can deal an extra 6d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. Erdan can take a bonus action on each of his turns during combat. He can use this action to Dash, Disengage, or Hide.

Assassinate. Erdan has advantage on attack rolls on any creature that hasn't taken a turn in combat yet. In addition any hit he scores against a creature that is surprised is a critical hit.

Uncanny Dodge. When Erdan is hit with an attack from an attacker that he can see, he can use his reaction to halve the attack's damage.

Evasion. When Erdan is subjected to an effect that allows him to make a Dexterity saving throw to only take half damage, he takes no damage on a successful saving throw and half damage on a failed one.

Infiltration Expertise. Erdan can spend seven days and 25gp to create a false identity for himself with established history and connections. He can't establish an identity that belongs to someone else. When disguised this way, people will believe him to be the new identity unless given reason not to.

Reliable Talent. Whenever Erdan makes an ability check that lets him add his proficiency bonus, he can treat a d20 roll of 9 or lower as a 10.

ACTIONS

Rapier. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 9 (1d8 + 4) piercing damage.

WEAPONS, ARMOR & ITEMS

Leather Armor, Rapier, Fine Clothes, Papers of Pedigree (Forged), Enhanced Forger's Kit, 45gp, 80sp, Fine Tooled Leather Gloves (5gp)

*Let it be known that this man, my
Lson and heir Erdan, is in need of
a wife.*

*Too long has he squandered his money
on trinkets for the objects of his
fancy, and throwing lavish parties for
their companions.*

*Such is my will for him to be wed
with haste, I am prepared to settle
for even the meanest dowry.*

*Eldan Liandon
Lord of Cragholme*

ERDAN LIANDON (LEVEL 16)

Medium Humanoid (Half Elf), Lawful Evil

Class Rogue (lvl 16) **Armor Class** 16 (Leather)
Background Charlatan **Hit Points** 83 (16d8+0)
Occupation Con Artist **Speed** 30 ft.

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

Saving Throws Dexterity +10, Intelligence +7, Wisdom +7

Skills Deception +15, Insight +12, Perception +7, Persuasion +15, Sleight of Hand +10, Stealth +15, Disguise Kit, Forgery Kit

Senses Dark Vision 60ft., Passive Perception 17

Languages Common, Elven, Draconic, Thieves' Cant

Challenge 4 (1,100 XP)

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

False Identity. Erdan has created a second identity, including relevant documents, contacts and disguises. In addition, he can forge documents and mimic handwriting as long as he has seen an example of the kind of document or a sample of the handwriting.

Expertise (Deception, Insight, Persuasion, and Stealth).

Erdan adds double his proficiency bonus to skill checks he has expertise with.

Sneak Attack (+8d6). Once per turn, Erdan can deal an extra 8d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. Erdan can take a bonus action on each of his turns during combat. He can use this action to Dash, Disengage, or Hide.

Assassinate. Erdan has advantage on attack rolls on any creature that hasn't taken a turn in combat yet. In addition any hit he scores against a creature that is surprised is a critical hit.

Uncanny Dodge. When Erdan is hit with an attack from an attacker that he can see, he can use his reaction to halve the attack's damage.

Evasion. When Erdan is subjected to an effect that allows him to make a Dexterity saving throw to only take half damage, he takes no damage on a successful saving throw and half damage on a failed one.

Infiltration Expertise. Erdan can spend seven days and 25gp to create a false identity for himself with established history and connections. He can't establish an identity that belongs to someone else. When disguised this way, people will believe him to be the new identity unless given reason not to.

Reliable Talent. Whenever Erdan makes an ability check that lets him add his proficiency bonus, he can treat a d20 roll of 9 or lower as a 10.

Impostor. Erdan can flawlessly mimic another person's speech, writing, and behavior if he spends at least three hours studying the person's speech, hand writing, and mannerisms. He has advantage on any Deception check made to avoid detection.

Blindsense. If Erdan is able to hear, he is aware of the location of any hidden or invisible creature within 10 ft. of him.

ACTIONS

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

WEAPONS, ARMOR & ITEMS

Leather Armor, Rapier, Fine Clothes, Papers of Pedigree (Forged), Enhanced Forger's Kit, 90gp, 150sp, Fine Tooled Leather Gloves (5gp)



ERDAN LIANDON (LEVEL 20)

Medium Humanoid (Half Elf), Lawful Evil

Class Rogue (lvl 20) **Armor Class** 16 (Leather)
Background Charlatan **Hit Points** 103 (20d8+0)
Occupation Con Artist **Speed** 30 ft.

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

Saving Throws Dexterity +11, Intelligence +8, Wisdom +9

Skills Deception +17, Insight +15, Perception +9, Persuasion +17, Sleight of Hand +11, Stealth +17, Disguise Kit, Forgery Kit

Senses Dark Vision 60ft., Passive Perception 19

Languages Common, Elven, Draconic, Thieves' Cant

Challenge 6 (2,300 XP)

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

False Identity. Erdan has created a second identity, including relevant documents, contacts and disguises. In addition, he can forge documents and mimic handwriting as long as he has seen an example of the kind of document or a sample of the handwriting.

Expertise (Deception, Insight, Persuasion, and Stealth).

Erdan adds double his proficiency bonus to skill checks he has expertise with.

Sneak Attack (+10d6). Once per turn, Erdan can deal an extra 10d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. Erdan can take a bonus action on each of his turns during combat. He can use this action to Dash, Disengage, or Hide.

Assassinate. Erdan has advantage on attack rolls against any creature that hasn't taken a turn in combat yet. Additionally, if he hits a surprised creature, it is counted as a critical hit.

Uncanny Dodge. When Erdan is hit with an attack from an attacker that he can see, he can use his reaction to halve the attack's damage.

Evasion. When Erdan is subjected to an effect that allows him to make a Dexterity saving throw to only take half damage, he takes no damage on a successful saving throw and half damage on a failed one.

Infiltration Expertise. Erdan can spend seven days and 25gp to create a false identity for himself with established history and connections. He can't establish an identity that belongs to someone else. When disguised this way, people will believe him to be the new identity unless given reason not to.

Reliable Talent. Whenever Erdan makes an ability check that lets him add his proficiency bonus, he can treat a d20 roll of 9 or lower as a 10.

Impostor. Erdan can flawlessly mimic another person's speech, writing, and behavior if he spends at least three hours studying the person's speech, hand writing, and mannerisms. He has advantage on any Deception check made to avoid detection.

Blindsense. If Erdan is able to hear, he is aware of the location of any hidden or invisible creature within 10 ft. of him.

Death Strike. When Erdan hits a surprised target, it must make a Constitution saving throw, DC 19, or take double damage from the attack.

Elusive. No attack rolls against Erdan can have advantage as long as he's not incapacitated.

Stroke of Luck. If Erdan's attack misses a target within range, he can turn the miss into a hit. Alternatively, if he fails an ability check, he can treat the d20 roll as a 20. Once he uses this feature he cannot use it again until he finishes a short or long rest.

ACTIONS

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

WEAPONS, ARMOR & ITEMS

Leather Armor, Rapier, Fine Clothes, Papers of Pedigree (Forged), *Enhanced Forger's Kit*, 200gp, 230sp, Fine Tooled Leather Gloves (5gp)



GARRIN ASHCOPSE

Small Humanoid (Lightfoot Halfling), Chaotic Evil

Class Warlock (lvl 1) **Armor Class** 13 (Std. Leather)
Background Criminal **Hit Points** 9 (1d8+1)
Occupation Crime Baron **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	13 (+1)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Wisdom +3, Charisma +5

Skills Arcana +4, Deception +5, Religion +4, Stealth +2, Dragonchess, Thieves' Tools

Senses Passive Perception 11

Languages Common, Halfling

Challenge 1/2 (100 XP)

Lucky. When Garrin rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

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

Halfling Nimbleness. Garrin can move through the space of any creature that is a size larger than him.

Naturally Stealthy. Garrin can attempt to hide even when he is obscured only by a creature that is at least one size larger than him.

Criminal Contact. Garrin has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Pact Magic. Garrin uses Charisma as his spellcasting ability (Spell Save DC 13, +5 to hit with spell attacks). He may cast the following spells:

Cantrips: *Eldrich Blast*, *Poison Spray*

1st level, 1/day: *Burning Hands*, *Hellish Rebuke*.

Otherworldly Patron (The Fiend). Garrin's fiendish patron gives him access to the spells *Burning Hands* and *Command*.

Dark One's Blessing. When Garrin reduces a hostile creature to 0 hit points, he gains 4 temporary hit points.

ACTIONS

Dagger Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 0) piercing damage.

OVERVIEW

Garrin Ashcopspe was a devoted husband to his wife Filna, and a loving father to their six children. That man has not been seen since Filna's death giving birth to their seventh. Unable to come to terms with her loss, Garrin disappeared for years and returned... changed.

Gone was any warmth in the man, any humor or forgiveness. His children mourned his loss, even as they feared what he had become. They are now unwilling pawns in Garrin's criminal enterprise, collecting for him any items of magical power they can get their hands on to an end they know better than to ask about.

What they do not know is that Garrin is little more than a pawn himself, a puppet dancing to the whims of The Voice; a demonic maelstrom of threats, mocking laughter and half-remembered promises plaguing Garrin's psyche. What is left of Garrin is almost certain The Voice is lying when it claims the items are for a device to return Filna from the dead but, for a man as desperate and broken as Garrin, "almost certain" is not certain enough.

Garrin has the face of a man who sees nightmares on a regular basis. His weight has dropped quickly and he appears sunken as a result. His eyes are surrounded by deep grey bags and rimmed with red. When his anger flares, it might be possible to notice his eyes shift to a fiery hue.

PERSONALITY TRAITS

"Disobey me, you're dead. Laugh at me, you're dead. Look at me funny... you getting the picture?" Garrin is a hard taskmaster and expects absolute and unwavering loyalty. No shortcomings will be tolerated or forgiven, even in his own kin.

IDEALS

"If I can please The Voice, perhaps the dreams will stop." Sometimes It promises power for success, sometimes only pain for failure. Either way, servitude is the only way Garrin can survive.

BONDS

"The Voice is... demanding." Garrin hates The Voice in his head, but he fears it even more. It's broken him down into an instrument which heeds only It.

FLAWS

"I WILL NOT BE MOCKED!" Garrin's nightmares are filled with manic laughter. Even the merest threat of laughter in the waking world fills him with paranoia and fury.

ROLEPLAYING GARRIN

Garrin Ashcopspe is entirely bereft of humor or compassion. All that matters to him is the procurement of magical items, and anyone who interferes with this goal will face the inferno. Insecure and temperamental, he will flare up at the smallest slight, keeping his children constantly deferential and fearful. In combat, he is fearless and wrathful, focusing mercilessly on any who have provoked his rage.

"Think I'm funny, eh? Let's see how much you're laughing when you're smeared against the walls!"

WEAPONS, ARMOR & ITEMS

Ragged Fine Clothes, Studded Leather, *Orb of The Voice*, Dagger, Lock of Hair, 5gp



GARRIN ASHCOPSE (LEVEL 4)

Small Humanoid (Lightfoot Halfling), Chaotic Evil

Class Warlock (lvl 4) **Armor Class** 13 (Std. Leather)
Background Criminal **Hit Points** 27 (4d8+4)
Occupation Crime Baron **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	13 (+1)	14 (+2)	12 (+1)	18 (+4)

Saving Throws Wisdom +3, Charisma +6

Skills Arcana +4, Deception +6, Religion +4, Stealth +2, Dragonchess, Thieves' Tools

Senses Passive Perception 11

Languages Common, Halfling

Challenge 1 (200 XP)

Lucky. When Garrin rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

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

Halfling Nimbleness. Garrin can move through the space of any creature that is a size larger than him.

Naturally Stealthy. Garrin can attempt to hide even when he is obscured only by a creature that is at least one size larger than him.

Criminal Contact. Garrin has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Pact Magic. Garrin uses Charisma as his spellcasting ability (Spell Save DC 14, +6 to hit with spell attacks). He may cast the following spells:

Cantrips: *Blade Ward, Eldrich Blast, Poison Spray*

2nd level, 2/day: *Armor of Agathys, Burning Hands, Command, Hellish Rebuke, Scorching Ray.*

Otherworldly Patron (The Fiend). Garrin's fiendish patron gives him access to the spells *Burning Hands* and *Command*.

Dark One's Blessing. When Garrin reduces a hostile creature to 0 hit points, he gains 9 temporary hit points.

Pact of the Blade (Flail). Garrin can use his action to create a pact weapon in a free hand. He is proficient with the weapon and it counts as magical for the purposes of overcoming resistances and immunities. The weapon disappears if it is more than 5 ft. away from Garrin for more than one minute, if he dies or if he dismisses it (no action required).

Agonizing Blast. Garrin adds +4 damage to his *Eldrich Blast* spells on a hit.

Eyes of the Rune Keeper. Garrin can read all writing.

ACTIONS

Dagger Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 0) piercing damage.

Pact Flail. Melee Weapon Attack: +2 to hit, reach 5ft, one creature. Hit: 5 (1d8 + 0) bludgeoning damage .

WEAPONS, ARMOR & ITEMS

Ragged Fine Clothes, Studded Leather, *Orb of The Voice*, Dagger, Lock of Hair, 10gp

ONE FOR SORROW

One for sorrow, two for joy, three for a girl, and four for a boy. Five for silver, six for gold, and seven for a secret never to be told.

The childhood rhyme rattled around his head as he found himself across the clearing from the six magpies perched patiently around the corpse. The seventh, feathers and beak smeared with gore, chattered at him from the entrails.

They watched him calmly as he approached. Gently, he turned the corpse's face to him. Her lips were slightly parted, as if she was merely sleeping. Beneath her lids, Garrin thought he saw a tiny flicker of her eyes. Almost imperceptible. So familiar... He reached out towards her.

Shattering his silent hope, a harsh, bubbling vomit of laughter.

The birds took flight, a storm of black and white and iridescence dissolving into thick smoke which whirled around him like a restless, roiling sea. Enveloped in inky blackness, he groped blindly, and found nothing. There was no up, no down; only darkness in all directions.

As he lost hope, a dim light began to form, like the moon behind cloud. Gradually, it took on shape; a woman. *Her.* He stumbled forward desperately, arms outstretched, and embraced... nothing.

The air was alive once more with wings and claws and beaks. A maelstrom of chattering birds tore at him, ripping his face, his hands, his eyes. He was driven on his knees to the foot of a bed, that bloodstained bed. A baby howled into a grave silence. *No, not again.*

"Filna," he murmured.

When he awoke, he'd forgotten her face.

Outside, a magpie chattered. In the depths of his mind, a fresh peal of laughter.

GARRIN ASHCOPSE (LEVEL 8)

Small Humanoid (Lightfoot Halfling), Chaotic Evil

Class Warlock (lvl 8) **Armor Class** 13 (Std. Leather)
Background Criminal **Hit Points** 51 (8d8+8)
Occupation Crime Baron **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	13 (+1)	14 (+2)	12 (+1)	20 (+5)

Saving Throws Wisdom +4, Charisma +8

Skills Arcana +5, Deception +8, Religion +5, Stealth +3, Dragonchess, Thieves' Tools

Senses Passive Perception 11

Languages Common, Halfling

Challenge 3 (700 XP)

Lucky. When Garrin rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

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

Halfling Nimbleness. Garrin can move through the space of any creature that is a size larger than him.

Naturally Stealthy. Garrin can attempt to hide even when he is obscured only by a creature that is at least one size larger than him.

Criminal Contact. Garrin has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Pact Magic. Garrin uses Charisma as his spellcasting ability (Spell Save DC 16, +8 to hit with spell attacks). He may cast the following spells:

Cantrips: *Blade Ward, Eldrich Blast, Poison Spray*

4th level, 2/day: *Armor of Agathys, Burning Hands, Command, Fireball, Fire Shield, Hellish Rebuke, Scorching Ray, Stinking Cloud, Wall of Fire.*

Otherworldly Patron (The Fiend). Garrin's fiendish patron gives him access to the spells *Burning Hands* and *Command*.

Dark One's Blessing. When Garrin reduces a hostile creature to 0 hit points, he gains 13 temporary hit points.

Pact of the Blade (Flail). Garrin can use his action to create a pact weapon in a free hand. He is proficient with the weapon and it counts as magical for the purposes of overcoming resistances and immunities. The weapon disappears if it is more than 5 ft. away from Garrin for more than one minute, if he dies or if he dismisses it (no action required).

Dark One's Own Luck. When Garrin makes an ability check or a saving throw, he may add a d10 to the roll. He can do so after the initial roll but before determining success or failure. Once he uses this feature, he cannot use it again until he finishes a short or long rest.

Agonizing Blast. Garrin adds +5 damage to his *Eldrich Blast* spells on a hit.

Eldrich Sight. Garrin can cast *Detect Magic* at will without expending a spell slot.

Eyes of the Rune Keeper. Garrin can read all writing.

ACTIONS

Thirsting Blade. Garrin can attack twice with his Pact Flail with each Attack action

Pact Flail. Melee Weapon Attack: +3 to hit, reach 5ft, one creature. Hit: 5 (1d8 + 0) bludgeoning damage .

Dagger Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 0) piercing damage.

WEAPONS, ARMOR & ITEMS

Ragged Fine Clothes, Studded Leather, *Orb of The Voice*, Dagger, Lock of Hair, 15gp

GARRIN IN YOUR GAME

Consumed as he is with gathering magical items, Garrin has no real reason to take interest in the party unless they interfere with his plans. He could however, through representatives, take on the role of a patron, sending the party out to collect items for him, whether that's a dungeon delve or a trade negotiation. Should the party get on the wrong side of him though (which is an easy thing to do, given his temperament), Garrin is a fearsome and unstable adversary who will stop at nothing to get even.

Quest Hook. Garrin wants an artefact recovered from a tiefling thief who stole it from his quarters in the dead of night. He has enough of a description for the player characters to eventually track down Criella (p. 26), but will they be able, or even willing, to take her treasured key before she evades capture again?

GARRIN ASHCOPSE (LEVEL 12)

Small Humanoid (Lightfoot Halfling), Chaotic Evil

Class Warlock (lvl 12) **Armor Class** 13 (Std. Leather)
Background Criminal **Hit Points** 75 (12d8+12)
Occupation Crime Baron **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	13 (+1)	16 (+3)	12 (+1)	20 (+5)

Saving Throws Wisdom +5, Charisma +9

Skills Arcana +7, Deception +9, Religion +7, Stealth +4, Dragonchess, Thieves' Tools

Senses Passive Perception 11

Languages Common, Halfling

Challenge 5 (1,800 XP)

Lucky. When Garrin rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

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

Halfling Nimbleness. Garrin can move through the space of any creature that is a size larger than him.

Naturally Stealthy. Garrin can attempt to hide even when he is obscured only by a creature that is at least one size larger than him.

Criminal Contact. Garrin has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Pact Magic. Garrin uses Charisma as his spellcasting ability (Spell Save DC 17, +9 to hit with spell attacks). He may cast the following spells:

Cantrips: *Blade Ward, Eldrich Blast, Poison Spray, True Strike*

5th level, 3/day: *Armor of Agathys, Burning Hands, Command, Fireball, Fire Shield, Flame Strike, Hellish Rebuke, Scorching Ray, Scrying, Stinking Cloud, Wall of Fire.*

Otherworldly Patron (The Fiend). Garrin's fiendish patron gives him access to the spells *Burning Hands* and *Command*.

Dark One's Blessing. When Garrin reduces a hostile creature to 0 hit points, he gains 17 temporary hit points.

Pact of the Blade (Flail). Garrin can use his action to create a pact weapon in a free hand. He is proficient with the weapon and it counts as magical for the purposes of overcoming resistances and immunities. The weapon disappears if it is more than 5 ft. away from Garrin for more than one minute, if he dies or if he dismisses it (no action required).

Dark One's Own Luck. When Garrin makes an ability check or a saving throw, he may add a d10 to the roll. He can do so after the initial roll but before determining success or failure. Once he uses this feature, he cannot use it again until he finishes a short or long rest.

Fiendish Resilience. When Garrin finishes a long or short rest, he may choose a damage type. He gains resistance to that damage type until he chooses a new one with this feature. Damage from magical weapons or silver weapons overcomes this resistance.

Mystic Arcanum (Mass Suggestion). Garrin may cast *Mass Suggestion* as a 6th level spell once per day without expending a spell slot.

Agonizing Blast. Garrin adds +5 damage to his *Eldrich Blast* spells on a hit.

Eldrich Sight. Garrin can cast *Detect Magic* at will without expending a spell slot.

Eyes of the Rune Keeper. Garrin can read all writing.

Lifedrinker. When Garrin hits a creature with his pact weapon, it takes 5 Necrotic damage

Repelling Blast. When Garrin hits a creature with *Eldrich Blast*, he can push the target up to 10ft away

ACTIONS

Thirsting Blade. Garrin can attack twice with his Pact Flail with each Attack action

Pact Flail. Melee Weapon Attack: +4 to hit, reach 5ft, one creature. Hit: 5 (1d8 + 0) bludgeoning damage + 5 necrotic damage

Dagger Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 0) piercing damage.

WEAPONS, ARMOR & ITEMS

Ragged Fine Clothes, Studded Leather, *Orb of The Voice*, Dagger, Lock of Hair, 20gp



GARRIN ASHCOPSE (LEVEL 16)

Small Humanoid (Lightfoot Halfling), Chaotic Evil

Class Warlock (lvl 16) **Armor Class** 13 (Std. Leather)
Background Criminal **Hit Points** 99 (16d8+16)
Occupation Crime Baron **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	13 (+1)	18 (+4)	12 (+1)	20 (+5)

Saving Throws Wisdom +6, Charisma +10

Skills Arcana +9, Deception +10, Religion +9, Stealth +5, Dragonchess, Thieves' Tools

Senses Passive Perception 11

Languages Common, Halfling

Challenge 6 (2,300 XP)

Lucky. When Garrin rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

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

Halfling Nimbleness. Garrin can move through the space of any creature that is a size larger than him.

Naturally Stealthy. Garrin can attempt to hide even when he is obscured only by a creature that is at least one size larger than him.

Criminal Contact. Garrin has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Pact Magic. Garrin uses Charisma as his spellcasting ability (Spell Save DC 18, +10 to hit with spell attacks). He may cast the following spells:

Cantrips: *Blade Ward, Eldrich Blast, Poison Spray, True Strike.*

5th level, 4/day: *Armor of Agathys, Burning Hands, Command, Fear, Fireball, Fire Shield, Flame Strike, Hellish Rebuke, Scorching Ray, Scrying, Stinking Cloud, Vampiric Touch, Wall of Fire.*

Dark One's Blessing. When Garrin reduces a hostile creature to 0 hit points, he gains 21 temporary hit points.

Pact of the Blade (Flail). Garrin can use his action to create a pact weapon in a free hand. He is proficient with the weapon and it counts as magical for the purposes of overcoming resistances and immunities. The weapon disappears if it is more than 5 ft. away from Garrin for more than one minute, if he dies or if he dismisses it (no action required).

Dark One's Own Luck. When Garrin makes an ability check or a saving throw, he may add a d10 to the roll. He can do so after the initial roll but before determining success or failure. Once he uses this feature, he cannot use it again until he finishes a short or long rest.

Fiendish Resilience. When Garrin finishes a long or short rest, he may choose a damage type. He gains resistance to that damage type until he chooses a new one with this feature. Damage from magical weapons or silver weapons overcomes this resistance.

Mystic Arcanum (Mass Suggestion, Forcecage, Feeblemind).

Garrin may cast *Mass Suggestion* as a 6th level spell, *Forcecage* as a 7th level spell, and *Feeblemind* as an 8th level spell once per day without expending a spell slot.

Hurl through Hell. When Garrin hits a creature with an attack, he can instantly teleport that creature through the lower planes. The creature disappears and hurtles through a nightmarish landscape. At the end of Garrin's next turn, the target returns to the space it previously occupied or the nearest unoccupied space. If the target is not a fiend it takes 60 (10d10) psychic damage as it reels from its horrific experience. Once he uses this feature, he cannot use it again until he finishes a long rest.

Agonizing Blast. Garrin adds +5 damage to his *Eldrich Blast* spells on a hit.

Eldrich Sight. Garrin can cast *Detect Magic* at will without expending a spell slot.

Eyes of the Rune Keeper. Garrin can read all writing.

Lifedrinker. When Garrin hits a creature with his pact weapon, it takes 5 Necrotic damage

One with Shadows. When Garrin is in an area of dim light or darkness, he can use his action to become invisible until he moves or takes an action or reaction.

Repelling Blast. When Garrin hits a creature with *Eldrich Blast*, he can push the target up to 10ft away

ACTIONS

Thirsting Blade. Garrin can attack twice with his Pact Flail with each Attack action

Pact Flail. Melee Weapon Attack: +5 to hit, reach 5ft, one creature. Hit: 5 (1d8 + 0) bludgeoning damage + 5 necrotic damage.

Dagger Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 0) piercing damage.

WEAPONS, ARMOR & ITEMS

Ragged Fine Clothes, Studded Leather, *Orb of The Voice*, Dagger, Lock of Hair, 25gp

GARRIN ASHCOPSE (LEVEL 20)

Small Humanoid (Lightfoot Halfling), Chaotic Evil

Class Warlock (lvl 20) **Armor Class** 13 (Std. Leather)
Background Criminal **Hit Points** 123 (20d8+20)
Occupation Crime Baron **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	13 (+1)	20 (+5)	12 (+1)	20 (+5)

Saving Throws Wisdom +7, Charisma +11

Skills Arcana +11, Deception +11, Religion +11, Stealth +6, Dragonchess, Thieves' Tools

Senses Passive Perception 11

Languages Common, Halfling

Challenge 7 (2,900 XP)

Lucky. When Garrin rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

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

Halfling Nimbleness. Garrin can move through the space of any creature that is a size larger than him.

Naturally Stealthy. Garrin can attempt to hide even when he is obscured only by a creature that is at least one size larger than him.

Criminal Contact. Garrin has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Pact Magic. Garrin uses Charisma as his spellcasting ability (Spell Save DC 19, +11 to hit with spell attacks). He may cast the following spells:

Cantrips: *Blade Ward, Eldritch Blast, Poison Spray, True Strike.*

5th level, 4/day: *Armor of Agathys, Burning Hands, Command, Enthrall, Fear, Fireball, Fire Shield, Flame Strike, Hellish Rebuke, Ray of Enfeeblement, Scorching Ray, Scrying, Stinking Cloud, Vampiric Touch, Wall of Fire.*

Dark One's Blessing. When Garrin reduces a hostile creature to 0 hit points, he gains 25 temporary hit points.

Pact of the Blade (Flail). Garrin can use his action to create a pact weapon in a free hand. He is proficient with the weapon and it counts as magical for the purposes of overcoming resistances and immunities. The weapon disappears if it is more than 5 ft. away from Garrin for more than one minute, if he dies or if he dismisses it (no action required).

Dark One's Own Luck. When Garrin makes an ability check or a saving throw, he may add a d10 to the roll. He can do so after the initial roll but before determining success or failure. Once he uses this feature, he cannot use it again until he finishes a short or long rest.

Fiendish Resilience. When Garrin finishes a long or short rest, he may choose a damage type. He gains resistance to that damage type until he chooses a new one with this feature. Damage from magical weapons or silver weapons overcomes this resistance.

Mystic Arcanum (Mass Suggestion, Forcecage, Feeblemind, Power Word Kill). Garrin may cast *Mass Suggestion* as a 6th level spell, *Forcecage* as a 7th level spell, *Feeblemind* as an 8th level spell, and *Power Word Kill* as a 9th level spell once per day without expending a spell slot.

Hurl through Hell. When Garrin hits a creature with an attack, he can instantly teleport that creature through the lower planes. The creature disappears and hurtles through a nightmarish landscape. At the end of Garrin's next turn, the target returns to the space it previously occupied or the nearest unoccupied space. If the target is not a fiend it takes 60 (10d10) psychic damage as it reels from its horrific experience. Once he uses this feature, he cannot use it again until he finishes a long rest.

Eldritch Master. Garrin can spend one minute entreating his patron to regain all his expended spell slots from his Pact Magic feature. Once he regains spells this way he must take a long rest before using this ability again.

Agonizing Blast. Garrin adds +5 damage to his *Eldritch Blast* spells on a hit.

Devil's Sight. Garrin can see in magical and non-magical darkness to a distance of 120ft

Eldritch Sight. Garrin can cast *Detect Magic* at will without expending a spell slot.

Eyes of the Rune Keeper. Garrin can read all writing.

Lifedrinker. When Garrin hits a creature with his pact weapon, it takes 5 Necrotic damage

One with Shadows. When Garrin is in an area of dim light or darkness, he can use his action to become invisible until he moves or takes an action or reaction.

Repelling Blast. When Garrin hits a creature with *Eldritch Blast*, he can push the target up to 10ft away

ACTIONS

Thirsting Blade. Garrin can attack twice with his Pact Flail with each Attack action

Pact Flail. Melee Weapon Attack: +6 to hit, reach 5ft, one creature. Hit: 5 (1d8 + 0) bludgeoning damage + 5 necrotic damage.

Dagger Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 0) piercing damage.

WEAPONS, ARMOR & ITEMS

Ragged Fine Clothes, Studded Leather, *Orb of The Voice*, Dagger, Lock of Hair, 30gp

KA'LAERA OF MANY FACES

Medium Monstrosity (Shapechanger), Neutral Evil

Class Rogue (lvl 1) **Armor Class** 13 (Leather)
Background Criminal **Hit Points** 8 (1d8+0)
Occupation Spy **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	12 (+1)	14 (+2)	17 (+3)

Saving Throw Dexterity +4, Intelligence +3

Skills Acrobatics +4, Deception +7, Insight +6, Perception +4, Sleight of Hand +4, Stealth +4, Dragonchess, Thieves' Tools

Senses Passive Perception 14

Languages Common, Elven, Dwarven, Thieves' Cant

Challenge 1/2 (100 XP)

Change Shape. Ka'laera can use her action to polymorph into a small or medium humanoid she's seen or back into her true form. Her statistics, other than her size, are the same. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Read Thoughts. Ka'laera can read the surface thoughts of one creature within 60 feet. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, she can continue reading thoughts as long as her concentration isn't broken. While doing so, she has advantage on Deception, Intimidation, Insight, and Persuasion checks against the target.

Ambusher. Ka'Laera has advantage on attack rolls against any creature she has surprised.

Criminal Contact. Ka'Laera has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Deception, Insight). Ka'laera adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+1d6). Once per turn, Ka'Laera can deal an extra 1d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

ACTIONS

Two-Weapon Fighting. When Ka'Laera makes an attack with her Shortsword, she may also attack with her Sickle as a bonus action, but gains no bonus to the damage roll

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 2) piercing damage.

Sickle. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 2) slashing damage.

OVERVIEW

You have met Ka'Laera before; she was that beggar you threw a coin to, the stuttering dwarven trader, the noble's son returned from his travels. She was your trusted friend, or your father, or your lover. Most spies have a network—Ka'Laera is the network. Ka'Laera lives to exert power over those weaker than herself and revels in the destruction and humiliation of any who have wronged her. She sees any attack on her employer's interests as a personal slight, and any long term plans are put on hold to systematically and brutally tear apart the lives of those responsible. Ka'Laera's primary weapon is fear; she spreads rumors amongst her various personas, letting it be known that she is in the city, and could be anywhere. Overtime, this creates an environment of paranoia, where no one truly trusts anyone, and no coordinated response can be formulated for the schemes of her employer.

PERSONALITY TRAITS

"Your life is a tool I can use. Your face is a mask I can wear. Your ownership is irrelevant." A narcissist, despite spending no time in her true form, Ka'Laera's life revolves around herself. The lives of others are meaningless; the world is her plaything.

IDEALS

"When you look up at me from the gutter, you will know that I am better than you." Ka'Laera lives to bring others down, for her boot on another's throat and that final barbed jibe.

BONDS

"I'll serve my master unflinchingly. As long as it serves me." Ka'Laera is talented and cruel, but she's not a planner. To truly enjoy herself, she wants someone to channel her malevolence in the right direction.

FLAWS

"Lose your power, lose me." Ka'Laera respects and serves only the wealthy, influential and strong. She chooses employers carefully, and should they fall short of her exacting standards, won't be around to pick up the pieces of their fallen empire.

ROLEPLAYING KA'LAERA

When the going is good, Ka'Laera has a near fanatical loyalty to her employer; she cannot be threatened, reasoned with or bribed. She'd rather die than let another have power over her, but if she senses weakness, compassion or is offered a bribe, she will readily give up false information (as disastrously wrong as possible) and escape at the first opportunity.

Those who cross her or her employer will be attacked in the most personally damaging way possible; Ka'Laera has no sense of honor, and no compunctions about threatening or harming innocents if it will help her get to her target.

"All you have left now are memories. Meddle in my affairs again and you won't even have those."

WEAPONS, ARMOR & ITEMS

Shortsword, Sickle, 5 vials of Drow Poison, Leather Armor, Thieves' Tools, *Book of Blackmail* and a False Copy, 15sp, 4gp



KA'LAERA OF MANY FACES (LEVEL 4)

Medium Monstrosity (Shapechanger), Neutral Evil

Class Rogue (lvl 4) **Armor Class** 13 (Leather)
Background Criminal **Hit Points** 23 (4d8+0)
Occupation Spy **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	18 (+4)

Saving Throw Dexterity +4, Intelligence +3

Skills Acrobatics +4, Deception +8, Insight +6, Perception +4, Sleight of Hand +4, Stealth +4, Dragonchess, Thieves' Tools

Senses Passive Perception 14

Languages Common, Elven, Dwarven, Thieves' Cant

Challenge 1 (200 XP)

Change Shape. Ka'laera can use her action to polymorph into a small or medium humanoid she's seen or back into her true form. Her statistics, other than her size, are the same. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Read Thoughts. Ka'laera can read the surface thoughts of one creature within 60 feet. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, she can continue reading thoughts as long as her concentration isn't broken. While doing so, she has advantage on Deception, Intimidation, Insight, and Persuasion checks against the target.

Ambusher. Ka'Laera has advantage on attack rolls against any creature she has surprised.

Criminal Contact. Ka'Laera has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Deception, Insight). Ka'laera adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+2d6). Once per turn, Ka'Laera can deal an extra 2d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Ka'Laera can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Ka'Laera can use her Cunning Action to make a Sleight of Hand check, use her thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Ka'Laera can climb without expending extra movement. In addition, when she makes a running jump, the distance she covers increases by 2 ft.

ACTIONS

Two-Weapon Fighting. When Ka'Laera makes an attack with her Shortsword, she may also attack with her Sickle as a bonus action, but gains no bonus to the damage roll

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 2) piercing damage.

Sickle. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 2) slashing damage.

WEAPONS, ARMOR & ITEMS

Shortsword, Sickle, 5 vials of Drow Poison, Leather Armor, Thieves' Tools, *BBook of Blackmail* and a False Copy, 30sp, 8gp

FIND THE LADY

"Friends," began Clever Ivan, "you know why we are here. We have a mutual problem, and we're only going to solve—"

"I ain't your friend, Ivan," cut in Skinner.

"Let the man speak," said The Smoothchin.

They were an unlikely trio; the paunchy, middle-aged man, the twitchy, rapier-thin elf woman, and the beardless dwarf, leaning in around the small table in the tavern's dingy private parlor. None of them had touched the food.

"The face-changer. She's a threat to our operations. All of our operations," his gaze lingered on Skinner, who met his eye defiantly. "If we can't trust our men, we can't do business, we get eaten up from the inside, and the three of us end up in the gutter."

"What are you suggesting?"

"I'm suggesting we work together. An alliance of sorts. Keep an eye out for one another, wheedle out any... undesirables."

"Keep an eye out? That's your plan?" Skinner was on her feet. "How about I gut you here and now for wasting my time?"

"Calm yourself, girl." When The Smoothchin talked, most people listened.

"I don't want her watched, I want her *dead*," the elf slammed her dagger deep into the table, "Don't bother me again until you're ready for a war."

The remaining pair watched her leave the room in silence.

"You're right, Ivan," The Smoothchin said, turning back, "we band together or we're wiped out separately."

"I couldn't agree more," replied Ka'Laera, as she plunged Skinner's knife between his ribs.

Skinner's little tantrum was expected; she would go on to decimate her own gang, mad with suspicion and paranoia - Ka'Laera would make sure of it. Clever Ivan would be found dead in this parlor (as soon as she could move his body there) slain, it would seem, by The Smoothchin, before he too met his own ugly end. Using Skinner's knife for the dwarf was an unexpected bonus. Soon, all three gangs would collapse from increasing pressure without and within, and Ka'Laera could sit back and watch the curtain fall.

Meanwhile, her employer could continue his expansion unimpeded...

KA'LAERA OF MANY FACES (LEVEL 8)

Medium Monstrosity (Shapechanger), Neutral Evil

Class Rogue (lvl 8) **Armor Class** 14 (Leather)
Background Criminal **Hit Points** 43 (8d8+0)
Occupation Spy **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	12 (+1)	14 (+2)	19 (+4)

Saving Throw Dexterity +6, Intelligence +4

Skills Acrobatics +6, Deception +10, Insight +8, Perception +5, Sleight of Hand +9, Stealth +9, Dragonchess, Thieves' Tools

Senses Passive Perception 15

Languages Common, Elven, Dwarven, Thieves' Cant

Challenge 2 (450 XP)

Change Shape. Ka'laera can use her action to polymorph into a small or medium humanoid she's seen or back into her true form. Her statistics, other than her size, are the same. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Read Thoughts. Ka'laera can read the surface thoughts of one creature within 60 feet. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, she can continue reading thoughts as long as her concentration isn't broken. While doing so, she has advantage on Deception, Intimidation, Insight, and Persuasion checks against the target.

Ambusher. Ka'Laera has advantage on attack rolls against any creature she has surprised.

Criminal Contact. Ka'Laera has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Deception, Insight, Sleight of Hand, Stealth).

Ka'laera adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+4d6). Once per turn, Ka'Laera can deal an extra 4d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Ka'Laera can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Ka'Laera can use her Cunning Action to make a Sleight of Hand check, use her thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Ka'Laera can climb without expending extra movement. In addition, when she makes a running jump, the distance she covers increases by 3 ft.

Uncanny Dodge. When Ka'Laera is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Ka'Laera is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

ACTIONS

Two-Weapon Fighting. When Ka'Laera makes an attack with her Shortsword, she may also attack with her Sickle as a bonus action, but gains no bonus to the damage roll

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 3) piercing damage.

Sickle. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 6 (1d4 + 3) slashing damage.

WEAPONS, ARMOR & ITEMS

Shortsword, Sickle, 5 vials of Drow Poison, Leather Armor, Thieves' Tools, *Book of Blackmail* and a False Copy, 60sp, 20gp

KA'LAERA IN YOUR GAME

Ka'Laera doesn't have the big-picture thinking to be a main adversary in a campaign, but she can be a potent secondary threat nonetheless. She could be any (or all) of the NPCs in a quest line that the players interact with. If her existence is unknown, the players could be easily duped. If, however, they are aware that anyone could potentially be the shape-changer, mistrust might influence, or even sully, interactions. With Ka'Laera around, the party should never feel entirely safe.

Quest Hook. During the night, one of the player characters is replaced by Ka'Laera. The character is being kept alive so she can study them and perfect her performance, so it is up to the others to rescue them, assuming they see through the deception. You could privately talk to the player in question about Ka'Laera's motivations, adding an interesting extra dimension for the player to roleplay.

KA'LAERA OF MANY FACES (LEVEL 12)

Medium Monstrosity (Shapechanger), Neutral Evil

Class Rogue (lvl 12) **Armor Class** 15 (Leather)
Background Criminal **Hit Points** 63 (12d8+0)
Occupation Spy **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	10 (+0)	12 (+1)	14 (+2)	20 (+5)

Saving Throw Dexterity +8, Intelligence +5

Skills Acrobatics +8, Deception +13, Insight +10, Perception +6, Sleight of Hand +12, Stealth +12, Dragonchess, Thieves' Tools

Senses Passive Perception 16

Languages Common, Elven, Dwarven, Thieves' Cant

Challenge 3 (700 XP)

Change Shape. Ka'laera can use her action to polymorph into a small or medium humanoid she's seen or back into her true form. Her statistics, other than her size, are the same. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Read Thoughts. Ka'laera can read the surface thoughts of one creature within 60 feet. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, she can continue reading thoughts as long as her concentration isn't broken. While doing so, she has advantage on Deception, Intimidation, Insight, and Persuasion checks against the target.

Ambusher. Ka'Laera has advantage on attack rolls against any creature she has surprised.

Criminal Contact. Ka'Laera has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Deception, Insight, Sleight of Hand, Stealth).

Ka'laera adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+6d6). Once per turn, Ka'Laera can deal an extra 6d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Ka'Laera can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Ka'Laera can use her Cunning Action to make a Sleight of Hand check, use her thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Ka'Laera can climb without expending extra movement. In addition, when she makes a running jump, the distance she covers increases by 4 ft.

Uncanny Dodge. When Ka'Laera is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Ka'Laera is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Supreme Sneak. Ka'Laera has advantage on Stealth checks if she moves no more than half her speed on the same turn.

Reliable Talent. When Ka'Laera makes an ability check that lets her add her proficiency bonus she can treat a d20 roll of a 9 or lower as a 10.

ACTIONS

Two-Weapon Fighting. When Ka'Laera makes an attack with her Shortsword, she may also attack with her Sickle as a bonus action, but gains no bonus to the damage roll

Shortsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 8 (1d6 + 4) piercing damage.

Sickle. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 7 (1d4 + 4) slashing damage.

WEAPONS, ARMOR & ITEMS

Shortsword, Sickle, 5 vials of Drow Poison, Leather Armor, Thieves' Tools, *Book of Blackmail* and a False Copy, 80sp, 50gp

KA'LAERA OF MANY FACES (LEVEL 16)

Medium Monstrosity (Shapechanger), Neutral Evil

Class Rogue (lvl 16) **Armor Class** 16 (Leather)
Background Criminal **Hit Points** 83 (16d8+0)
Occupation Spy **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	10 (+0)	12 (+1)	15 (+2)	20 (+5)

Saving Throw Dexterity +10, Intelligence +6, Wisdom +7

Skills Acrobatics +10, Deception +15, Insight +12, Perception +7, Sleight of Hand +15, Stealth +15, Dragonchess, Thieves' Tools

Senses Passive Perception 17

Languages Common, Elven, Dwarven, Thieves' Cant

Challenge 5 (1,800 XP)

Change Shape. Ka'laera can use her action to polymorph into a small or medium humanoid she's seen or back into her true form. Her statistics, other than her size, are the same. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Read Thoughts. Ka'laera can read the surface thoughts of one creature within 60 feet. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, she can continue reading thoughts as long as her concentration isn't broken. While doing so, she has advantage on Deception, Intimidation, Insight, and Persuasion checks against the target.

Ambusher. Ka'Laera has advantage on attack rolls against any creature she has surprised.

Criminal Contact. Ka'Laera has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Deception, Insight, Sleight of Hand, Stealth). Ka'Laera adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+8d6). Once per turn, Ka'Laera can deal an extra 8d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Ka'Laera can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Ka'Laera can use her Cunning Action to make a Sleight of Hand check, use her thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Ka'Laera can climb without expending extra movement. In addition, when she makes a running jump, the distance she covers increases by 5 ft.

Uncanny Dodge. When Ka'Laera is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Ka'Laera is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Supreme Sneak. Ka'Laera has advantage on Stealth checks if she moves no more than half her speed on the same turn.

Reliable Talent. When Ka'Laera makes an ability check that lets her add her proficiency bonus she can treat a d20 roll of a 9 or lower as a 10.

Use Magic Device. Ka'Laera ignores all class, race, and level requirements for the use of magic items.

Blindsight. If Ka'Laera is able to hear, she is aware of the location of any hidden or invisible creatures within 10 feet of her.

ACTIONS

Two-Weapon Fighting. When Ka'Laera makes an attack with her Shortsword, she may also attack with her Sickle as a bonus action, but gains no bonus to the damage roll

Shortsword. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 9 (1d6 + 5) piercing damage.

Sickle. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 8 (1d4 + 5) slashing damage.

WEAPONS, ARMOR & ITEMS

Shortsword, Sickle, 5 vials of Drow Poison, Leather Armor, Thieves' Tools, *Book of Blackmail* and a False Copy, 150sp, 130gp

KA'LAERA OF MANY FACES (LEVEL 20)

Medium Monstrosity (Shapechanger), Neutral Evil

Class Rogue (lvl 20) **Armor Class** 16 (Leather)
Background Criminal **Hit Points** 103 (20d8+0)
Occupation Spy **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	10 (+0)	12 (+1)	17 (+3)	20 (+5)

Saving Throw Dexterity +11, Intelligence +7, Wisdom +9

Skills Acrobatics +11, Deception +17, Insight +15, Perception +9, Sleight of Hand +17, Stealth +17, Dragonchess, Thieves' Tools

Senses Passive Perception 19

Languages Common, Elven, Dwarven, Thieves' Cant

Challenge 6 (2,300 XP)

Change Shape. Ka'laera can use her action to polymorph into a small or medium humanoid she's seen or back into her true form. Her statistics, other than her size, are the same. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Read Thoughts. Ka'laera can read the surface thoughts of one creature within 60 feet. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, she can continue reading thoughts as long as her concentration isn't broken. While doing so, she has advantage on Deception, Intimidation, Insight, and Persuasion checks against the target.

Ambusher. Ka'Laera has advantage on attack rolls against any creature she has surprised.

Criminal Contact. Ka'Laera has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Deception, Insight, Sleight of Hand, Stealth).

Ka'Laera adds double her proficiency bonus to skill checks she has expertise with.

Sneak Attack (+10d6). Once per turn, Ka'Laera can deal an extra 10d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Ka'Laera can take a Dash, Dodge, Disengage, or Hide action.

Fast Hands. Ka'Laera can use her Cunning Action to make a Sleight of Hand check, use her thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Ka'Laera can climb without expending extra movement. In addition, when she makes a running jump, the distance she covers increases by 5 ft.

Uncanny Dodge. When Ka'Laera is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Ka'Laera is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Supreme Sneak. Ka'Laera has advantage on Stealth checks if she moves no more than half her speed on the same turn.

Reliable Talent. When Ka'Laera makes an ability check that lets her add her proficiency bonus she can treat a d20 roll of a 9 or lower as a 10.

Use Magic Device. Ka'Laera ignores all class, race, and level requirements for the use of magic items.

Blindsense. If Ka'Laera is able to hear, she is aware of the location of any hidden or invisible creatures within 10 feet of her.

Thief's Reflexes. Ka'Laera can take two turns during the first round of any combat. She takes her first turn at her normal initiative, and her second turn at her initiative minus 10. She can't use this feature when she is surprised.

Evasive. No attack roll can have advantage against Ka'Laera unless she is incapacitated.

Stroke of Luck. If Ka'Laera's attack misses a target within range, she can turn the miss into a hit. Alternatively, if she fails an ability check, she can treat the d20 roll as a 20. Once she uses this feature she cannot use it again until she finishes a short or long rest.

ACTIONS

Two-Weapon Fighting. When Ka'Laera makes an attack with her Shortsword, she may also attack with her Sickle as a bonus action, but gains no bonus to the damage roll

Shortsword. Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. Hit: 9 (1d6 + 5) piercing damage.

Sickle. Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. Hit: 8 (1d4 + 5) slashing damage.

WEAPONS, ARMOR & ITEMS

Shortsword, Sickle, 5 vials of Drow Poison, Leather Armor, Thieves' Tools, *Book of Blackmail* and a False Copy, 200sp, 170gp

MAL ADDIK

Medium Humanoid (Human), Lawful Evil

Class Ranger (lvl 1) **Armor Class** 16 (Scale)
Background Criminal (18 w/shield)
Occupation Sellsword **Hit Points** 11 (1d10+1)
Speed 30 ft.

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

Saving Throws Strength +5, Dexterity +4

Skills Athletics +5, Deception +1, Perception +4, Stealth +4, Survival +4, Playing Cards, Thieves' Tools

Senses Passive Perception 14

Languages Common, Elven

Challenge 1 (200 XP)

Criminal Contact. Mal has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

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

Natural Explorer (Grasslands). Mal may double his proficiency bonus when making Intelligence or Wisdom checks about his favored terrain, as well as other benefits listed on the following pages.

ACTIONS

Longsword. Melee Weapon Attack (Versatile): +5 to hit, reach 5 ft., one creature. Hit: 8 / 9 (1d8 / 1d10 + 3) slashing damage.

Shortbow. Ranged Weapon Attack +4 to hit, range 80/320, one creature. Hit 6 (1d6 +2) piercing damage.

OVERVIEW

Once a hunter and trapper selling furs and game, Mal began his criminal career by accident—he was falsely accused of murder shortly after entering a foreign city. While awaiting his turn at the gallows, he shared a jail cell with two members of a local thieves guild. Although they spoke the common tongue to him, they spoke to one another in a strange language. The night before they were to be executed, Mal was suddenly roused from sleep. His cell mates were conspiring. When they noticed he was awake they motioned for him to stay silent. They spoke in whispers, “How much do you want to live?”

Mal became suddenly frightened, thinking these thieves meant to slit his throat. He was, however, mistaken. They explained that their guild brothers would be unlocking their cell shortly, and, if he so desired, he could go free as well. He was skeptical but desperate. Sure enough, minutes later, the light from a guard's oil lamp came through the small barred window in the cell door. A hushed voice echoed in the chamber just outside and one of the thieves in Mal's cell answered. The key in the lock chattered. It was now or never and Mal's cell mates didn't waste time.

On the floor just outside his cell door there sat an oil lamp and a key ring. Mal knelt down to take them, but when he looked up again, the thieves were gone. He was on his own.

He crept slowly, but not very quietly, through the network of hallways and passages for several tense minutes, trying to recall the exact route that he was brought days earlier. It was hard to remember as he had been badly beaten by the city guard during his arrest, then again as he was brought to the prison and questioned. He thought about slitting the throats of every guard he might meet but, surprisingly, there were none on patrol. The thieves and their guild mates' work, he thought.

Suddenly he rounded a corner, and there was the flickering of fire light. He crept closer as quietly as he could, discovering one of many guard rooms. In it were several guards lying in bunks, or sitting around a fire in the middle of the room, but there was no sound besides the crackling of the dwindling fire. Mal approached cautiously to find that all of the guards had been slain with a single slice to the throat.

He quickly ransacked the room, taking any coin he could lay his hands on, along with arms and armor. He left the oil lamp but kept the keys, exiting the large door to the north. Finding himself in the moonlight of the early morning, he took a deep breath of free air. Having been spat on by the world for attempting an honest living, Mal turned his back on his old life and vowed to bring down the system of “justice” which allowed him to be jailed.

PERSONALITY TRAITS

“Keep your head, or lose it.” Mal is always calm no matter what the situation. He never raises his voice or lets his emotions control him.

IDEALS

“Can't buy drinks with reputation.”

Mal will do whatever it takes to become wealthy, even if that means sacrificing his honor.

BONDS

“My life's worth more than a pat on the back.” He owes his life to the guild responsible for his release from prison, but has no way of ever paying them back.

FLAWS

“You know I'm good for it.” Mal spends all his money on luxuries and ale and never has enough to pay off his debt.

ROLEPLAYING MAL

Mal only speaks when he has something worth saying, and is easily annoyed by folk who talk too much.

In combat, Mal takes any opportunity that is presented to him.

“Try not to draw too much attention to yourself.”

WEAPONS, ARMOR & ITEMS

Longsword, Shield, Shortbow, 20 Arrows, Scale Mail, *Hidden Wrist Blade*, 18sp, 22cp



MAL ADDIK (LEVEL 4)

Medium Humanoid (Human), Lawful Evil

Class Ranger (lvl 4) **Armor Class** 16 (Scale)
Background Criminal (18 w/shield)
Occupation Sellsword **Hit Points** 32 (4d10+4)
Speed 30 ft.

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

Saving Throws Strength +6, Dexterity +4

Skills Athletics +6, Deception +1, Perception +4, Stealth +4, Survival +4, Playing Cards, Thieves' Tools

Senses Passive Perception 14

Languages Common, Elven

Challenge 2 (450 XP)

Criminal Contact. Mal has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

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

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

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Mal deals +2 damage with it.

Spellcasting. Mal uses Wisdom as his spellcasting ability (Spell Save DC 12, +4 to hit with spell attacks). He may cast the following spells:

1st level, 3/day: *Alarm, Cure Wounds, Hunter's Mark*

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

Colossus Slayer. Once per turn, when Mal deals damage to a creature that is below its hit point maximum, he can deal an additional 1d8 damage.

ACTIONS

Longsword. Melee Weapon Attack (Versatile): +6 to hit, reach 5 ft., one creature. Hit: 11 / 12 (1d8 / 1d10 + 6) slashing damage.

Shortbow. Ranged Weapon Attack +4 to hit, range 80/320, one creature. Hit 6 (1d6 +2) piercing damage.

WEAPONS, ARMOR & ITEMS

Longsword, Shield, Shortbow, 20 Arrows, Scale Mail, *Hidden Wrist Blade*, 3gp, 18sp, 22cp

SHORTCUT

Mal eyed the steep, slick, clay walls on either side of the road and the thick pine forest beyond, half-squinting through the driving rain. *The perfect spot for an ambush.*

"Slow going," shouted the leader of the militia group, "I had hoped to be there by now."

The self-important captain, his quilted doublet now sodden and his shining medals now caked in mud from a fall, had been loudly complaining to his men since they had left town. They were taking too long. The road was too rough. The rain.

"I didn't build the road," Mal said sharply, "nor do I control the weather of the world. You hired me to guide you but, if you feel you know better, by all means lead on."

"If memory serves, it was you who approached us. I was happy to take my men down the West Road."

"The West Road would take you twice as long. Rain doesn't care what road you take."

The puffed-up little popinjay was getting unbearable. Mal found himself looking up the banks again. *It really is the perfect spot.*

"Well, how much longer?"

Was it his imagination, or did Mal hear a twig crack above?

"Not far at all now." *Important to stay calm, don't cause a panic.*

A piercing whistle cut through the rain, and a dozen figures appeared on the banks surrounding them, arrows nocked and bows drawn.

The captain sputtered, looking imploringly at Mal for any kind of guidance.

"This is where our journey ends, captain," said Mal, taking a few steps away from the stunned militia and signaling to his men to loose, "should've taken the West Road."

MAL ADDIK (LEVEL 8)

Medium Humanoid (Human), Lawful Evil

Class Ranger (lvl 8) **Armor Class** 16 (Scale)
Background Criminal (18 w/shield)
Occupation Sellsword **Hit Points** 60 (8d10+8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	13 (+1)	11 (+0)	14 (+2)	9 (-1)

Saving Throws Strength +8, Dexterity +5

Skills Athletics +8, Deception +2, Perception +5, Stealth +5, Survival +5, Playing Cards, Thieves' Tools

Senses Passive Perception 15

Languages Common, Dwarven, Elven

Challenge 4 (1,100 XP)

Criminal Contact. Mal has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

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

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

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Mal deals +2 damage with it.

Spellcasting. Mal uses Wisdom as his spellcasting ability (Spell Save DC 13, +5 to hit with spell attacks). He may cast each of the following spells once:

1st level, 4/day: *Alarm, Cure Wounds, Hunter's Mark*

2nd level, 3/day: *Barkskin, Spike Growth*

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

Colossus Slayer. Once per turn, when Mal deals damage to a creature that is below its hit point maximum, he can deal an additional 1d8 damage.

Steel Will. Mal has advantage on saving throws against being frightened.

ACTIONS

Extra Attack. Mal can attack twice with each Attack action.

Longsword. Melee Weapon Attack (Versatile): +8 to hit, reach 5 ft., one creature. Hit: 12 / 13 (1d8 / 1d10 + 7) slashing damage.

Shortbow. Ranged Weapon Attack +5 to hit, range 80/320, one creature. Hit 6 (1d6 +2) piercing damage.

WEAPONS, ARMOR & ITEMS

Longsword, Shield, Shortbow, 20 Arrows, Scale Mail, *Hidden Wrist Blade*, 15gp, 25sp, 22cp

MAL IN YOUR GAME

Mal may be found in any place that has a place to sit down and something strong to drink. While he is not the most sociable of folk, he would not be rude to the party for the sake of it, and may even offer them work if they appear to be working against the system of law he so despises. If the players cross or interfere with The Jackdaws, they could find themselves crossing blades with the hands-on leader of the gang.

Quest Hook. Mal needs intel on the city guard's armory, both to deprive his enemies of equipment and to outfit his own men. This is particularly interesting if the guard is known to be corrupt; which evil does the party support?

MAL ADDIK (LEVEL 12)

Medium Humanoid (Human), Lawful Evil

Class Ranger (lvl 12) **Armor Class** 16 (Scale)
Background Criminal (18 w/shield)
Occupation Sellsword **Hit Points** 100 (12d10+24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	12 (+1)	14 (+2)	9 (-1)

Saving Throws Strength +9, Dexterity +6

Skills Athletics +9, Deception +3, Perception +6, Stealth +6, Survival +6, Playing Cards, Thieves' Tools

Senses Passive Perception 16

Languages Common, Dwarven, Elven

Challenge 5 (1,800 XP)

Criminal Contact. Mal has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

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

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

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Mal deals +2 damage with it.

Spellcasting. Mal uses Wisdom as his spellcasting ability (Spell Save DC 14, +6 to hit with spell attacks). He may cast each of the following spells once:

1st level, 4/day: *Alarm, Cure Wounds, Hunter's Mark*

2nd level, 3/day: *Barkskin, Spike Growth*

3rd level, 3/day: *Conjure Animals, Plant Growth*

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

Colossus Slayer. Once per turn, when Mal deals damage to a creature that is below its hit point maximum, he can deal an additional 1d8 damage.

Steel Will. Mal has advantage on saving throws against being frightened.

Land's Stride. Mal can move through non-magical difficult terrain at the cost of no extra movement. He can pass through non-magical plants without being slowed by them and without taking damage from them if they have spines or a similar hazard. In addition, he has advantage on saving throws against magical plants or are magically manipulated to impede him.

Hide in Plain Sight. Mal may spend 1 minute creating camouflage for himself. He must have access to fresh mud, dirt, plants, soot, or other naturally occurring materials with which to create his camouflage. Once Mal is camouflaged in this way he gains +10 to his Stealth checks as long as he remains stationary without taking actions. Once he moves or takes an action or reaction he must camouflage himself again to gain this benefit

Whirlwind Attack. Mal can use his action to attack any number of creatures within 5 ft. of him, with a separate attack roll for each creature.

ACTIONS

Extra Attack. Mal can attack twice with each Attack action.

Longsword. Melee Weapon Attack (Versatile): +9 to hit, reach 5 ft., one creature. Hit: 12 / 13 (1d8 / 1d10 + 7) slashing damage.

Shortbow. Ranged Weapon Attack +6 to hit, range 80/320, one creature. Hit 6 (1d6 +2) piercing damage.

WEAPONS, ARMOR & ITEMS

Longsword, Shield, Shortbow, 20 Arrows, Scale Mail, *Hidden Wrist Blade*, 60gp, 50sp



MAL ADDIK (LEVEL 16)

Medium Humanoid (Human), Lawful Evil

Class Ranger (lvl 16) **Armor Class** 16 (Scale)
Background Criminal (18 w/shield)
Occupation Sellsword **Hit Points** 148 (16d10+48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	12 (+1)	14 (+2)	9 (-1)

Saving Throws Strength +10, Dexterity +7

Skills Athletics +10, Deception +4, Perception +7, Stealth +7, Survival +7, Playing Cards, Thieves' Tools

Senses Passive Perception 17

Languages Common, Dwarven, Elven

Challenge 7 (2,900 XP)

Criminal Contact. Mal has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

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

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

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Mal deals +2 damage with it.

Spellcasting. Mal uses Wisdom as his spellcasting ability (Spell Save DC 15, +7 to hit with spell attacks). He may cast each of the following spells once:

1st level, 4/day: *Alarm, Cure Wounds, Hunter's Mark*

2nd level, 3/day: *Barkskin, Spike Growth*

3rd level, 3/day: *Conjure Animals, Plant Growth*

4th level, 3/day: *Grasping Vine, Stoneskin*

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

Colossus Slayer. Once per turn, when Mal deals damage to a creature that is below its hit point maximum, he can deal an additional 1d8 damage.

Steel Will. Mal has advantage on saving throws against being frightened.

Land's Stride. Mal can move through non-magical difficult terrain at the cost of no extra movement. He can pass through non-magical plants without being slowed by them and without taking damage from them if they have spines or a similar hazard. In addition, he has advantage on saving throws against magical plants or are magically manipulated to impede him.

Hide in Plain Sight. Mal may spend 1 minute creating camouflage for himself. He must have access to fresh mud, dirt, plants, soot, or other naturally occurring materials with which to create his camouflage. Once Mal is camouflaged in this way he gains +10 to his Stealth checks as long as he remains stationary without taking actions. Once he moves or takes an action or reaction he must camouflage himself again to gain this benefit

Whirlwind Attack. Mal can use his action to attack any number of creatures within 5 ft. of him, with a separate attack roll for each creature.

Vanish. Mal can use the Hide action as a bonus action on his turn. Also he can't be tracked by non-magical means unless he chooses to leave a trail.

Uncanny Dodge. When Mal is hit with an attack from an attacker that he can see, he can use his reaction to halve the attack's damage.

ACTIONS

Extra Attack. Mal can attack twice with each Attack action.

Longsword. Melee Weapon Attack (Versatile): +10 to hit, reach 5 ft., one creature. Hit: 12 / 13 (1d8 / 1d10 + 7) slashing damage.

Shortbow. Ranged Weapon Attack +7 to hit, range 80/320, one creature. Hit 6 (1d6 +2) piercing damage.

WEAPONS, ARMOR & ITEMS

Longsword, Shield, Shortbow, 20 Arrows, Scale Mail, *Hidden Wrist Blade*, 110gp, 115sp

MAL ADDIK (LEVEL 20)

Medium Humanoid (Human), Lawful Evil

Class Ranger (lvl 20) **Armor Class** 16 (Scale)
Background Criminal (18 w/shield)
Occupation Sellsword **Hit Points** 204 (20d10+80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	12 (+1)	14 (+2)	9 (-1)

Saving Throws Strength +11, Dexterity +8

Skills Athletics +11, Deception +5, Perception +8, Stealth +8, Survival +7, Playing Cards, Thieves' Tools

Senses Passive Perception 18

Languages Common, Dwarven, Elven

Challenge 8 (3,900 XP)

Criminal Contact. Mal has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

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

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

Fighting Style (Duelling). When using a melee weapon in one hand and no other weapons, Mal deals +2 damage with it.

Spellcasting. Mal uses Wisdom as his spellcasting ability (Spell Save DC 16, +8 to hit with spell attacks). He may cast each of the following spells once:

1st level, 4/day: *Alarm, Cure Wounds, Hunter's Mark*

2nd level, 3/day: *Barkskin, Spike Growth*

3rd level, 3/day: *Conjure Animals, Plant Growth*

4th level, 3/day: *Grasping Vine, Stoneskin*

5th level, 2/day: *Commune With Nature, Tree Stride*

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

Colossus Slayer. Once per turn, when Mal deals damage to a creature that is below its hit point maximum, he can deal an additional 1d8 damage.

Steel Will. Mal has advantage on saving throws against being frightened.

Land's Stride. Mal can move through nonmagical difficult terrain at the cost of no extra movement. He can pass through nonmagical plants without being slowed by them and without taking damage from them if they have spines or a similar hazard. In addition, he has advantage on saving throws against magical plants or are magically manipulated to impede him.

Hide in Plain Sight. Mal may spend 1 minute creating camouflage for himself. He must have access to fresh mud, dirt, plants, soot, or other naturally occurring materials with which to create his camouflage. Once Mal is camouflaged in this way he gains +10 to his Stealth checks as long as he remains stationary without taking actions. Once he moves or takes an action or reaction he must camouflage himself again to gain this benefit

Whirlwind Attack. Mal can use his action to attack any number of creatures within 5 ft. of him, with a separate attack roll for each creature.

Vanish. Mal can use the Hide action as a bonus action on his turn. Also he can't be tracked by nonmagical means unless he chooses to leave a trail.

Uncanny Dodge. When Mal is hit with an attack from an attacker that he can see, he can use his reaction to halve the attack's damage.

Feral Senses. When Mal attacks a creature he can't see, his inability to see it doesn't impose disadvantage on his attack roll against it. He is also aware of the location of any invisible creature within 30 ft. of him, provided the creature is not hidden from him and he is not blinded or deafened

Foe Slayer. Once per turn, Mal can add his Wisdom modifier to the attack roll or the damage roll of an attack he makes against one of his favored enemies. He can choose to use this feature before or after the roll but before any effects of the roll are applied.

ACTIONS

Extra Attack. Mal can attack twice with each Attack action.

Longsword. Melee Weapon Attack (Versatile): +11 to hit, reach 5 ft., one creature. Hit: 12 / 13 (1d8 / 1d10 + 7) slashing damage.

Shortbow. Ranged Weapon Attack +8 to hit, range 80/320, one creature. Hit 6 (1d6 +2) piercing damage.

WEAPONS, ARMOR & ITEMS

Longsword, Shield, Shortbow, 20 Arrows, Scale Mail, *Hidden Wrist Blade*, 180gp, 150sp

NIMH THE SURGEON

Medium Humanoid (Tiefling), Lawful Evil

Class Rogue (lvl 1) **Armor Class** 13 (Leather)
Background Apothecary **Hit Points** 9 (1d8+1)
Occupation Surgeon **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	15 (+2)	13 (+1)	12 (+1)

Saving Throws Dexterity +4, Intelligence+4

Skills Deception +5, Insight +3, Medicine +6, Persuasion +3, Sleight of Hand +4, Stealth +4

Senses Darkvision 60ft, Passive Perception 11

Languages Common, Infernal, Thieves' Cant

Challenge 1/4 (50 XP)

Hellish Resistance. Nimh has resistance to fire.

Infernal Legacy. Nimh can cast the *Thaumaturgy* cantrip using Charisma as her spellcasting modifier.

Researcher. If Nimh is unable to recall a piece of lore, she probably knows where the information can be found.

Expertise (Deception, Medicine). Nimh adds double her proficiency bonus to skill checks she has expertise with.

Sneak attack (+1d6). Once per turn, Nimh can deal an extra 1d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

ACTIONS

Scalpel. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 2) slashing damage.

OVERVIEW

Always fascinated, always reading, always learning; Nimh was forever asking questions, finding out how and why things worked, even as a child. The arthritic dog of a neighbor mysteriously disappeared one day and was found cut into neat pieces in the temple grounds next to Nimh's house. She had just wanted to know why it was broken and if it could be fixed. The final straw came as a teenager, when she 'fixed' the pneumonia of the farmer's prize sheep by transplanting into it the lungs of his carthorse. The townsfolk hid their children and animals as she made her way to the road.

She moved to a town where nobody knew of her peculiarities and trained as an apothecary, keeping her unusual 'hobbies' to herself. Her intensive study turned her into an accomplished alchemist; observing the effects of elixirs on living things mesmerized her. Not satisfied with simply viewing their external effects, waifs and strays both human and animal often found themselves invited in out of the cold, then strapped to a table in her tiny backroom, flesh and muscle neatly clipped back to reveal their inner workings. If they were lucky, Nimh would let them die first.

Completely ruthless and clinical, she had no reservations whatsoever when mortal representatives of the Demon Lord of the Afflicted appeared to her and offered her knowledge beyond measure in exchange for what's left of those who perish on her table. To increase her body count, she now moonlights as a backstreet surgeon, mostly for the less savory characters of the town, and can easily be persuaded to facilitate a 'tragic complication' if her patron would prefer the patient not make a full recovery. After all, the necromancers get what they want and Nimh can start a new 'side-project'...

PERSONALITY TRAITS

"Emotions cloud the mind. Logic fuels it." Nimh doesn't hate those she kills, nor does she love what she does. Nimh approaches her work with cold, mechanical necessity.

IDEALS

"Life is learning. Everything has a lesson for those willing to see it." Nimh isn't a sadist. She does what she does out of genuine inquisitiveness and a longing to learn more about the world.

BONDS

"So many people stumble through life with no purpose. My subjects are lucky; they get to do something of use as they die." The high body count is a side-effect, not the aim. If Nimh's research could be facilitated by just the one death then it would be so, for efficiency's sake.

FLAWS

"People get in the way of my research. I'm better off without them." Nimh's only tie is to her work. She recognizes that her methods are unusual and, even if it weren't, having assistants would only mean having to say her thoughts out loud, slowing the whole process down.

ROLEPLAYING NIMH

Nimh is driven solely by the pursuit of knowledge and has no sentiment, no empathy and no moral compass; animals and humans are meat. Although not a natural combatant, she would not hesitate to kill to protect or further her research. However, while worth killing for, her research is not worth dying for.

Naturally charismatic when it suits her, such as when persuading lowlives in off the street, she is generally solitary and quiet, believing interaction with others to be unnecessary, time-consuming and beneath her.

**"You poor soul, you look close to death!
Come in, maybe I can help..."**

WEAPONS, ARMOR & ITEMS

Scalpel, Surgical Tools, Leather Vest, Apron, Common Clothes



NIMH THE SURGEON (LEVEL 4)

Medium Humanoid (Tiefling), Lawful Evil

Class Rogue (lvl 4) **Armor Class** 14 (Leather)
Background Apothecary **Hit Points** 27 (4d8+4)
Occupation Surgeon **Speed** 30 ft.

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

Saving Throws Dexterity +5, Intelligence+5

Skills Deception +5, Insight +3, Medicine +7, Persuasion +3, Sleight of Hand +5, Stealth +5

Senses Darkvision 60ft, Passive Perception 11

Languages Common, Infernal, Thieves' Cant

Challenge 1/2 (100 XP)

Hellish Resistance. Nimh has resistance to fire.

Infernal Legacy. Nimh can cast the *Thaumaturgy* cantrip, and *Hellish Rebuke* as a 2nd level spell using Charisma as her spellcasting modifier.

Researcher. If Nimh is unable to recall a piece of lore, she probably knows where the information can be found.

Expertise (Deception, Medicine). Nimh adds double her proficiency bonus to skill checks she has expertise with.

Sneak attack (+2d6). Once per turn, Nimh can deal an extra 2d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Nimh can take a Dash, Dodge, Disengage, or Hide action.

Assassinate. Nimh has advantage on attack rolls against any creature that hasn't taken a turn in combat yet. Additionally, if she hits a surprised creature, it is counted as a critical hit.

ACTIONS

Scalpel. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d4 + 3) slashing damage.

WEAPONS, ARMOR & ITEMS

Scalpel, Surgical Tools, Leather Vest, Apron, Common Clothes

CONFIDENTIALITY

Skeggi Stonehammer was used to being the toughest man in the room. He was used to getting what he wanted, and putting anyone who tried to stop him in their place. Skeggi was tough enough to get out of any situation.

Right now, he wasn't going anywhere. Right now he was terrified. It was dark, and he couldn't move, and he was terrified. The restraints bit into his wrists and his back ached from the cold, hard surface beneath him.

Laid out like a corpse. He tried to silence the thought.

"Help!" he tried to shout, but only a croak emerged, startling a fly from his cheek.

He could make out metal glinting in what little light there was, and glass jars. He was glad he couldn't make out what they contained. His side and chest burned from the effort of twisting in his bonds; was he injured? He didn't remember, but something felt wrong *inside*. Something in the room was dripping...

A sudden light dazzled him. Silhouetted in the doorway, the figure looked almost angelic. As he adjusted to the light, he saw the horns and tail. *No, not an angel.*

"Hush now." Her voice was almost comforting, but her face was blank: an expressionless mask.

Reaching into her apron, she moved past him, out of his limited vision. He felt the sudden stab of the needle in his neck and a warm, spreading numbness.

Perhaps it would be alright. The fly was back, crawling around the corner of his smiling mouth as his vision faded into black. *Maybe everything was going to be alright...*

NIMH THE SURGEON (LEVEL 8)

Medium Humanoid (Tiefling), Lawful Evil

Class Rogue (lvl 8) **Armor Class** 15 (Leather)
Background Apothecary **Hit Points** 51 (8d8+8)
Occupation Surgeon **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	16 (+3)	13 (+1)	12 (+1)

Saving Throws Dexterity +7, Intelligence+6

Skills Deception +7, Insight +4, Medicine +9, Persuasion +7, Sleight of Hand +10, Stealth +7

Senses Darkvision 60ft, Passive Perception 11

Languages Common, Infernal, Thieves' Cant

Challenge 2 (450 XP)

Hellish Resistance. Nimh has resistance to fire.

Infernal Legacy. Nimh can cast the *Thaumaturgy* cantrip, *Hellish Rebuke* as a 2nd level spell, and the *Darkness* spell using Charisma as her spellcasting modifier.

Researcher. If Nimh is unable to recall a piece of lore, she probably knows where the information can be found.

Expertise (Deception, Medicine, Persuasion, Sleight of Hand). Nimh adds double her proficiency bonus to skill checks she has expertise with.

Sneak attack (+4d6). Once per turn, Nimh can deal an extra 4d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Nimh can take a Dash, Dodge, Disengage, or Hide action.

Assassinate. Nimh has advantage on attack rolls against any creature that hasn't taken a turn in combat yet. Additionally, if she hits a surprised creature, it is counted as a critical hit.

Uncanny Dodge. When Nimh is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Nimh is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

ACTIONS

Scalpel. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 7 (1d4 + 4) slashing damage.

WEAPONS, ARMOR & ITEMS

Scalpel, Surgical Tools, Leather Vest, Apron, Common Clothes

NIMH IN YOUR GAME

Nimh can be used as the culmination of rumors and threat built up over many sessions. She is not much of a physical threat, but her psychological threat should provide a good climax to an investigatory or intrigue adventure. An injured party member directed towards her services and table may not experience the healing hands they'd hoped for.

Quest Hook. The party hear rumors of people going missing in the city. Upon further investigation, it turns out that many of them had last been seen in one particular alley, others had a criminal background with long term medical conditions, or recent injuries.

NIMH THE SURGEON (LEVEL 12)

Medium Humanoid (Tiefling), Lawful Evil

Class Rogue (lvl 12) **Armor Class** 16 (Leather)
Background Apothecary **Hit Points** 75 (12d8+12)
Occupation Surgeon **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	12 (+1)	18 (+4)	13 (+1)	12 (+1)

Saving Throws Dexterity +9, Intelligence+8

Skills Deception +9, Insight +5, Medicine +12, Persuasion +9, Sleight of Hand +13, Stealth +9

Senses Darkvision 60ft, Passive Perception 11

Languages Common, Infernal, Thieves' Cant

Challenge 3 (700 XP)

Hellish Resistance. Nimh has resistance to fire.

Infernal Legacy. Nimh can cast the *Thaumaturgy* cantrip, *Hellish Rebuke* as a 2nd level spell, and the *Darkness* spell using Charisma as her spellcasting modifier.

Researcher. If Nimh is unable to recall a piece of lore, she probably knows where the information can be found.

Expertise (Deception, Medicine, Persuasion, Sleight of Hand).

Nimh adds double her proficiency bonus to skill checks she has expertise with.

Sneak attack (+6d6). Once per turn, Nimh can deal an extra 6d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Nimh can take a Dash, Dodge, Disengage, or Hide action.

Assassinate. Nimh has advantage on attack rolls against any creature that hasn't taken a turn in combat yet. Additionally, if she hits a surprised creature, it is counted as a critical hit.

Uncanny Dodge. When Nimh is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Nimh is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Infiltration Expertise. Nimh can spend seven days and 25gp to create a false identity for herself with established history and connections. She can't establish an identity that belongs to someone else. When disguised this way, people will believe her to be the new identity unless given reason not to.

Reliable Talent. When Nimh makes an ability check that lets her add her proficiency bonus she can treat a d20 roll of a 9 or lower as a 10.

ACTIONS

Scalpel. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 8 (1d4 + 5) slashing damage.

WEAPONS, ARMOR & ITEMS

Scalpel, Surgical Tools, Leather Vest, Apron, Common Clothes



NIMH THE SURGEON (LEVEL 16)

Medium Humanoid (Tiefling), Lawful Evil

Class Rogue (lvl 16) **Armor Class** 16 (Leather)
Background Apothecary **Hit Points** 99 (16d8+16)
Occupation Surgeon **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	12 (+1)	20 (+5)	13 (+1)	12 (+1)

Saving Throws Dexterity +10, Intelligence+10, Wisdom +6

Skills Deception +11, Insight +6, Medicine +15, Persuasion +11, Sleight of Hand +15, Stealth +10

Senses Darkvision 60ft, Passive Perception 11

Languages Common, Infernal, Thieves' Cant

Challenge 5 (1,800 XP)

Hellish Resistance. Nimh has resistance to fire.

Infernal Legacy. Nimh can cast the *Thaumaturgy* cantrip, *Hellish Rebuke* as a 2nd level spell, and the *Darkness* spell using Charisma as her spellcasting modifier.

Researcher. If Nimh is unable to recall a piece of lore, she probably knows where the information can be found.

Expertise (Deception, Medicine, Persuasion, Sleight of Hand). Nimh adds double her proficiency bonus to skill checks she has expertise with.

Sneak attack (+8d6). Once per turn, Nimh can deal an extra 8d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Nimh can take a Dash, Dodge, Disengage, or Hide action.

Assassinate. Nimh has advantage on attack rolls against any creature that hasn't taken a turn in combat yet. Additionally, if she hits a surprised creature, it is counted as a critical hit.

Uncanny Dodge. When Nimh is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Nimh is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Infiltration Expertise. Nimh can spend seven days and 25gp to create a false identity for herself with established history and connections. She can't establish an identity that belongs to someone else. When disguised this way, people will believe her to be the new identity unless given reason not to.

Reliable Talent. When Nimh makes an ability check that lets her add her proficiency bonus she can treat a d20 roll of a 9 or lower as a 10.

Impostor. Nimh can flawlessly mimic another person's speech, writing, and behavior if she spends at least three hours studying the person's speech, hand writing, and mannerisms. She has advantage on any Deception check made to avoid detection.

Blindsense. If Nimh is able to hear, she is aware of the location of any hidden or invisible creatures within 10 feet of her.

ACTIONS

Scalpel. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 8 (1d4 + 5) slashing damage.

WEAPONS, ARMOR & ITEMS

Scalpel, Surgical Tools, Leather Vest, Apron, Common Clothes

Subject notes 642

Have finally overcome the dwarf's natural resistance to toxins with batch 12. Results seem promising. State of torpor seemingly permanent. No reaction to extreme pain stimuli.

Subject notes 643

State of torpor overcome. Subject conscious but not lucid. Incapable of interaction. Constant screaming becoming a distraction and distressing other subjects.

NIMH THE SURGEON (LEVEL 20)

Medium Humanoid (Tiefling), Lawful Evil

Class Rogue (lvl 20) **Armor Class** 16 (Leather)
Background Apothecary **Hit Points** 123 (20d8+20)
Occupation Surgeon **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	12 (+1)	20 (+5)	13 (+1)	14 (+2)

Saving Throws Dexterity +11, Intelligence+11, Wisdom +7

Skills Deception +14, Insight +7, Medicine +17, Persuasion +14, Sleight of Hand +17, Stealth +11

Senses Darkvision 60ft, Passive Perception 11

Languages Common, Infernal, Thieves' Cant

Challenge 6 (2,300 XP)

Hellish Resistance. Nimh has resistance to fire.

Infernal Legacy. Nimh can cast the *Thaumaturgy* cantrip, *Hellish Rebuke* as a 2nd level spell, and the *Darkness* spell using Charisma as her spellcasting modifier.

Researcher. If Nimh is unable to recall a piece of lore, she probably knows where the information can be found.

Expertise (Deception, Medicine, Persuasion, Sleight of Hand).

Nimh adds double her proficiency bonus to skill checks she has expertise with.

Sneak attack (+10d6). Once per turn, Nimh can deal an extra 10d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Nimh can take a Dash, Dodge, Disengage, or Hide action.

Assassinate. Nimh has advantage on attack rolls against any creature that hasn't taken a turn in combat yet. Additionally, if she hits a surprised creature, it is counted as a critical hit.

Uncanny Dodge. When Nimh is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Nimh is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Infiltration Expertise. Nimh can spend seven days and 25gp to create a false identity for herself with established history and connections. She can't establish an identity that belongs to someone else. When disguised this way, people will believe her to be the new identity unless given reason not to.

Reliable Talent. When Nimh makes an ability check that lets her add her proficiency bonus she can treat a d20 roll of a 9 or lower as a 10.

Impostor. Nimh can flawlessly mimic another person's speech, writing, and behavior if she spends at least three hours studying the person's speech, hand writing, and mannerisms. She has advantage on any Deception check made to avoid detection.

Blindsense. If Nimh is able to hear, she is aware of the location of any hidden or invisible creatures within 10 feet of her.

Death Strike. When Nimh hits a surprised target, it must make a Constitution saving throw, DC 19, or take double damage from the attack.

Elusive. No attack roll can have advantage against Nimh unless she is incapacitated.

Stroke of Luck. If Nimh's attack misses a target within range, she can turn the miss into a hit. Alternatively, if she fails an ability check, she can treat the d20 roll as a 20. Once she uses this feature she cannot use it again until she finishes a short or long rest.

ACTIONS

Scalpel. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 8 (1d4 + 5) slashing damage.

WEAPONS, ARMOR & ITEMS

Scalpel, Surgical Tools, Leather Vest, Apron, Common Clothes

STANUS MILLRUN

Medium Humanoid (Human), Neutral Evil

Class Bard (lvl 1) **Armor Class** 13 (Leather)
Background Sailor **Hit Points** 10 (1d8+2)
Occupation Slaver **Speed** 30 ft.

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

Saving Throws Dexterity +4, Charisma +5

Skills Athletics +3, Deception +5, Perception +1, Persuasion +5, Stealth +4, Navigator's Tools, Water Vehicles

Senses Passive Perception 11

Languages Common, Orcish

Challenge 1/2 (100 XP)

Ship's Passage. Stanus can secure free passage on a ship for himself and his companions.

Spellcasting. Stanus uses Charisma as his spellcasting ability (Spell Save DC 13, +5 to hit with spell attacks). He may cast the following spells:

Cantrips: *Dancing Lights*, *Vicious Mockery*

1st level 2/day: *Bane*, *Cure Wounds*, *Faerie Fire*, *Hideous Laughter*

Bardic Inspiration (d6). Stanus can use his bonus action to give a creature within 60 ft. His Bardic Inspiration die. Once within the next 10 minutes the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. Stanus can use Bardic Inspiration 3 times per day, and regains expended uses after a long rest.

ACTIONS

Rapier. Melee Weapon
Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 2) piercing damage.

OVERVIEW

Stanus once had aspirations of being a famous musician, traveling from town to town, making people smile and laugh. It didn't take long for the cruel reality of life to take advantage of a young and naive Stanus. Discovering that bards just starting out are not unquestioningly invited to play at court to those of quality, he resorted to playing for coppers in disgusting taverns and outside inns. He didn't even make enough to rent a room, and often slept in dirty alleyways and under eaves. Despite his poor lodgings, he maintained his dignity with fine clothes and a fantastic hat.

Late one night, he was playing his lute outside of a tavern in the dim lamp light. His hat, with a handful of coppers and a few silvers, was upturned on a stool in front of him. Unbeknownst to him, he had attracted the attention of a few ruffians who falsely assumed that such a well-dressed fellow would have more than a his fair share of coins and other valuables. They waited until the streets were fairly clear before making their move.

One of the three ruffians approached casually, bobbing his head

to the music before dropping a copper into the hat. Stanus bowed his head to him as he continued to play. That's when the other two ruffians snuck up from either side. He was grabbed and pushed up against the tavern wall. One ruffian quickly grabbed the hat and ran. The other two began to turn out his pockets. He struggled until a swift punch to the stomach doubled him over. One of them ripped the lute from his hands, breaking the shoulder strap. The other one found his coin purse, "Where is the rest?!" He demanded. Another punch to the stomach.

At that moment, a tall figure opened the tavern door and staggered out. He looked over at the three of them and said, "Let him go." The ruffians chuckled. The figure stepped closer, Stanus looked up to see a dapper sailor with tanned skin and long dark hair. "He may not be the best musician, but what he lacks in talent he makes up for in determination."

The ruffian who had taken the lute approached, intending to use it as a club. Without a second thought, the man drew a pistol concealed under his jacket and fired, killing him. The other thief began to run, so the man drew another pistol, took aim, and fired. He fell with a grunt. The stranger looked down at Stanus, "Care to join me for an ale?" Stanus was shocked and surprised. He had no idea who he had just met, or how this man would change his life, and his views, forever.

PERSONALITY TRAITS

"I'll be there." His friends know he's reliable and can count on him no matter what. He doesn't talk much, but when he does, most people listen.

IDEALS

"Enough wealth can set any man free." Gold and platinum are the key to a better life. He means to one day buy or steal a ship and chart his own destiny.

BONDS

"I'm loyal to the Captain first, everything else second." He and Bram (p.132) have been friends for over a decade.

FLAWS

"Have you tried saying 'no' to that man? Let me know how it turns out for you." He will follow orders even if he thinks they're wrong. He doesn't have the confidence to stand up to Bram on any major matters for fear of how he might react.

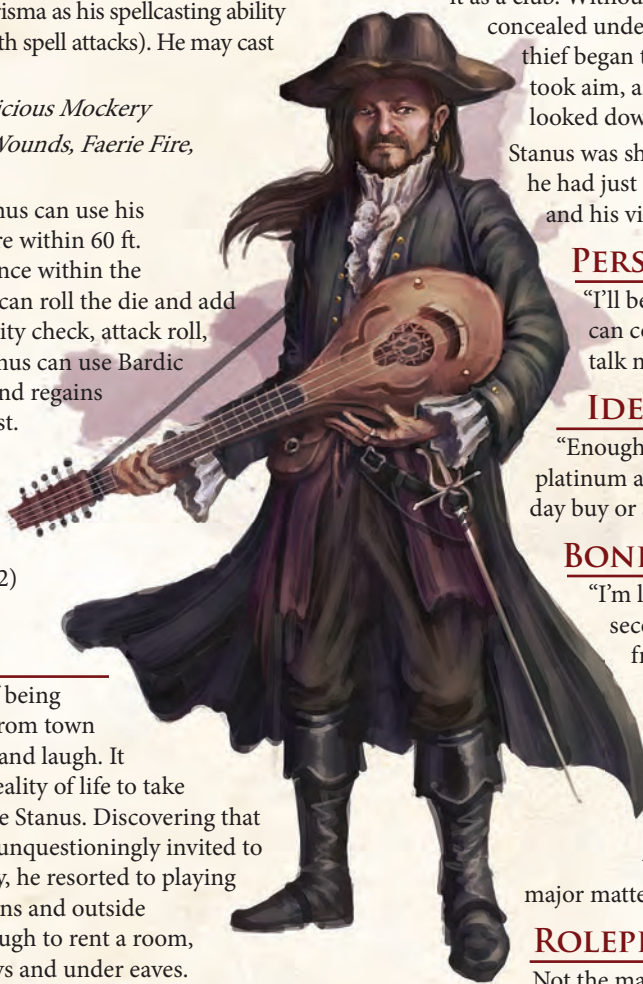
ROLEPLAYING STANUS

Not the man he once was, Stanus' good nature has all but been forgotten, snuffed out by the corruption of his surroundings and associates. Not unduly cruel, but far from kind, he does what he needs to get by, and doesn't much care who he hurts.

"No I don't know that song, stop asking!"

WEAPONS, ARMOR & ITEMS

Rapier, Leather Armor, Large Net, Fine Hat, Sailor's Clothes, 5gp, 15sp, *Potion of Spell Rejuvenation*



STANUS MILLRUN (LEVEL 4)

Medium Humanoid (Human), Neutral Evil

Class Bard (lvl 4) **Armor Class** 13 (Leather)
Background Sailor **Hit Points** 30 (4d8+8)
Occupation Slaver **Speed** 30 ft.

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

Saving Throws Dexterity +4, Charisma +6

Skills Athletics +3, Deception +8, Perception +1, Persuasion +8, Stealth +4, Navigator's Tools, Water Vehicles

Senses Passive Perception 11

Languages Common, Orcish

Challenge 1 (200 XP)

Ship's Passage. Stanus can secure free passage on a ship for himself and his companions.

Spellcasting. Stanus uses Charisma as his spellcasting ability (Spell Save DC 14, +6 to hit with spell attacks). He may cast the following spells:

Cantrips: *Dancing Lights, Minor Illusion, Vicious Mockery*

1st level 2/day: *Bane, Cure Wounds, Faerie Fire, Hideous Laughter*

2nd level 3/day: *Cloud of Daggers, Crown of Madness, Hold Person*

Bardic Inspiration (d6). Stanus can use his bonus action to give a creature within 60 ft. his Bardic Inspiration die. Once within the next 10 minutes the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. Stanus can use Bardic Inspiration 4 times per day, and regains expended uses after a long rest.

Jack of all Trades. Stanus can add half his proficiency bonus, rounded down, to any ability check he makes that doesn't already include his proficiency bonus.

Song of Rest (d6). During a short rest, when Stanus or any friendly creature who can hear him regains HP by spending hit dice, Stanus can use his Song of Rest to allow each creature to regain an additional 1d6 HP.

College of Valor. Stanus gains proficiency with martial weapons, medium armor, and shields.

Expertise (Deception, Persuasion). Stanus adds double his proficiency bonus to skill checks he has expertise with.

Combat Inspiration. A creature given Bardic Inspiration die by Stanus can use it on a weapon damage roll. Alternatively, if the creature is targeted by an attack roll, it can use its reaction to add the Bardic Inspiration die to its AC against it.

ACTIONS

Rapier. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 2) piercing damage.

WEAPONS, ARMOR & ITEMS

Rapier, Leather Armor, Large Net, Fine Hat, Sailor's Clothes, 5gp, 25sp, *Potion of Spell Rejuvenation*

BALANCING THE BOOKS

Stanus barely even registered the choked and muffled screams as his quill scratched and scraped at the parchment. Once he had been shocked, but that was many years ago. Now, if he had any feeling about it at all, it was that he wished they would keep it down.

The rhythm was established now. From the beginning of the return voyage, he and Bram would nudge and wheedle at any rivalries and fractures in the crew, of which there were invariably many amongst the coarse and violent men such work attracted. Fights would start breaking out, perhaps even a few 'regrettable' deaths, the perpetrators of which would be punished in kind.

On occasion, Stanus would play to mask the noise of the first few killings to prevent a panic. The handful of remaining crew was panicking now, so here was Stanus, locked in his cabin, working on the lists, squinting in the light of the single, guttering candle.

Twenty. Twenty was unnecessary, really, he thought while scratching off names to be instantly forgotten. *Just makes things take longer to finish off. Clean-up will be a bother too.* Stanus' quill paused for several moments as he weighed up the cost and return of future crews; he was a man who considered the margins. *Sixteen or seventeen should be adequate,* and his quill moved from the ledger to a stray piece of parchment, a note to remind himself to mention it to the captain.

There was a sudden clamoring at his door—the banging and scratching of a desperate man. Stanus' cutlass was nearby, but he'd rather not have to end up using it. If he got blood on the ledger, he'd need to start again, and he was tired as it was. The noise built to a crescendo and was suddenly cut off with a splintering of wood. Stanus would need to get that door repaired; Bram never considered the details, the financial implications. Still, if the fighting had progressed to Stanus' door, then it must be nearly done.

"How many?" he called out, without glancing from his work.

"Just one." The solid wood of the door, despite its recent cosmetic damage, muted the captain's usual gruff and commanding tone. "Holed himself up in the bilge like the rat he is. Reckon one little squall and we'll take on enough water that the poor wretch is like to drown." Stanus could hear the glee in his voice. "Nasty way to go."

It'd be easier just to run him through and be done with it, thought Stanus, but it was easier not to argue now. Not on such a trivial matter.

"Fine," he said, continuing to scribble, "but I'm not cleaning it up."

STANUS MILLRUN (LEVEL 8)

Medium Humanoid (Human), Neutral Evil

Class Bard (lvl 8) **Armor Class** 13 (Leather)
Background Sailor **Hit Points** 59 (8d8+16)
Occupation Slaver **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	11 (+0)	9 (-1)	20 (+5)

Saving Throws Dexterity +5, Charisma +8

Skills Athletics +4, Deception +11, Perception +2, Persuasion +11, Stealth +5, Navigator's Tools, Water Vehicles

Senses Passive Perception 12

Languages Common, Orcish

Challenge 2 (450 XP)

Ship's Passage. Stanus can secure free passage on a ship for himself and his companions.

Spellcasting. Stanus uses Charisma as his spellcasting ability (Spell Save DC 16, +8 to hit with spell attacks). He may cast the following spells:

Cantrips: *Dancing Lights, Minor Illusion, Vicious Mockery*

1st level 2/day: *Bane, Cure Wounds, Faerie Fire, Hideous Laughter*

2nd level 3/day: *Cloud of Daggers, Crown of Madness, Hold Person*

3rd level 3/day: *Fear, Hypnotic Pattern*

4th level 2/day: *Confusion, Freedom of Movement*

Bardic Inspiration (d8). Stanus can use his bonus action to give a creature within 60 ft. his Bardic Inspiration die. Once within the next 10 minutes the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. Stanus can use Bardic Inspiration 5 times per day, and regains expended uses after a long rest.

Jack of all Trades. Stanus can add half his proficiency bonus, rounded down, to any ability check he makes that doesn't already include his proficiency bonus.

Song of Rest (d6). During a short rest, when Stanus or any friendly creature who can hear him regains HP by spending hit dice, Stanus can use his Song of Rest to allow each creature to regain an additional 1d6 HP.

College of Valor. Stanus gains proficiency with martial weapons, medium armor, and shields.

Expertise (Deception, Persuasion). Stanus adds double his proficiency bonus to skill checks he has expertise with.

Combat Inspiration. A creature given Bardic Inspiration die by Stanus can use it on a weapon damage roll. Alternatively, if the creature is targeted by an attack roll, it can use its reaction to add the Bardic Inspiration die to its AC against it.

Font of Inspiration. Stanus regains all uses of his Bardic Inspiration ability when he finishes a long or short rest.

Countercharm. As an action, Stanus can start a performance that lasts until his next turn. During that time, he and any friendly creature within 30 feet of him have advantage on saving throws against being frightened or charmed.

ACTIONS

Extra Attack. Stanus can attack twice with each Attack action.

Rapier. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 2) piercing damage.

WEAPONS, ARMOR & ITEMS

Rapier, Leather Armor, Large Net, Fine Hat, Sailor's Clothes, 15gp, 25sp, *Potion of Spell Rejuvenation*

STANUS IN YOUR GAME

It is unlikely Stanus will be encountered far from Bram. He is cordial, often entertaining people with his songs, but is personally cold and distant, and is deliberately unlikely to get attached to any party members. Upon investigation, it seems Stanus doesn't even have any attachment to his own crew.

Quest Hook. Stanus is tired of chafing under Bram's borderline psychopathic yoke, and has decided a change of leadership may be on the cards. Do the party back his cold detachment, or Bram's violent predictability?

STANUS MILLRUN (LEVEL 12)

Medium Humanoid (Human), Neutral Evil

Class Bard (lvl 12) **Armor Class** 13 (Leather)
Background Sailor **Hit Points** 77 (12d8+24)
Occupation Slaver **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	11 (+0)	10 (+0)	20 (+5)

Saving Throws Dexterity +7, Charisma +9

Skills Athletics +5, Deception +13, Perception +8, Persuasion +13, Stealth +11, Navigator's Tools, Water Vehicles

Senses Passive Perception 18

Languages Common, Orcish

Challenge 3 (700 XP)

Ship's Passage. Stanus can secure free passage on a ship for himself and his companions.

Spellcasting. Stanus uses Charisma as his spellcasting ability (Spell Save DC 17, +9 to hit with spell attacks). He may cast the following spells:

Cantrips: *Blade Ward, Dancing Lights, Minor Illusion, Vicious Mockery*

1st level 2/day: *Bane, Cure Wounds, Faerie Fire, Hideous Laughter*

2nd level 3/day: *Cloud of Daggers, Crown of Madness, Hold Person*

3rd level 3/day: *Fear, Hypnotic Pattern*

4th level 2/day: *Confusion, Freedom of Movement*

5th level 2/day: *Dominate Person, Blade Barrier*

6th level 1/day: *Mass Suggestion, Chain Lightning*

Bardic Inspiration (d10). Stanus can use his bonus action to give a creature within 60 ft. his Bardic Inspiration die. Once within the next 10 minutes the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. Stanus can use Bardic Inspiration 5 times per day, and regains expended uses after a long rest.

Jack of all Trades. Stanus can add half his proficiency bonus, rounded down, to any ability check he makes that doesn't already include his proficiency bonus.

Song of Rest (d8). During a short rest, when Stanus or any friendly creature who can hear him regains HP by spending hit dice, Stanus can use his Song of Rest to allow each creature to regain an additional 1d8 HP.

College of Valor. Stanus gains proficiency with martial weapons, medium armor, and shields.

Expertise (Athletics, Deception, Persuasion, Stealth). Stanus adds double his proficiency bonus to skill checks he has expertise with.

Combat Inspiration. A creature given Bardic Inspiration die by Stanus can use it on a weapon damage roll. Alternatively, if the creature is targeted by an attack roll, it can use its reaction to add the Bardic Inspiration die to its AC against it.

Font of Inspiration. Stanus regains all uses of his Bardic Inspiration ability when he finishes a long or short rest.

Countercharm. As an action, Stanus can start a performance that lasts until his next turn. During that time, he and any friendly creature within 30 feet of him have advantage on saving throws against being frightened or charmed.

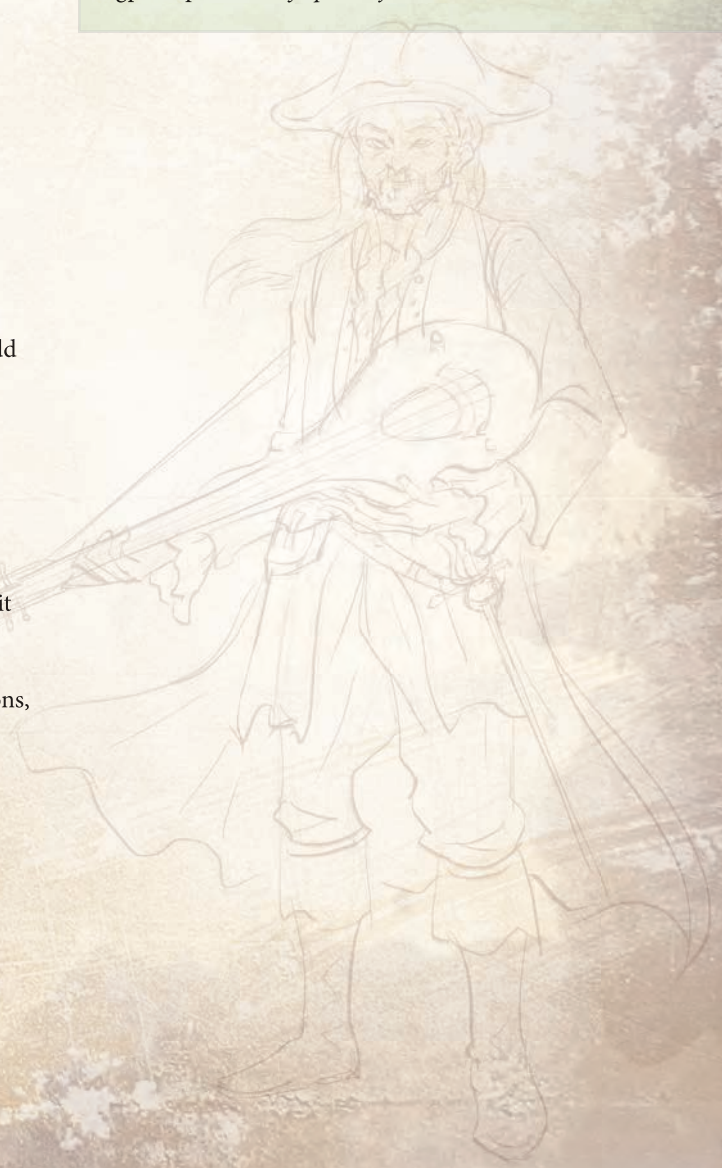
ACTIONS

Extra Attack. Stanus can attack twice with each Attack action.

Rapier. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 3) piercing damage.

WEAPONS, ARMOR & ITEMS

Rapier, Leather Armor, Large Net, Fine Hat, Sailor's Clothes, 35gp, 60sp, *Potion of Spell Rejuvenation*



STANUS MILLRUN (LEVEL 16)

Medium Humanoid (Human), Neutral Evil

Class Bard (lvl 16) **Armor Class** 14 (Leather)
Background Sailor **Hit Points** 131 (16d8+48)
Occupation Slaver **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	16 (+3)	11 (+0)	10 (+0)	20 (+5)

Saving Throws Dexterity +8, Charisma +10

Skills Athletics +6, Deception +15, Perception +10, Persuasion +15, Stealth +12, Navigator's Tools, Water Vehicles

Senses Passive Perception 20

Languages Common, Orcish

Challenge 5 (1,800 XP)

Ship's Passage. Stanus can secure free passage on a ship for himself and his companions.

Spellcasting. Stanus uses Charisma as his spellcasting ability (Spell Save DC 18, +10 to hit with spell attacks). He may cast the following spells:

Cantrips: *Blade Ward, Dancing Lights, Minor Illusion, Vicious Mockery*

1st level 2/day: *Bane, Cure Wounds, Faerie Fire, Hideous Laughter*

2nd level 3/day: *Cloud of Daggers, Crown of Madness, Hold Person*

3rd level 3/day: *Fear, Hypnotic Pattern*

4th level 3/day: *Confusion, Freedom of Movement*

5th level 3/day: *Blade Barrier, Dominate Person*

6th level 2/day: *Chain Lightning, Mass Suggestion*

7th level 2/day: *Fire Storm, Teleport*

8th level 1/day: *Dominate Monster, Finger of Death*

Bardic Inspiration (d12). Stanus can use his bonus action to give a creature within 60 ft. his Bardic Inspiration die. Once within the next 10 minutes the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. Stanus can use Bardic Inspiration 5 times per day, and regains expended uses after a long rest.

Jack of all Trades. Stanus can add half his proficiency bonus, rounded down, to any ability check he makes that doesn't already include his proficiency bonus.

Song of Rest (d10). During a short rest, when Stanus or any friendly creature who can hear him regains HP by spending hit dice, Stanus can use his Song of Rest to allow each creature to regain an additional 1d10 HP.

College of Valor. Stanus gains proficiency with martial weapons, medium armor, and shields.

Expertise (Athletics, Deception, Persuasion, Stealth). Stanus adds double his proficiency bonus to skill checks he has expertise with.

Combat Inspiration. A creature given Bardic Inspiration die by Stanus can use it on a weapon damage roll. Alternatively, if the creature is targeted by an attack roll, it can use its reaction to add the Bardic Inspiration die to its AC against it.

Font of Inspiration. Stanus regains all uses of his Bardic Inspiration ability when he finishes a long or short rest.

Countercharm. As an action, Stanus can start a performance that lasts until his next turn. During that time, he and any friendly creature within 30 feet of him have advantage on saving throws against being frightened or charmed.

Battle Magic. When Stanus casts a bard spell using his action, he may make one weapon attack as a bonus action.

ACTIONS

Extra Attack. Stanus can attack twice with each Attack action.

Rapier. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 3) piercing damage.

WEAPONS, ARMOR & ITEMS

Rapier, Leather Armor, Large Net, Fine Hat, Sailor's Clothes, 75gp, 150sp, *Potion of Spell Rejuvenation*

STANUS MILLRUN (LEVEL 20)

Medium Humanoid (Human), Neutral Evil

Class Bard (lvl 20) **Armor Class** 14 (Leather)
Background Sailor **Hit Points** 183 (20d8+80)
Occupation Slaver **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	18 (+4)	11 (+0)	10 (+0)	20 (+5)

Saving Throws Dexterity +9, Charisma +11

Skills Athletics +7, Deception +17, Perception +12, Persuasion +17, Stealth +13, Navigator's Tools, Water Vehicles

Senses Passive Perception 22

Languages Common, Orcish

Challenge 7 (2,900 XP)

Ship's Passage. Stanus can secure free passage on a ship for himself and his companions.

Spellcasting. Stanus uses Charisma as his spellcasting ability (Spell Save DC 19, +11 to hit with spell attacks). He may cast the following spells:

Cantrips: *Blade Ward, Dancing Lights, Minor Illusion, Vicious Mockery*

1st level 2/day: *Bane, Cure Wounds, Faerie Fire, Hideous Laughter*

2nd level 3/day: *Cloud of Daggers, Crown of Madness, Hold Person*

3rd level 3/day: *Fear, Hypnotic Pattern*

4th level 3/day: *Confusion, Freedom of Movement*

5th level 3/day: *Blade Barrier, Dominate Person, Hold Monster*

6th level 2/day: *Chain Lightning, Mass Suggestion*

7th level 2/day: *Fire Storm, Teleport*

8th level 1/day: *Dominate Monster, Finger of Death*

9th level 1/day: *Power Word Kill, Time Stop*

Bardic Inspiration (d12). Stanus can use his bonus action to give a creature within 60 ft. his Bardic Inspiration die. Once within the next 10 minutes the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. Stanus can use Bardic Inspiration 5 times per day, and regains expended uses after a long rest.

Jack of all Trades. Stanus can add half his proficiency bonus, rounded down, to any ability check he makes that doesn't already include his proficiency bonus.

Song of Rest (d12). During a short rest, when Stanus or any friendly creature who can hear him regains HP by spending hit dice, Stanus can use his Song of Rest to allow each creature to regain an additional 1d12 HP.

College of Valor. Stanus gains proficiency with martial weapons, medium armor, and shields.

Expertise (Athletics, Deception, Persuasion, Stealth). Stanus adds double his proficiency bonus to skill checks he has expertise with.

Combat Inspiration. A creature given Bardic Inspiration die by Stanus can use it on a weapon damage roll. Alternatively, if the creature is targeted by an attack roll, it can use its reaction to add the Bardic Inspiration die to its AC against it.

Font of Inspiration. Stanus regains all uses of his Bardic Inspiration ability when he finishes a long or short rest.

Countercharm. As an action, Stanus can start a performance that lasts until his next turn. During that time, he and any friendly creature within 30 feet of him have advantage on saving throws against being frightened or charmed.

Battle Magic. When Stanus casts a bard spell using his action, he may make one weapon attack as a bonus action.

Superior Inspiration. When Stanus rolls initiative, if he has no uses of Bardic Inspiration left, he regains one use.

ACTIONS

Extra Attack. Stanus can attack twice with each Attack action.

Rapier. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 3) piercing damage.

WEAPONS, ARMOR & ITEMS

Rapier, Leather Armor, Large Net, Fine Hat, Sailor's Clothes, 120gp, 210sp, *Potion of Spell Rejuvenation*

TALIM NEZARA

Medium Humanoid (Human), Neutral Evil

Class Rogue (lvl 1) **Armor Class** 9
Background Assassin **Hit Points** 8 (1d8+0)
Occupation Thief **Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	7 (-2)	10 (+0)	14 (+2)	15 (+2)	16 (+3)

Saving Throws Dexterity +0, Intelligence +4

Skills Deception +7, Insight +5, Perception +6, Performance +5, Persuasion +7, Sleight of Hand +0, Dice, Thieves' Tools

Senses Dark Vision 60ft., Passive Perception 14

Languages Common, Dwarvish, Thieves' Cant

Challenge 1/8 (25 XP)

Criminal Contact. Talim has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Deception and Persuasion). Talim adds double his proficiency bonus to skill checks he has expertise with.

Sneak Attack (+1d6). Once per turn, Talim can deal an extra 1d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

ACTIONS

Quarterstaff. Melee Weapon Attack (Versatile): +1 to hit, reach 5 ft., one creature. Hit: 3/4 (1d6 / 1d8 - 1) bludgeoning damage.

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

OVERVIEW

Talim used to be one of the finest assassins available for hire. He and his partner Yrla (*p.186*) enjoyed a level of success and luxury rare for someone in their line of work. That life is behind him now; your partner's crossbow bolt to the spine tends to do that to a person.

A wreck of his former self, 50 years of brooding has made Talim a twisted thing—in body and mind. Relying on a cane to hobble around on his one good leg, he can no longer ply his trade as an assassin, and has been forced down to the lower echelons of the criminal world, work he sees as below his considerable talents; burglary.

It is common amongst civilised people to take pity on beggars and travelers; to invite them into your home, give them a hot meal and a warm bed for the night. Much to his chagrin, Talim makes a convincing beggar. Once inside, he will note the layout

of the house and the location of any valuables, and scratch this information in Thieves' Cant nearby, in exchange for a share of the loot. Once the populous becomes suspicious, Talim cuts his losses and moves on to the next town.

PERSONALITY TRAITS

"What I do is risky, but I'd rather be knifed in a mark's house than cough myself to death in some back-alley." Risk and danger make Talim feel alive; they're the only vestiges of his old life he has left. He'll occasionally show almost suicidal recklessness, but is ultimately more scared of dying than he is hateful of living.

IDEALS

"If I can't be at the top, I can at least bring everyone else to the bottom." Talim's dreams have been shattered; it is only fair that no-one else should get to achieve theirs. He finds amusement in sabotaging the efforts of others, or belittling their achievements should they succeed.

BONDS

"I'd love to get even with Yrla Silverhand, but I'm no fool; she'd get me right between the eyes this time." Talim longs for a day when he can gloat over Yrla's battered corpse. If he had a gang of his own, or anyone he was in control of, he knows just where he'd send them.

FLAWS

"I would kill every last whoreson in this town if I thought it would get me my legs back." Any relationship Talim has built up in the last 50 years is truly meaningless to him and he would cut them dead in a second if someone offered him a cure.

ROLEPLAYING TALIM

Talim is proud and bitter; inwardly he chafes at the hard life he has dealt him and is quick to remind his cohorts that he used to be someone in this world. A constant, seething resentments bubbles under the surface, particularly towards those in whom he can see glimpses of his youth.

He refuses to take responsibility for any of his misfortune or shortcomings and will always find some way of justifying to himself that it was someone else's fault; either through incompetence, vindictiveness or jealousy.

Talim knows he'd easily be outmatched in most combat situations, but will try to play the poor beggar long enough to get a knife at someone's throat and bargain an escape.

"Old couple live here. Savings in bookcase. Trusting."

WEAPONS, ARMOR & ITEMS

Quarterstaff, Tattered Clothes, *Talim's Blade*



TALIM NEZARA (LEVEL 4)

Medium Humanoid (Human), Neutral Evil

Class Rogue (lvl 4) **Armor Class** 9
Background Assassin **Hit Points** 23 (4d8+0)
Occupation Thief **Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	7 (-2)	10 (+0)	14 (+2)	17 (+3)	16 (+3)

Saving Throws Dexterity +0, Intelligence +4

Skills Deception +7, Insight +6, Perception +7, Performance +5, Persuasion +7, Sleight of Hand +0, Dice, Thieves' Tools

Senses Dark Vision 60ft., Passive Perception 15

Languages Common, Dwarvish, Thieves' Cant

Challenge 1/4 (50 XP)

Criminal Contact. Talim has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Deception and Persuasion). Talim adds double his proficiency bonus to skill checks he has expertise with.

Sneak Attack (+2d6). Once per turn, Talim can deal an extra 2d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. Talim can take a bonus action on each of his turns during combat. He can use this action to Dash, Disengage, or Hide.

Assassinate. Talim has advantage on attack rolls on any creature that hasn't taken a turn in combat yet. In addition any hit he scores against a creature that is surprised is a critical hit.

ACTIONS

Quarterstaff. Melee Weapon Attack (Versatile): +1 to hit, reach 5 ft., one creature. Hit: 3 / 4 (1d6 / 1d8 - 1) bludgeoning damage.

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

WEAPONS, ARMOR & ITEMS

Quarterstaff, Tattered Clothes, *Talim's Blade*

PROSECUTION

As he often did, Talim ran his thumb across the point at the end of his staff. The ugly chunk of metal that had ended his life: Yrla's bolt. His hands, which had been so strong, so quick, were worn, leathered, *old*. He felt old, and tired, and done.

Yrla.

He remembered the night. It was a cold that bit into your bones, and there was a light dust of snow on the streets. Their tracks would have given them away, so they'd escaped through the sewers. Talim didn't even remember now who they'd been sent to kill. Some gang leader, he thought, or maybe a watch officer.

Yrla had been acting strange all day. Still a professional, still deadly, but strange. Perhaps she'd been offered the same deal he had by their employer. He'd refused of course, but he couldn't deny the extra coin was tempting.

He was first up the ladder onto the street. Looking around, hand on the hilt of his dagger, he saw the figure first, hooded, at the corner of the next street. Then he heard the click of the bolt sliding into place.

She'd taken the deal.

Yrla was fast, but Talim had always been faster. The dagger flashed, moonlight illuminating the faces in the hilt. Her face and his. Her blood on the snow. His panic as he fled.

He remembered the breath suddenly driven from his body, fogging the air. He remembered falling forwards as he ran, as if he had simply tripped. He remembered the cold, hard ground coming up to meet him. And he remembered nothing more.

Talim coughed and spat. He still felt old, but the memory had revitalised him; the years of anger had fuelled him. It was a cold night. The kind of cold that bit into your bones. A snowflake drifted and settled on a weathered knuckle.

Time to pay a visit to an old friend.

TALIM NEZARA (LEVEL 8)

Medium Humanoid (Human), Neutral Evil

Class Rogue (lvl 8) **Armor Class** 9
Background Assassin **Hit Points** 43 (8d8+0)
Occupation Thief **Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	7 (-2)	10 (+0)	14 (+2)	19 (+4)	16 (+3)

Saving Throws Dexterity +1, Intelligence +5

Skills Deception +9, Insight +10, Perception +7, Performance +6, Persuasion +9, Sleight of Hand +4, Dice, Thieves' Tools

Senses Dark Vision 60ft., Passive Perception 17

Languages Common, Dwarvish, Thieves' Cant

Challenge 1/2 (100 XP)

Criminal Contact. Talim has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Deception, Insight, Persuasion, Sleight of Hand).

Talim adds double his proficiency bonus to skill checks he has expertise with.

Sneak Attack (+4d6). Once per turn, Talim can deal an extra 4d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. Talim can take a bonus action on each of his turns during combat. He can use this action to Dash, Disengage, or Hide.

Assassinate. Talim has advantage on attack rolls on any creature that hasn't taken a turn in combat yet. In addition any hit he scores against a creature that is surprised is a critical hit.

Uncanny Dodge. When Talim is hit with an attack from an attacker that he can see, he can use his reaction to halve the attack's damage.

Evasion. When Talim is subjected to an effect that allows him to make a Dexterity saving throw to only take half damage, he takes no damage on a successful saving throw and half damage on a failed one.

ACTIONS

Quarterstaff. Melee Weapon Attack (Versatile): +2 to hit, reach 5 ft., one creature. Hit: 3/ 4 (1d6 / 1d8 - 1) bludgeoning damage.

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

WEAPONS, ARMOR & ITEMS

Quarterstaff, Tattered Clothes, *Talim's Blade*

TALIM IN YOUR GAME

Talim could make an appearance as a beggar at the door of the party's home base, afterwards marking it for an extremely well-armed and organized break-in the following night (assuming they have a stock of valuables which would be worth the risk). Does the party connect these two events? How does the party deal with an evil character who is at a complete physical disadvantage?

Quest Hook. Talim feels that his end is near, and he is determined to go out in a blaze of glory. As much as it disgusts him, he requires the help of an able-bodied party to assault The Silverhand's base of operations and settle his 50-year grudge.

TALIM NEZARA (LEVEL 12)

Medium Humanoid (Human), Neutral Evil

Class Rogue (lvl 12) **Armor Class** 9
Background Assassin **Hit Points** 63 (12d8+0)
Occupation Thief **Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	7 (-2)	10 (+0)	14 (+2)	19 (+4)	20 (+5)

Saving Throws Dexterity +2, Intelligence +6

Skills Deception +13, Insight +12, Perception +8, Performance +9, Persuasion +13, Sleight of Hand +6, Dice, Thieves' Tools

Senses Dark Vision 60ft., Passive Perception 18

Languages Common, Dwarvish, Thieves' Cant

Challenge 1 (200 XP)

Criminal Contact. Talim has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Deception, Insight, Persuasion, Sleight of Hand).

Talim adds double his proficiency bonus to skill checks he has expertise with.

Sneak Attack (+6d6). Once per turn, Talim can deal an extra 6d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. Talim can take a bonus action on each of his turns during combat. He can use this action to Dash, Disengage, or Hide.

Assassinate. Talim has advantage on attack rolls against any creature that hasn't taken a turn in combat yet. Additionally, if he hits a surprised creature, it is counted as a critical hit.

Uncanny Dodge. When Talim is hit with an attack from an attacker that he can see, he can use his reaction to halve the attack's damage.

Evasion. When Talim is subjected to an effect that allows him to make a Dexterity saving throw to only take half damage, he takes no damage on a successful saving throw and half damage on a failed one.

Infiltration Expertise. Talim can spend seven days and 25gp to create a false identity for himself with established history and connections. He can't establish an identity that belongs to someone else. When disguised this way, people will believe him to be the new identity unless given reason not to.

Reliable Talent. Whenever Talim makes an ability check that lets him add his proficiency bonus, he can treat a d20 roll of 9 or lower as a 10.

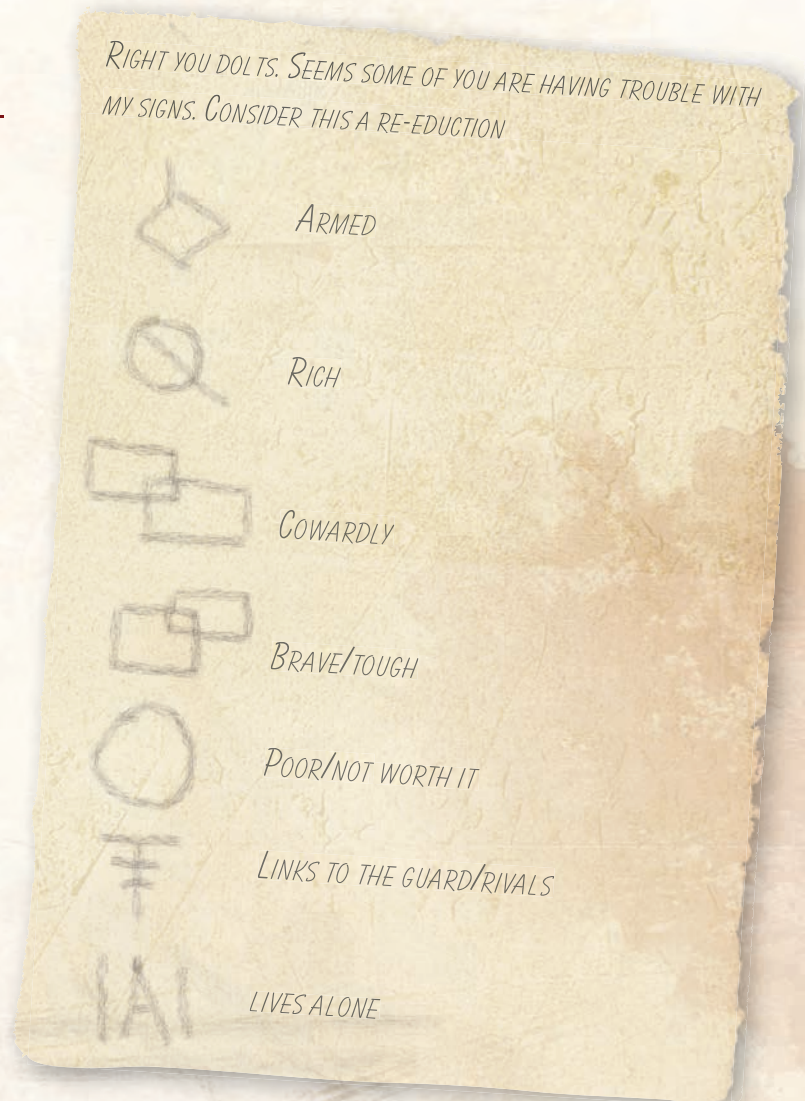
ACTIONS

Quarterstaff. Melee Weapon Attack (Versatile): +3 to hit, reach 5 ft., one creature. Hit: 3 / 4 (1d6 / 1d8 - 1) bludgeoning damage.

Dagger. Melee Weapon Attack: +3 to hit, reach 5ft, one creature. Hit 2 (1d4 -1) piercing damage

WEAPONS, ARMOR & ITEMS

Quarterstaff, Tattered Clothes, *Talim's Blade*



TALIM NEZARA (LEVEL 16)

Medium Humanoid (Human), Neutral Evil

Class Rogue (lvl 16) **Armor Class** 9
Background Assassin **Hit Points** 83 (16d8+0)
Occupation Thief **Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	7 (-2)	10 (+0)	14 (+2)	20 (+5)	20 (+5)

Saving Throws Dexterity +3, Intelligence +7, Wisdom +10

Skills Deception +15, Insight +15, Perception +10, Performance +9, Persuasion +15, Sleight of Hand +8, Dice, Thieves' Tools

Senses Dark Vision 60ft., Passive Perception 20

Languages Common, Dwarvish, Thieves' Cant

Challenge 2 (450 XP)

Criminal Contact. Talim has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Deception, Insight, Persuasion, Sleight of Hand).

Talim adds double his proficiency bonus to skill checks he has expertise with.

Sneak Attack (+8d6). Once per turn, Talim can deal an extra 8d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. Talim can take a bonus action on each of his turns during combat. He can use this action to Dash, Disengage, or Hide.

Assassinate. Talim has advantage on attack rolls against any creature that hasn't taken a turn in combat yet. Additionally, if he hits a surprised creature, it is counted as a critical hit.

Uncanny Dodge. When Talim is hit with an attack from an attacker that he can see, he can use his reaction to halve the attack's damage.

Evasion. When Talim is subjected to an effect that allows him to make a Dexterity saving throw to only take half damage, he takes no damage on a successful saving throw and half damage on a failed one.

Infiltration Expertise. Talim can spend seven days and 25gp to create a false identity for himself with established history and connections. He can't establish an identity that belongs to someone else. When disguised this way, people will believe him to be the new identity unless given reason not to.

Reliable Talent. Whenever Talim makes an ability check that lets him add his proficiency bonus, he can treat a d20 roll of 9 or lower as a 10.

Impostor. Talim can flawlessly mimic another person's speech, writing, and behavior if he spends at least three hours studying the person's speech, hand writing, and mannerisms. He has advantage on any Deception check made to avoid detection.

Blindsense. If Talim is able to hear, he is aware of the location of any hidden or invisible creature within 10 ft. of him.

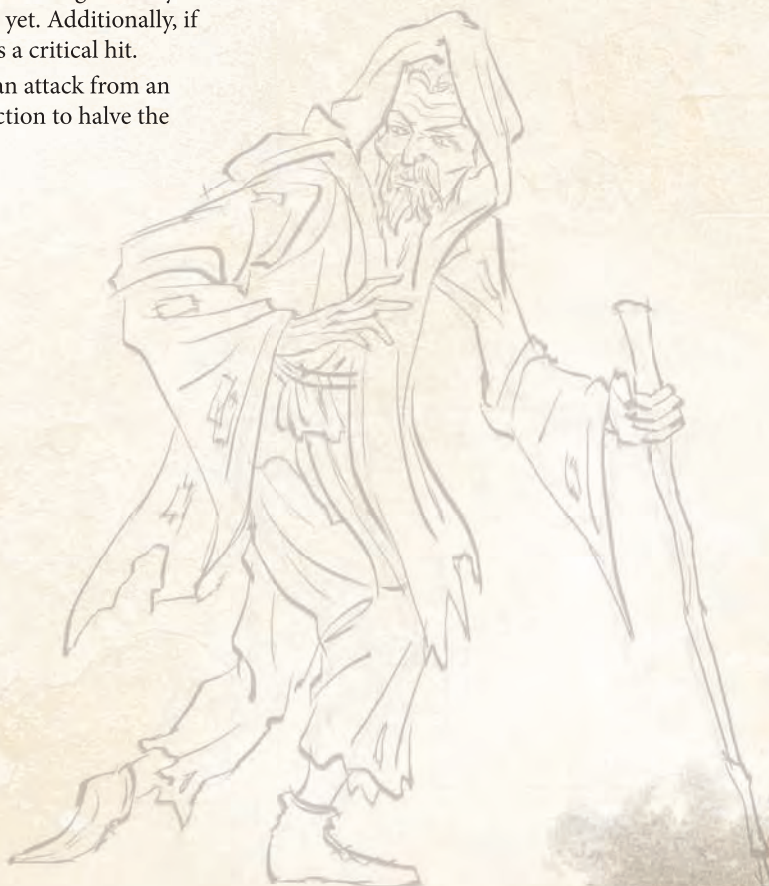
ACTIONS

Quarterstaff. Melee Weapon Attack (Versatile): +5 to hit, reach 5 ft., one creature. Hit: 4 / 5 (1d6 / 1d8 + 0) bludgeoning damage

Dagger. Melee Weapon Attack: +5 to hit, reach 5ft, one creature. Hit 3 (1d4 -0) piercing damage

WEAPONS, ARMOR & ITEMS

Quarterstaff, Tattered Clothes, *Talim's Blade*



TALIM NEZARA (LEVEL 20)

Medium Humanoid (Human), Neutral Evil

Class Rogue (lvl 20)	Armor Class 9
Background Assassin	Hit Points 103 (20d8+0)
Occupation Thief	Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	7 (-2)	10 (+0)	16 (+3)	20 (+5)	20 (+5)

Saving Throws Dexterity +4, Intelligence +9, Wisdom +11

Skills Deception +17, Insight +17, Perception +11, Performance +10, Persuasion +17, Sleight of Hand +10, Dice, Thieves' Tools

Senses Dark Vision 60ft., Passive Perception 21

Languages Common, Dwarvish, Thieves' Cant

Challenge 3 (700 XP)

Criminal Contact. Talim has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Deception, Insight, Persuasion, Sleight of Hand). Talim adds double his proficiency bonus to skill checks he has expertise with.

Sneak Attack (+10d6). Once per turn, Talim can deal an extra 10d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. Talim can take a bonus action on each of his turns during combat. He can use this action to Dash, Disengage, or Hide.

Assassinate. Talim has advantage on attack rolls against any creature that hasn't taken a turn in combat yet. Additionally, if he hits a surprised creature, it is counted as a critical hit.

Uncanny Dodge. When Talim is hit with an attack from an attacker that he can see, he can use his reaction to halve the attack's damage.

Evasion. When Talim is subjected to an effect that allows him to make a Dexterity saving throw to only take half damage, he takes no damage on a successful saving throw and half damage on a failed one.

Infiltration Expertise. Talim can spend seven days and 25gp to create a false identity for himself with established history and connections. He can't establish an identity that belongs to someone else. When disguised this way, people will believe him to be the new identity unless given reason not to.

Reliable Talent. Whenever Talim makes an ability check that lets him add his proficiency bonus, he can treat a d20 roll of 9 or lower as a 10.

Impostor. Talim can flawlessly mimic another person's speech, writing, and behavior if he spends at least three hours studying the person's speech, hand writing, and mannerisms. He has advantage on any Deception check made to avoid detection.

Blindsense. If Talim is able to hear, he is aware of the location of any hidden or invisible creature within 10 ft. of him.

Death Strike. When Talim hits a surprised target, it must make a Constitution saving throw, DC 19, or take double damage from the attack.

Elusive. No attack rolls against Talim can have advantage as long as he's not incapacitated.

Stroke of Luck. If Talim's attack misses a target within range, he can turn the miss into a hit. Alternatively, if he fails an ability check, he can treat the d20 roll as a 20. Once he uses this feature he cannot use it again until he finishes a short or long rest.

ACTIONS

Quarterstaff. Melee Weapon Attack (Versatile): +6 to hit, reach 5 ft., one creature. Hit: 4 / 5 (1d6 / 1d8 + 0) bludgeoning damage

Dagger. Melee Weapon Attack: +6 to hit, reach 5ft, one creature. Hit 3 (1d4 +0) piercing damage

WEAPONS, ARMOR & ITEMS

Quarterstaff, Tattered Clothes, *Talim's Blade*

UTAN BRABUS

Medium Humanoid (Drow), Chaotic Evil

Class Fighter (lvl 1) **Armor Class** 18 (Plate)
Background Noble **Hit Points** 12 (1d10+2)
Occupation Mercenary **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	15 (+2)	10 (+0)	8 (-1)	14 (+2)

Saving Throws Strength +3, Constitution +4

Skills Athletics +3, History +2, Intimidation +4, Perception +1, Persuasion +4, Dragonchess

Senses Darkvision 120ft, Passive Perception 11

Languages Common, Elven, Undercommon

Challenge 1 (200 XP)

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

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

Sunlight Sensitivity. Utan has disadvantage on attack rolls and on Perception checks based on sight when he's in direct sunlight.

Drow Magic. Utan knows the *Dancing Lights* cantrip, using Charisma as his spellcasting modifier.

Position of Privilege. Utan can secure an audience with a local noble, is welcome in high society, and common people will try their best to accommodate him.

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Utan deals +2 damage with it.

Second Wind. On his turn Utan can use a bonus action to regain 1d10 + 1 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

ACTIONS

Longsword. Melee Weapon Attack (Versatile): +3 to hit, reach 5 ft., one creature. Hit: 5 / 6 (1d8 / 1d10 + 1) slashing damage.

Light Crossbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one creature. Hit: 8 (1d8 + 3) piercing damage.

OVERVIEW

Utan is one of five sons, the middle child of a powerful dark elf who rules a vast kingdom deep underground. Utan and each of his brothers grew up in constant competition, vying for the attention and respect of their mother. There came a time when their father decided his sons were ready to prove themselves worthy of commanding the legion as powerful warlords.

The trials began challenging, but soon became deadly. Two of his four brothers were slain within the first month. The three of them who survived combat with all manner of monstrosities that lurked

in the darkness were put to agonizing torture. Cruel dwarves were paid by the queen to hold the brothers captive for weeks in the darkest dungeons at their disposal. They were to be beaten, hung upside down, starved, and set to the rack. There, another one of his brothers died. Utan and his remaining brother Tuneer were determined to escape, but they knew it would take their combined efforts, and secretly both of them suspected that only one of them was meant to leave this dungeon alive.

They had been locked in metal cages, adorned with rusty spikes, which hung high over a deep ravine. They were close enough to speak to one another, but had nothing to say. After many days of waiting for the dwarves to return and put to some new torture, it seemed as though they were left for dead.

Both Utan and Tuneer would in fact escape the dungeons of the dwarves, but only one of them would go on to command the legion of their kingdom. Such deeds are accounted elsewhere.

PERSONALITY TRAITS

"My name is Utan Brabus. Perhaps you've heard of me." Utan's reputation as a merciless bastard precedes him wherever he goes. He leverages his reputation to get what he wants.

IDEALS

"One day, it will all be mine." He seeks ultimate power, day-dreaming about legions of soldiers at his command, and peasants kneeling at his feet.

BONDS

"They will see that I am worthy. I will *make* them see." Utan believes he will one day prove to his family that he is worthy to rule their legions by returning with a legion of his own creation.

FLAWS

"Don't you know who I am?!" Utan puts too much stock in his reputation, feeling as if all the folk of the realm should have heard his name. He is also proud to a fault, quick to anger, and often hears insults and threats where none exist.

ROLEPLAYING UTAN

Utan would just as soon spit wine into the face of someone he didn't like than pretend to be cordial with them. He would be pleased to show such disrespect, and more than prepared if things escalated into a fight.

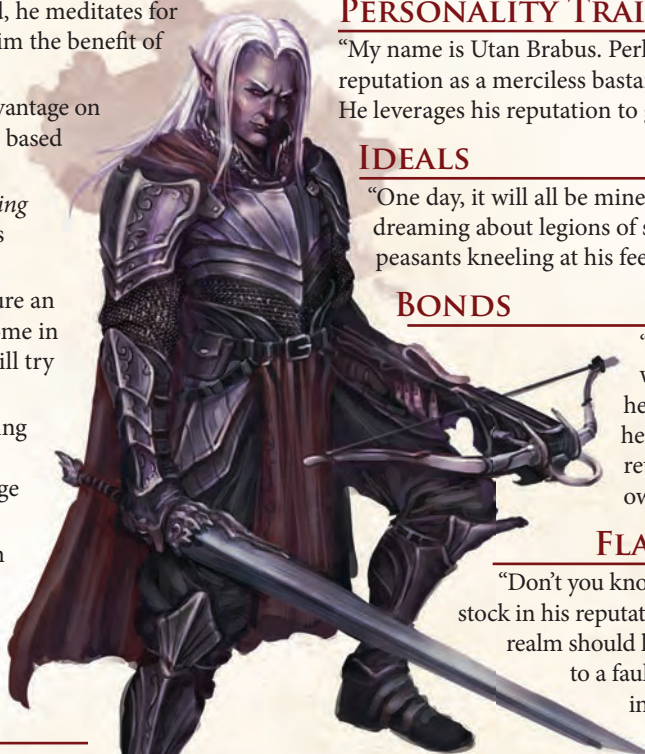
He believes above all else that in order to get what he wants, he must never show weakness. On the rare occasion he meets someone who impresses him, he can become an incredible ally.

In combat he is very tactical, eliminating the highest threat first, then dispatching the remaining threats in descending order.

"Describe how you might be of use to me, then I may let you live."

WEAPONS, ARMOR & ITEMS

Blade of Dagr-Nath, Light Crossbow, Plate Armor, 2pp, 14sp, 20cp



UTAN BRABUS (LEVEL 4)

Medium Humanoid (Drow), Chaotic Evil

Class Fighter (lvl 4) **Armor Class** 18 (Plate)
Background Noble **Hit Points** 36 (4d10+8)
Occupation Mercenary **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	10 (+0)	8 (-1)	14 (+2)

Saving Throws Strength +3, Constitution +4

Skills Athletics +3, History +2, Intimidation +4, Perception +1, Persuasion +4, Dragonchess

Senses Darkvision 120ft, Passive Perception 11

Languages Common, Elven, Undercommon

Challenge 2 (450 XP)

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

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

Sunlight Sensitivity. Utan has disadvantage on attack rolls and on Perception checks based on sight when he's in direct sunlight.

Drow Magic. Utan knows the *Dancing Lights* cantrip. He may also cast *Faerie Fire* once per day, using Charisma as his spellcasting modifier.

Position of Privilege. Utan can secure an audience with a local noble, is welcome in high society, and common people will try their best to accommodate him.

Fighting Style (Dueling). When using a melee weapon in one hand Utan deals +2 damage with it.

Second Wind. On his turn Utan can use a bonus action to regain 1d10 + 4 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

Action Surge. Once per day, on his turn, Utan can take an additional action on top of his normal action and possible bonus action. Once he uses this feature, he must finish a long or short rest before using it again.

Combat Superiority. Utan has four superiority dice which are d8's. These dice are expended when used and are regained after a short or long rest.

Feinting Attack. Utan can expend one superiority dice to choose a creature within 5 ft. of him. He gains advantage on his next attack roll against that target and adds the superiority die to attack's damage roll on a hit.

Parry. Utan can use his reaction to expend one superiority die when damaged by another creature's melee attack, reducing the damage taken by the number rolled + 4.

Menacing Attack. Utan can expend one superiority die when he hits a creature with a weapon attack. He adds the superiority die to the attack's damage roll. The target must make a Wisdom saving throw, DC 14, or become frightened by Utan until the end of his next turn.

ACTIONS

Longsword. Melee Weapon Attack (Versatile): +3 to hit, reach 5 ft., one creature. Hit: 6 / 7 (1d8 / 1d10 + 1) slashing damage.

Light Crossbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one creature. Hit: 9 (1d8 + 4) piercing damage.

WEAPONS, ARMOR & ITEMS

Blade of Dagr-Nath, Light Crossbow, Plate Armor, 2pp, 10gp, 14sp, 20cp

EMPIRE-BUILDING

Smoke, and the stench of human filth, filled Utan's nostrils as he wiped the blood from his blade and surveyed his new empire. The inn – stronghold and front for the city's dominant crime lord – was quickly being reduced to a heaving pit of looting and wholesale destruction, and he sat in the midst, enthroned on a seat of ruin.

The crime lord, or rather his body, sat slumped amongst the broken furniture where he had fallen. Utan didn't know where his head was, and he didn't much care. Those smart enough amongst his men to switch sides when the fight turned against them now joined in destroying their former hideout.

So, this was his legion; a few dozen mongrels barely fit to lick his boots, holding court at a ravaged inn. It was a start.

The door collapsed inwards, and a fresh pack of scum muscled inside.

"Nice work!" Their leader, the largest cur approached him where he sat, as he would approach a friend, an equal. "You and I should talk business."

A blow to the head from Utan's gauntleted fist put him on the ground.

"Speak when you are spoken to."

Utan brought his foot down hard again and again as the room watched, their activity suddenly halted.

"Understand?"

"Y-yes..." The man whimpered, clutching his shattered face as Utan's eyes drilled into him, "...sir."

He was lucky Utan was feeling magnanimous in victory. Utan sat and continued to wipe the crime lord's blood off his sword with a scrap of the crime lord's shirt as the man dragged himself away.

"My name is Utan Brabus. As of today, you work for me."

UTAN BRABUS (LEVEL 8)

Medium Humanoid (Drow), Chaotic Evil

Class Fighter (lvl 8) **Armor Class** 18 (Plate)
Background Noble **Hit Points** 72 (8d10+24)
Occupation Mercenary **Speed** 30 ft.

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

Saving Throws Strength +5, Constitution +6

Skills Athletics +5, History +3, Intimidation +5, Perception +2, Persuasion +5, Dragonchess

Senses Darkvision 120ft, Passive Perception 12

Languages Common, Elven, Undercommon

Challenge 3 (700 XP)

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

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

Sunlight Sensitivity. Utan has disadvantage on attack rolls and on Perception checks based on sight when he's in direct sunlight.

Drow Magic. Utan knows the *Dancing Lights* cantrip. He may also cast *Faerie Fire* and *Darkness* once per day, using Charisma as his spellcasting modifier.

Position of Privilege. Utan can secure an audience with a local noble, is welcome in high society, and common people will try their best to accommodate him.

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Utan deals +2 damage with it.

Second Wind. On his turn Utan can use a bonus action to regain 1d10 + 8 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

Action Surge. Once per day, on his turn, Utan can take an additional action on top of his normal action and possible bonus action. Once he uses this feature, he must finish a long or short rest before using it again.

Combat Superiority. Utan has five superiority dice which are d8's. These dice are expended when used and are regained after a short or long rest.

Disarming Attack. Utan can expend one superiority die when he hits a creature with a weapon attack to attempt to disarm the target. He adds the superiority die to the attack's damage roll. The target must make a Strength saving throw, DC 16, or drop one item of Utan's choice that it's holding.

Feinting Attack. Utan can expend one superiority die to choose a creature within 5 ft. of him. He gains advantage on his next attack roll against that target and adds the superiority die to attack's damage roll on a hit.

Menacing Attack. Utan can expend one superiority die when he hits a creature with a weapon attack. He adds the superiority die to the attack's damage roll. The target must make a Wisdom saving throw, DC 16, or become frightened by Utan until the end of his next turn.

Parry. Utan can use his reaction to expend one superiority die when damaged by another creature's melee attack, reducing the damage taken by the number rolled + 5.

Trip Attack. Utan may expend one superiority die when he hits a creature with a weapon attack to attempt to knock the target down. He adds the superiority die to the attack's damage roll. If it is Large or smaller, the target must make a Strength saving throw, DC 16, or fall prone.

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

ACTIONS

Extra Attack. Utan can attack twice with each Attack action.

Longsword. Melee Weapon Attack (Versatile): +5 to hit, reach 5 ft., one creature. Hit: 7 / 8 (1d8 / 1d10 + 2) slashing damage.

Light Crossbow. Ranged Weapon Attack: +8 to hit, range 80/320 ft., one creature. Hit: 10 (1d8 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

Blade of Dagr-Nath, Light Crossbow, Plate Armor, 2pp, 15gp, 25sp, 80cp

UTAN IN YOUR GAME

If the party ever encounter Utan, it is likely they will be unaware until it is too late. While in civilization, he travels hooded and cloaked to hide his ancestry unless he is in the right company. He might take the part of a criminal mastermind scheming against the player characters if they infringe on his interests, using his hard-earned leadership skills to manipulate the criminal underworld against them.

Quest Hook. Several criminal guilds have had disastrous encounters with a dark elf, who has united several low level gangs into his "legion". Without their usual infighting, these gangs have the potential to drag the entire city into chaos. The party is offered a significant reward for the dark elf's head.

UTAN BRABUS (LEVEL 12)

Medium Humanoid (Drow), Chaotic Evil

Class Fighter (lvl 12) **Armor Class** 18 (Plate)
Background Noble **Hit Points** 128 (12d10+60)
Occupation Mercenary **Speed** 30 ft.

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

Saving Throws Strength +6, Constitution +9

Skills Athletics +6, History +4, Intimidation +6, Perception +3, Persuasion +6, Dragonchess

Senses Darkvision 120ft, Passive Perception 13

Languages Common, Elven, Undercommon

Challenge 5 (1,800 XP)

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

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

Sunlight Sensitivity. Utan has disadvantage on attack rolls and on Perception checks based on sight when he's in direct sunlight.

Drow Magic. Utan knows the *Dancing Lights* cantrip. He may also cast *Faerie Fire* and *Darkness* once per day, using Charisma as his spellcasting modifier.

Position of Privilege. Utan can secure an audience with a local noble, is welcome in high society, and common people will try their best to accommodate him.

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Utan deals +2 damage with it.

Second Wind. On his turn Utan can use a bonus action to regain 1d10 + 12 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

Action Surge. Once per day, on his turn, Utan can take an additional action on top of his normal action and possible bonus action. Once he uses this feature, he must finish a long or short rest before using it again.

Combat Superiority. Utan has five superiority dice which are d10's. These dice are expended when used and are regained after a short or long rest.

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

Evasive Footwork. Utan can expend one superiority die when moving, adding the number rolled to his AC until he stops.

Feinting Attack. Utan can expend one superiority die to choose a creature within 5 ft. of him. He gains advantage on his next attack roll against that target and adds the superiority die to attack's damage roll on a hit.

Menacing Attack. Utan can expend one superiority die when he hits a creature with a weapon attack. He adds the superiority die to the attack's damage roll. The target must make a Wisdom saving throw, DC 17, or become frightened by Utan until the end of his next turn.

Parry. Utan can use his reaction to expend one superiority die when damaged by another creature's melee attack, reducing the damage taken by the number rolled + 5.

Sweeping Attack. Utan can expend one superiority die when he hits a creature with a melee weapon attack to damage an additional creature. If the creature would have been hit by the original attack roll, is within 5ft of the original target, and within Utan's reach, it takes damage equal to the number rolled on the superiority die

Trip Attack. Utan may expend one superiority die when he hits a creature with a weapon attack to attempt to knock the target down. He adds the superiority die to the attack's damage roll. If it is Large or smaller, the target must make a Strength saving throw, DC 17, or fall prone.

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

Indomitable. Once per day, Utan can reroll a failed saving throw. Once he uses this feature, he must finish a short or long rest before using it again.

ACTIONS

Extra Attack. Utan can attack three times with each Attack action.

Longsword. Melee Weapon Attack (Versatile): +6 to hit, reach 5 ft., one creature. Hit: 7 / 8 (1d8 / 1d10 + 2) slashing damage.

Light Crossbow. Ranged Weapon Attack: +9 to hit, range 80/320 ft., one creature. Hit: 10 (1d8 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

Blade of Dagr-Nath, Light Crossbow, Plate Armor, 4pp, 30gp, 55sp



UTAN BRABUS (LEVEL 16)

Medium Humanoid (Drow), Chaotic Evil

Class Fighter (lvl 16)	Armor Class 18 (Plate)				
Background Noble	Hit Points 180 (16d10+80)				
Occupation Mercenary	Speed 30 ft.				
STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	20 (+3)	10 (+0)	8 (-1)	18 (+4)

Saving Throws Strength +7, Constitution +10

Skills Athletics +7, History +5, Intimidation +9, Perception +4, Persuasion +9, Dragonchess

Senses Darkvision 120ft, Passive Perception 14

Languages Common, Elven, Undercommon

Challenge 7 (2,900 XP)

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

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

Sunlight Sensitivity. Utan has disadvantage on attack rolls and on Perception checks based on sight when he's in direct sunlight.

Drow Magic. Utan knows the *Dancing Lights* cantrip. He may also cast *Faerie Fire* and *Darkness* once per day, using Charisma as his spellcasting modifier.

Position of Privilege. Utan can secure an audience with a local noble, is welcome in high society, and common people will try their best to accommodate him.

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Utan deals +2 damage with it.

Second Wind. On his turn Utan can use a bonus action to regain 1d10 + 16 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

Action Surge. Once per day, on his turn, Utan can take an additional action on top of his normal action and possible bonus action. Once he uses this feature, he must finish a long or short rest before using it again.

Combat Superiority. Utan has six superiority dice which are d10's. These dice are expended when used and are regained after a short or long rest.

Disarming Attack. Utan can expend one superiority die when he hits a creature with a weapon attack to attempt to disarm the target. He adds the superiority die to the attack's damage roll. The target must make a Strength saving throw, DC 18, or drop one item of Utan's choice that it's holding.

Evasive Footwork. Utan can expend one superiority die when moving, adding the number rolled to his AC until he stops.

Feinting Attack. Utan can expend one superiority die to choose a creature within 5 ft. of him. He gains advantage on his next attack roll against that target and adds the superiority die to attack's damage roll on a hit.

Maneuvering Attack. Utan can expend one superiority die when he hits a creature with a weapon attack to move an ally. He adds the superiority die to the attack's damage roll. An ally who can see or hear him can use its reaction to move up to half its speed, provoking no opportunity attacks from the target of the attack.

Menacing Attack. Utan can expend one superiority die when he hits a creature with a weapon attack. He adds the superiority die to the attack's damage roll. The target must make a Wisdom saving throw, DC 18, or become frightened by Utan until the end of his next turn.

Parry. Utan can use his reaction to expend one superiority die when damaged by another creature's melee attack, reducing the damage taken by the number rolled + 5.

Precision Attack. Utan can expend a superiority die when making a weapon attack against a creature, adding the number rolled to the attack roll.

Sweeping Attack. Utan can expend one superiority die when he hits a creature with a melee weapon attack to damage an additional creature. If the creature would have been hit by the original attack roll, is within 5ft of the original target, and within Utan's reach, it takes damage equal to the number rolled on the superiority die

Trip Attack. Utan may expend one superiority die when he hits a creature with a weapon attack to attempt to knock the target down. He adds the superiority die to the attack's damage roll. If it is Large or smaller, the target must make a Strength saving throw, DC 18, or fall prone.

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

Indomitable. Twice per day, Utan can reroll a failed saving throw. Once he expends all uses of this feature, he must finish a short or long rest before using it again.

Relentless. When Utan rolls initiative and has no superiority dice remaining he gains one superiority die.

ACTIONS

Extra Attack. Utan can attack three times with each Attack action.

Longsword. Melee Weapon Attack (Versatile): +7 to hit, reach 5 ft., one creature. Hit: 7 / 8 (1d8 / 1d10 + 2) slashing damage.

Light Crossbow. Ranged Weapon Attack: +10 to hit, range 80/320 ft., one creature. Hit: 10 (1d8 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

Blade of Dagr-Nath, Light Crossbow, Plate Armor, 6pp, 70gp, 90sp

UTAN BRABUS (LEVEL 20)

Medium Humanoid (Drow), Chaotic Evil

Class Fighter (lvl 20) **Armor Class** 18 (Plate)
Background Noble **Hit Points** 224 (20d10+100)
Occupation Mercenary **Speed** 30 ft.

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

Saving Throws Strength +8, Constitution +11

Skills Athletics +8, History +6, Intimidation +11, Perception +5, Persuasion +11, Dragonchess

Senses Darkvision 120ft, Passive Perception 15

Languages Common, Elven, Undercommon

Challenge 9 (5,000 XP)

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

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

Sunlight Sensitivity. Utan has disadvantage on attack rolls and on Perception checks based on sight when he's in direct sunlight.

Drow Magic. Utan knows the *Dancing Lights* cantrip. He may also cast *Faerie Fire* and *Darkness* once per day, using Charisma as his spellcasting modifier.

Position of Privilege. Utan can secure an audience with a local noble, is welcome in high society, and common people will try their best to accommodate him.

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, Utan deals +2 damage with it.

Second Wind. On his turn Utan can use a bonus action to regain 1d10 + 20 hit points. Once he uses this feature, he must finish a long or short rest before using it again.

Action Surge. Twice per day on his turn, Utan can take one additional action on top of his regular action and a possible bonus action. Once he expends all uses of this feature, he must finish a short or long rest before using it again.

Combat Superiority. Utan has six superiority dice which are d12's. These dice are expended when used and are regained after a short or long rest.

Disarming Attack. Utan can expend one superiority die when he hits a creature with a weapon attack to attempt to disarm the target. He adds the superiority die to the attack's damage roll. The target must make a Strength saving throw, DC 19, or drop one item of Utan's choice that it's holding.

Evasive Footwork. Utan can expend one superiority die when moving, adding the number rolled to his AC until he stops.

Feinting Attack. Utan can expend one superiority die to choose a creature within 5 ft. of him. He gains advantage on his next attack roll against that target and adds the superiority die to attack's damage roll on a hit.

Maneuvering Attack. Utan can expend one superiority die when he hits a creature with a weapon attack to move an ally. He adds the superiority die to the attack's damage roll. An ally who can see or hear him can use its reaction to move up to half its speed, provoking no opportunity attacks from the target of the attack.

Menacing Attack. Utan can expend one superiority die when he hits a creature with a weapon attack. He adds the superiority die to the attack's damage roll. The target must make a Wisdom saving throw, DC 19, or become frightened by Utan until the end of his next turn.

Parry. Utan can use his reaction to expend one superiority die when damaged by another creature's melee attack, reducing the damage taken by the number rolled + 5.

Precision Attack. Utan can expend a superiority die when making a weapon attack against a creature, adding the number rolled to the attack roll.

Sweeping Attack. Utan can expend one superiority die when he hits a creature with a melee weapon attack to damage an additional creature. If the creature would have been hit by the original attack roll, is within 5ft of the original target, and within Utan's reach, it takes damage equal to the number rolled on the superiority die

Trip Attack. Utan may expend one superiority die when he hits a creature with a weapon attack to attempt to knock the target down. He adds the superiority die to the attack's damage roll. If it is Large or smaller, the target must make a Strength saving throw, DC 19, or fall prone.

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

Indomitable. Three times per day, Utan can reroll a failed saving throw. Once he expends all uses of this feature, he must finish a short or long rest before using it again.

Relentless. When Utan rolls initiative and has no superiority dice remaining he gains one superiority die.

ACTIONS

Extra Attack. Utan can attack four times with each Attack action.

Longsword. Melee Weapon Attack (Versatile): +8 to hit, reach 5 ft., one creature. Hit: 7 / 8 (1d8 / 1d10 + 2) slashing damage.

Light Crossbow. Ranged Weapon Attack: +11 to hit, range 80/320 ft., one creature. Hit: 10 (1d8 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

Blade of Dagr-Nath, Light Crossbow, Plate Armor, 10pp, 150gp, 200sp

YRLA SILVERHAND

Medium Humanoid (Mountain Dwarf), Neutral Evil

Class Rogue (lvl 1) **Armor Class** 17 (Halfplate)
Background Assassin **Hit Points** 10 (1d8+2)
Occupation Guild Leader **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	15 (+2)	13 (+1)	12 (+1)	11 (+0)

Saving Throws Dexterity +4, Intelligence+3

Skills Acrobatics +4, Deception +4, Insight +5, Perception +3, Sleight of Hand +4, Stealth +4, Playing Cards, Thieves' Tools

Senses Darkvision 60ft, Passive Perception 13

Languages Common, Dwarvish, Thieves' Cant

Challenge 1/2 (100 XP)

Dwarven Resilience. Yrla has advantage on saving throws against poison, and resistance to poison damage.

Criminal Contact. Yrla has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Deception and Insight). Yrla adds double her proficiency bonus to skill checks she has expertise with.

Sneak attack (+1d6). Once per turn, Yrla can deal an extra 1d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

ACTIONS

Metal Hand. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 0) bludgeoning damage.

Heavy Crossbow. Ranged Weapon Attack: +4 to hit, range 100/400 ft., one creature. Hit: 8 (1d10 + 2) piercing damage.

OVERVIEW

Yrla Silverhand formed the Two Blades assassins' guild 50 years ago. Her partner, Talim (p.174), turned on her after they'd killed their target, hoping for her share of the bounty. She lost her partner and her right hand, but gained an idea. Two assassins are sent after a target, each tasked with killing the other once the deed is done. The promise of twice the pay attracts the greedy, and the promise of testing their mettle against other assassins attracts the bloodthirsty. Yrla treats her "boys" like an extended family or, perhaps more accurately, favored pets, yet also has a (very well disguised) sadistic glee at setting them off to kill one another.

If a threat presents itself, Yrla is willing to make a deal to save her own skin, and has the resources to back it up. However, should any opportunity arise to get back at her enemies, she will take it for the sake of her pride.

Her office is a death-trap; concealed crossbows are rigged to riddle the area across her desk with quarrels and her own custom heavy crossbow is never out of reach. In combat, she replaces her silver hand with a specially designed windlass mechanism, allowing her to reload with ease, despite her injury.

PERSONALITY TRAITS

"I got to where I am today by being the best. Don't dare suggest otherwise." Yrla is convinced that no one else could have been through what she has and come out on top, that she and she alone had the necessary wits and skill.

IDEALS

"I'm no-one's fool." Yrla has been surprised and outwitted once, and has vowed that this will never happen again. If she even remotely expects the other party will try to outsmart or double cross her, the deal simply will not be made (and she'll probably send a few quarrels their way for their trouble).

BONDS

"He's dead. I put a bolt in the bastard and he went down like a sack of rocks. He's dead." Yrla is terrified of the thought that Talim survived their last encounter and will return some day. Her paranoia surrounding this colors her interactions with any newcomers.

FLAWS

"Get to the point; what's in it for me?" Yrla only truly trusts and respects herself. Short of her life being on the line, nothing will make her accept a deal where she gets less than the other party on principle.

ROLEPLAYING YRLA

Yrla isn't one to miss an opportunity. If she's faced with an opening she can use to her benefit, she will take it. Like many dwarves, she is proud and stubborn and her sadistic streak means she will not forget or forgive any slight.

Her underlings appreciate the life of relative luxury she affords them, attempting to move up in her favor and, understandably, trying to avoid forming too strong a connection with other members.

"Not another step. I didn't get to where I am today by missing."

WEAPONS, ARMOR & ITEMS

Concealed Halfplate, *Powerful Crossbow*, 30 bolts, Fine Clothes, Pipe, Silver Choker (4gp), 36sp, 10gp



YRLA SILVERHAND (LEVEL 4)

Medium Humanoid (Mountain Dwarf), Neutral Evil

Class Rogue (lvl 4) **Armor Class** 17 (Halfplate)
Background Assassin **Hit Points** 35 (4d8+12)
Occupation Guild Leader **Speed** 25 ft.

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

Saving Throws Dexterity +4, Intelligence+3

Skills Acrobatics +5, Deception +4, Insight +5, Perception +3, Sleight of Hand +5, Stealth +5, Playing Cards, Thieves' Tools

Senses Darkvision 60ft, Passive Perception 13

Languages Common, Dwarvish, Thieves' Cant

Challenge 1 (200 XP)

Dwarven Resilience. Yrla has advantage on saving throws against poison, and resistance to poison damage.

Criminal Contact. Yrla has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Deception and Insight). Yrla adds double her proficiency bonus to skill checks she has expertise with.

Sneak attack (+2d6). Once per turn, Yrla can deal an extra 2d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Yrla can take a Dash, Dodge, Disengage, or Hide action.

Assassinate. Yrla has advantage on attack rolls against any creature that hasn't taken a turn in combat yet. Additionally, if she hits a surprised creature, it is counted as a critical hit.

ACTIONS

Metal Hand. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 0) bludgeoning damage.

Heavy Crossbow. Ranged Weapon Attack: +5 to hit, range 100/400 ft., one creature. Hit: 9 (1d10 + 3) piercing damage.

WEAPONS, ARMOR & ITEMS

Concealed Halfplate, *Powerful Crossbow*, 30 bolts, Fine Clothes, Pipe, Silver Choker (4gp), 40sp, 14gp

DEFENSE

As she often was, Yrla was still at her desk well past dusk. She wore a satisfied sneer as she went through the week's lists. She had guessed every outcome correctly: she nearly always did. A noise outside her window interrupted her musings and she sat bolt upright. You didn't get where she was without taking any threat seriously. Looking around, she took in each of her traps in turn, all rigged to hit various points in the room, her eyes resting at last on the large, custom crossbow that she'd had to commission to be compatible with her... condition.

Talim.

She remembered the night. She'd taken care of the guards from afar, while he'd snuck into the mansion for the target. Some baron or other, she seemed to remember. Their tracks would have shown their escape route in the snow, so they made their way out through the sewers.

Talim had been acting strange all day. Still reckless, still deadly, but strange. She wondered if their employer had offered him the same deal as her. She'd turned him down, naturally, but that was a lot of coin.

He was first up the ladder onto the street. As Yrla ascended, she saw Talim drawing his dagger and, across the street from him, a stranger, hooded and cloaked.

He'd taken the deal.

Yrla could load and fire a crossbow faster than anyone, but not faster than Talim could draw a dagger. She remembered moonlight on the blade as it came down. She remembered a jolt as it caught her in the arm, as if she had caught a blow while sparring. She remembered no pain as she fell, registering only distantly that her hand lay in the snow beside her.

Talim ran. With all her strength, she hoisted up the crossbow as her vision dimmed. The bolt whistled into the night. A blurred figure collapsed to the ground. And she remembered nothing more.

Yrla twitched open the curtains to peer through the snow into the street below. No, not Talim.

Just some old beggar.

YRLA SILVERHAND (LEVEL 8)

Medium Humanoid (Mountain Dwarf), Neutral Evil

Class Rogue (lvl 8) **Armor Class** 17 (Halfplate)
Background Assassin **Hit Points** 67 (8d8+24)
Occupation Guild Leader **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	13 (+1)	12 (+1)	11 (+0)

Saving Throws Dexterity +7, Intelligence+4

Skills Acrobatics +10, Deception +6, Insight +7, Perception +7, Sleight of Hand +7, Stealth +7, Playing Cards, Thieves' Tools

Senses Darkvision 60ft, Passive Perception 17

Languages Common, Dwarvish, Thieves' Cant

Challenge 3 (700 XP)

Dwarven Resilience. Yrla has advantage on saving throws against poison, and resistance to poison damage.

Criminal Contact. Yrla has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Acrobatics, Deception, Insight, and Perception).

Yrla adds double her proficiency bonus to skill checks she has expertise with.

Sneak attack (+4d6). Once per turn, Yrla can deal an extra 4d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Yrla can take a Dash, Dodge, Disengage, or Hide action.

Assassinate. Yrla has advantage on attack rolls against any creature that hasn't taken a turn in combat yet. Additionally, if she hits a surprised creature, it is counted as a critical hit.

Uncanny Dodge. When Yrla is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Yrla is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

ACTIONS

Metal Hand. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 0) bludgeoning damage.

Heavy Crossbow. Ranged Weapon Attack: +7 to hit, range 100/400 ft., one creature. Hit: 10 (1d10 + 4) piercing damage.

WEAPONS, ARMOR & ITEMS

Concealed Halfplate, *Powerful Crossbow*, 30 bolts, Fine Clothes, Pipe, Silver Choker (4gp), 75sp, 24gp

YRLA IN YOUR GAME

Yrla might become involved with the party if they catch the attention of a villain rich enough to employ the Two Blades to go after them. Alternatively, she may send representatives in an attempt to make an offer of employment to any characters she deems to have a 'promising future' on her books.

Quest Hook. The party unwittingly slay a target the Two Blades were seeking. Yrla seeks them out and offers them the payment for the job (and promises of further employment) if they will find and kill the two assassins assigned to the target.

YRLA SILVERHAND (LEVEL 12)

Medium Humanoid (Mountain Dwarf), Neutral Evil

Class Rogue (lvl 12) **Armor Class** 17 (Halfplate)
Background Assassin **Hit Points** 99 (12d8+36)
Occupation Guild Leader **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	16 (+3)	13 (+1)	14 (+2)	11 (+0)

Saving Throws Dexterity +9, Intelligence+5

Skills Acrobatics +13, Deception +8, Insight +10, Perception +10, Sleight of Hand +9, Stealth +9, Playing Cards, Thieves' Tools

Senses Darkvision 60ft, Passive Perception 20

Languages Common, Dwarvish, Thieves' Cant

Challenge 5 (1,800 XP)

Dwarven Resilience. Yrla has advantage on saving throws against poison, and resistance to poison damage.

Criminal Contact. Yrla has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Acrobatics, Deception, Insight, and Perception).

Yrla adds double her proficiency bonus to skill checks she has expertise with.

Sneak attack (+6d6). Once per turn, Yrla can deal an extra 6d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Yrla can take a Dash, Dodge, Disengage, or Hide action.

Assassinate. Yrla has advantage on attack rolls against any creature that hasn't taken a turn in combat yet. Additionally, if she hits a surprised creature, it is counted as a critical hit.

Uncanny Dodge. When Yrla is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Yrla is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Infiltration Expertise. Yrla can spend seven days and 25gp to create a false identity for herself with established history and connections. She can't establish an identity that belongs to someone else. When disguised this way, people will believe her to be the new identity unless given reason not to.

Reliable Talent. When Yrla makes an ability check that lets her add her proficiency bonus she can treat a d20 roll of a 9 or lower as a 10.

ACTIONS

Metal Hand. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 0) bludgeoning damage.

Heavy Crossbow. Ranged Weapon Attack: +9 to hit, range 100/400 ft., one creature. Hit: 11 (1d10 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

Concealed Halfplate, *Powerful Crossbow*, 30 bolts, Fine Clothes, Pipe, Silver Choker (4gp), 120sp, 40gp

WEEK 5 LISTS - STAKES TO YRLA BY SUNSET

DAVIN - GRETKA

1/14 - 13/2

JINAL - LOTHRI

15/8 - 2/5

SHATHAZA - MIKEL

13/5 - 3/10

NORRIS - TANNER

6/5 - 4/6

VANARA - KOVIG

2/9 - 3/1

YRLA SILVERHAND (LEVEL 16)

Medium Humanoid (Mountain Dwarf), Neutral Evil

Class Rogue (lvl 16) **Armor Class** 17 (Halfplate)
Background Assassin **Hit Points** 131 (16d8+48)
Occupation Guild Leader **Speed** 25 ft.

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

Saving Throws Dexterity +10, Intelligence+6, Wisdom +8

Skills Acrobatics +15, Deception +10, Insight +13, Perception +13, Sleight of Hand +10, Stealth +10, Playing Cards, Thieves' Tools

Senses Darkvision 60ft, Passive Perception 23

Languages Common, Dwarvish, Thieves' Cant

Challenge 6 (2,300 XP)

Dwarven Resilience. Yrla has advantage on saving throws against poison, and resistance to poison damage.

Criminal Contact. Yrla has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Acrobatics, Deception, Insight, and Perception).

Yrla adds double her proficiency bonus to skill checks she has expertise with.

Sneak attack (+8d6). Once per turn, Yrla can deal an extra 8d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Yrla can take a Dash, Dodge, Disengage, or Hide action.

Assassinate. Yrla has advantage on attack rolls against any creature that hasn't taken a turn in combat yet. Additionally, if she hits a surprised creature, it is counted as a critical hit.

Uncanny Dodge. When Yrla is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Yrla is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Infiltration Expertise. Yrla can spend seven days and 25gp to create a false identity for herself with established history and connections. She can't establish an identity that belongs to someone else. When disguised this way, people will believe her to be the new identity unless given reason not to.

Reliable Talent. When Yrla makes an ability check that lets her add her proficiency bonus she can treat a d20 roll of a 9 or lower as a 10.

Impostor. Yrla can flawlessly mimic another person's speech, writing, and behavior if she spends at least three hours studying the person's speech, hand writing, and mannerisms. She has advantage on any Deception check made to avoid detection.

Blindsense. If Yrla is able to hear, she is aware of the location of any hidden or invisible creatures within 10 feet of her.

ACTIONS

Metal Hand. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 0) bludgeoning damage.

Heavy Crossbow. Ranged Weapon Attack: +10 to hit, range 100/400 ft., one creature. Hit: 11 (1d10 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

Concealed Halfplate, *Powerful Crossbow*, 30 bolts, Fine Clothes, Pipe, Silver Choker (4gp), 200sp, 80gp



YRLA SILVERHAND (LEVEL 20)

Medium Humanoid (Mountain Dwarf), Neutral Evil

Class Rogue (lvl 16) **Armor Class** 17 (Halfplate)
Background Assassin **Hit Points** 163 (20d8+63)
Occupation Guild Leader **Speed** 25 ft.

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

Saving Throws Dexterity +10, Intelligence+6, Wisdom +8
Skills Acrobatics +15, Deception +10, Insight +13, Perception +13, Sleight of Hand +10, Stealth +10, Playing Cards, Thieves' Tools
Senses Darkvision 60ft, Passive Perception 23
Languages Common, Dwarvish, Thieves' Cant
Challenge 7 (2,900 XP)

Dwarven Resilience. Yrla has advantage on saving throws against poison, and resistance to poison damage.

Criminal Contact. Yrla has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Expertise (Acrobatics, Deception, Insight, and Perception). Yrla adds double her proficiency bonus to skill checks she has expertise with.

Sneak attack (+10d6). Once per turn, Yrla can deal an extra 10d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Cunning Action. On her turn, as a bonus action, Yrla can take a Dash, Dodge, Disengage, or Hide action.

Assassinate. Yrla has advantage on attack rolls against any creature that hasn't taken a turn in combat yet. Additionally, if she hits a surprised creature, it is counted as a critical hit.

Uncanny Dodge. When Yrla is hit with an attack from an attacker that she can see, she can use her reaction to halve the attack's damage.

Evasion. When Yrla is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Infiltration Expertise. Yrla can spend seven days and 25gp to create a false identity for herself with established history and connections. She can't establish an identity that belongs to someone else. When disguised this way, people will believe her to be the new identity unless given reason not to.

Reliable Talent. When Yrla makes an ability check that lets her add her proficiency bonus she can treat a d20 roll of a 9 or lower as a 10.

Impostor. Yrla can flawlessly mimic another person's speech, writing, and behavior if she spends at least three hours studying the person's speech, hand writing, and mannerisms. She has advantage on any Deception check made to avoid detection.

Blindsight. If Yrla is able to hear, she is aware of the location of any hidden or invisible creatures within 10 feet of her.

Death Strike. When Yrla hits a surprised target, it must make a Constitution saving throw, DC 19, or take double damage from the attack.

Elusive. No attack roll can have advantage against Yrla unless she is incapacitated.

Stroke of Luck. If Yrla's attack misses a target within range, she can turn the miss into a hit. Alternatively, if she fails an ability check, she can treat the d20 roll as a 20. Once she uses this feature she cannot use it again until she finishes a short or long rest.

ACTIONS

Metal Hand. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 0) bludgeoning damage.

Heavy Crossbow. Ranged Weapon Attack: +11 to hit, range 100/400 ft., one creature. Hit: 11 (1d10 + 5) piercing damage.

WEAPONS, ARMOR & ITEMS

Concealed Halfplate, *Powerful Crossbow*, 30 bolts, Fine Clothes, Pipe, Silver Choker (4gp), 250sp, 160gp

GENERIC NPCs

This section contains examples of unnamed NPCs that can be used individually, or in groups. Their attributes, skills, features, and actions have been carefully chosen to provide many different encounter possibilities with different challenge ratings.

INDIVIDUAL ENCOUNTER TABLE

The following table can be used to generate a random NPC from this section. They are arranged by challenge rating if you are looking to fit a particular encounter.

d100	CR	Title	Page
1-2	1/8	Basic Brigand	194
3-4	1/8	Basic Ruffian	198
5-6	1/4	Average Brigand	194
7-8	1/4	Average Ruffian	198
9-10	1/4	Basic Thief	206
11-12	1/4	Basic Bandit	210
13-14	1/2	Skilled Brigand	195
15-16	1/2	Skilled Ruffian	199
17-18	1/2	Basic Swindler	202
19-20	1/2	Average Thief	206
21-22	1/2	Average Bandit	211
23-24	1/2	Basic Assassin	214
25-26	1	Elite Brigand	195
27-28	1	Average Swindler	203
29-30	1	Skilled Thief	207
31-32	1	Beginner Thief Boss	208
33-34	1	Average Assassin	215
35-36	2	Elite Ruffian	199
37-38	2	Skilled Swindler	203
39-40	2	Elite Thief	207
41-42	2	Skilled Bandit	211
43-44	2	Skilled Assassin	215
45-46	3	Legendary Brigand	195
47-48	3	Legendary Ruffian	199
49-50	3	Elite Swindler	203
51-52	3	Legendary Thief	207
53-54	3	Intermediate Thief Boss	208
55-56	3	Elite Bandit	211
57-58	3	Elite Assassin	215
59-60	4	Beginner Brigand Boss	196
61-62	4	Beginner Ruffian Boss	200
63-64	4	Legendary Swindler	204
65-66	4	Beginner Bandit Boss	212
67-68	4	Legendary Assassin	215
69-70	4	Beginner Assassin Boss	216
71-72	5	Intermediate Brigand Boss	196

73-74	5	Advanced Thief Boss	209
75-76	5	Legendary Bandit	211
77-78	6	Intermediate Ruffian Boss	200
79-80	6	Intermediate Bandit Boss	212
81-82	6	Intermediate Assassin Boss	216
83-84	7	Advanced Brigand Boss	197
85-86	8	Advanced Ruffian Boss	201
87-88	8	Advanced Assassin Boss	217
89-90	9	Advanced Bandit Boss	213
91-100	-	Roll twice, ignoring results of 91-100	-

GROUP ENCOUNTER TABLES

For generating encounter groups quickly and easily, you have the following tables. You can either generate the group randomly by rolling a d8 or choose a group according to the cumulative challenge rating. If you want to add a bit more challenge to any group, consider adding a named character from the earlier chapters in this book, or one of the mini bosses found in each sub category of generic NPCs.

BRIGANDS

The party is most likely to encounter a rowdy group of brigands in a tavern or inn, or at a trading post—any establishment that serves good ale (bad ale will, almost definitely, be sufficient).

d8	CR	Group Members
1	1/2	2 Basic Brigands, 1 Average Brigand
2	1	4 Basic Brigands, 2 Average Brigands, 1 Skilled Brigand
3	3	8 Basic Brigands, 4 Average Brigands, 2 Skilled Brigands
4	4	4 Basic Brigands, 2 Average Brigands, 1 Skilled Brigand, 1 Elite Brigand
5	6	8 Basic Brigands, 4 Average Brigands, 2 Skilled Brigands, 1 Legendary Brigand
6	7	4 Basic Brigands, 2 Average Brigands, 1 Skilled Brigand, 1 Beginner Brigand Boss
7	8	4 Basic Brigands, 2 Average Brigands, 1 Skilled Brigand, 1 Intermediate Brigand Boss
8	10	4 Basic Brigands, 2 Average Brigands, 1 Skilled Brigand, 1 Advanced Brigand Boss

RUFFIANS

The party may be set upon by a group of ruffians while exploring the streets or alley ways of most settlements. An encounter could happen at any time of day, but are especially common at night, and particularly if the ruffians can get the drop on the party.

d8	CR	Group Members
1	1/2	4 Basic Ruffians
2	1	6 Basic Ruffians, 2 Average Ruffians
3	2	8 Basic Ruffians, 2 Average Ruffians, 1 Skilled Ruffian

4	4	4 Average Ruffians, 2 Skilled Ruffians, 1 Elite Ruffian
5	6	6 Average Ruffians, 3 Skilled Ruffians, 1 Legendary Ruffian
6	8	4 Average Ruffians, 2 Skilled Ruffians, 1 Elite Ruffian, 1 Beginner Ruffian Boss
7	10	4 Average Ruffians, 2 Skilled Ruffians, 1 Elite Ruffian, 1 Intermediate Ruffian Boss
8	12	4 Average Ruffians, 2 Skilled Ruffians, 1 Elite Ruffian, 1 Advanced Ruffian Boss

SWINDLERS

Swindlers can be found in any decent-sized settlement where there are easy marks to be found. Adventurers often have a great deal of wealth, so are a tempting target for swindlers, who may approach them in a variety of ways, depending on the preferred con.

d8 CR Group Members

1	1	2 Basic Swindlers
2	2	2 Basic Swindlers, 1 Average Swindler
3	4	2 Average Swindlers, 1 Skilled Swindler
4	5	2 Average Swindlers, 1 Elite Swindler
5	6	2 Average Swindlers, 1 Legendary Swindler
6	7	2 Skilled Swindlers, 1 Elite Swindler
7	8	2 Skilled Swindlers, 1 Legendary Swindler
8	10	2 Elite Swindlers, 1 Legendary Swindler

THIEVES

Thieves are a constant annoyance everywhere, whether burglars in the night or pickpockets in a bustling market, but organized groups can become a real menace.

d8 CR Group Members

1	1	4 Basic Thieves
2	2	4 Basic Thieves, 2 Average Thieves
3	3	4 Basic Thieves, 2 Average Thieves, 1 Skilled Thief
4	4	2 Average Thieves, 1 Skilled Thief, 1 Elite Thief
5	4	4 Basic Thieves, 2 Average Thieves, 1 Beginner Thief Boss
6	5	1 Elite Thief, 1 Legendary Thief
7	7	4 Average Thieves, 2 Skilled Thieves, 1 Intermediate Thief Boss
8	9	2 Skilled Thieves, 1 Elite Thief, 1 Advanced Thief Boss

BANDITS

The party is most likely to encounter bandits out on the road, representing a band of criminals living on what they can take from travelers by force. However, bandit encounters can also take place in settlements, where these strong enemies are the elite of a criminal enterprise.

d8 CR Group Members

1	1	4 Basic Bandits
2	2	4 Basic Bandits, 2 Average Bandits
3	4	4 Basic Bandits, 2 Average Bandits, 1 Skilled Bandit
4	7	4 Basic Bandits, 2 Average Bandits, 1 Skilled Bandit, 1 Elite Bandit
5	8	4 Basic Bandits, 2 Average Bandits, 1 Skilled Bandit, 1 Beginner Bandit Boss
6	9	4 Basic Bandits, 2 Average Bandits, 1 Skilled Bandit, 1 Legendary Bandit
7	10	4 Basic Bandits, 2 Average Bandits, 1 Skilled Bandit, 1 Intermediate Bandit Boss
8	13	4 Basic Bandits, 2 Average Bandits, 1 Skilled Bandit, 1 Advanced Bandit Boss

ASSASSINS

Assassins might strike at the party anywhere, dependent on their preferred tactics: a noble's ball, their sleeping quarters in the dead of night, or out on the road far away from any witnesses—any of these could be the setting of a devastating surprise attack.

d8 CR Group Members

1	1	2 Basic Assassins
2	2	2 Average Assassins
3	3	1 Average Assassin, 1 Skilled Assassin
4	5	1 Skilled Assassin, 1 Elite Assassin
5	6	1 Skilled Assassin, 1 Legendary Assassin
6	8	2 Skilled Assassins, 1 Beginner Assassin Boss
7	10	2 Skilled Assassins, 1 Intermediate Assassin Boss
8	12	2 Skilled Assassins, 1 Advanced Assassin Boss

BRIGANDS

Brigands are the lowest level of criminal scum. Most are simply dumb, violent and, more often than not, drunk, rather than actively malicious. This is not to say, however, that they do not pose a threat should one get on the wrong side of them; a broken bottle to the face is just as unpleasant whether or not the person wielding it has a higher purpose in mind.

It is rare to find brigands in the employ of criminal organizations; they are simply below most guilds' attention, and mostly lack the determination or viciousness to pledge themselves to such. That being said, if the Jackdaws have need of a sudden influx of men, regardless of quality or skill, they may become rather generous with the ale at the lower class taverns.

Brigands don't often have much on them other than their armor and weapons (if they even have those), but here is a handy table to quickly generate items for loot drops:

d12 Item(s)

- | | |
|------|--|
| 1-5 | A coin purse with 1d4 cp. |
| 6-8 | A coin purse with 1d6 cp, and 1d4 sp. |
| 9-10 | A coin purse with 1d8 cp, 1d6 sp, and 1d4 ep. |
| 11 | A coin purse with 1d10 cp, 1d8 sp, 1d6 ep, and 1d4 gp. |
| 12 | Roll twice for this loot drop. |



BASIC BRIGAND

Medium Humanoid (Any Race), Neutral

Armor Class 11 (Leather)

Hit Points 12 (2d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	8 (-1)	6 (-2)	10 (+0)

Saving Throws Strength +2, Constitution +2

Skills Athletics +2

Senses Passive Perception 8

Languages Any one language (usually Common)

Challenge 1/8 (25 XP)

Tavern Fighter. The basic brigand has proficiency with improvised weapons found in most taverns.

ACTIONS

Dagger. Melee Weapon Attack: +2 to hit, reach 5ft, one target. Hit: 3 (1d4 + 1) piercing damage.

Ale Mug. Melee or Ranged Weapon Attack: +1 to hit, reach 5ft. or range 15/25 ft., one target. Hit: 1 (1d2) bludgeoning damage.

Bar Stool/Chair. Melee Weapon Attack: +2 to hit, reach 5ft, one target. Hit: 5 (1d8 + 1) bludgeoning damage.

AVERAGE BRIGAND

Medium Humanoid (Any Race), Neutral

Armor Class 12 (Std. Leather)

Hit Points 24 (4d10 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	9 (-1)	7 (-2)	11 (+0)

Saving Throws Strength +4, Constitution +3

Skills Athletics +4

Senses Passive Perception 8

Languages Any one language (usually Common)

Challenge 1/4 (50 XP)

Tavern Fighter. The average brigand has proficiency with improvised weapons found in most taverns.

ACTIONS

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

Ale Mug. Melee or Ranged Weapon Attack: +2 to hit, reach 5ft. or range 15/25 ft., one target. Hit: 1 (1d2) bludgeoning damage.

Bar Stool/Chair. Melee Weapon Attack: +4 to hit, reach 5ft, one target. Hit: 6 (1d8 + 2) bludgeoning damage.

SKILLED BRIGAND

Medium Humanoid (Any Race), Neutral

Armor Class 13 (Hide)
Hit Points 36 (5d12 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	10 (+0)	8 (-1)	12 (+1)

Saving Throws Strength +5, Constitution +5
Skills Athletics +5, Intimidation +4
Senses Passive Perception 9
Languages Any one language (usually Common)
Challenge 1/2 (100 XP)

Tavern Fighter. The skilled brigand has proficiency with improvised weapons found in most taverns.

ACTIONS

Mace. Melee Weapon Attack: +5 to hit, reach 5ft, one target. Hit: 5 (1d6 + 2) bludgeoning damage.
Ale Mug. Melee or Ranged Weapon Attack: +4 to hit, reach 5ft. or range 15/25 ft., one target. Hit: 2 (1d2 + 1) bludgeoning damage.
Bar Stool/Chair. Melee Weapon Attack: +5 to hit, reach 5ft, one target. Hit: 6 (1d8 + 2) bludgeoning damage.

ELITE BRIGAND

Medium Humanoid (any race), Neutral

Armor Class 14 (Chain Shirt)
Hit Points 48 (2d10 + 37)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	10 (+0)	9 (-1)	13 (+1)

Saving Throws Strength +7, Constitution +6
Skills Athletics +7, Intimidation +5 (proficiency +4)
Senses Passive Perception 9
Languages Any one language (usually Common)
Challenge 1 (200 XP)

Tavern Fighter. The elite brigand has proficiency with improvised weapons found in most taverns.

Fighting Style (Dueling). When the elite brigand is wielding a melee weapon in one hand and no other weapons, they gain +2 bonus to damage rolls with that weapon.

Second Wind. On their turn the elite brigand can use a bonus action to heal for 1d10 + 1. Once they uses this feature they must finish a long or short rest before using it again.

ACTIONS

Multiattack. The elite brigand makes two melee or ranged attacks.
Mace. Melee Weapon Attack: +7 to hit, reach 5ft, one target. Hit: 8 (1d6 + 5) bludgeoning damage.
Ale Mug. Melee or Ranged Weapon Attack: +5 to hit, reach 5ft. or range 15/25 ft., one target. Hit: 2 (1d2 + 1) bludgeoning damage.
Bar Stool/Chair. Melee Weapon Attack: +7 to hit, reach 5ft, one target. Hit: 6 (1d8 + 2) bludgeoning damage.

LEGENDARY BRIGAND

Medium Humanoid (Any Race), Neutral

Armor Class 15 (Chain Shirt)
Hit Points 56 (4d12 + 30)
Speed 40 ft.

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

Saving Throws Strength +8, Constitution +8
Skills Athletics +8, Intimidation +7
Senses Passive Perception 10
Languages Any one language (usually Common)
Challenge 3 (700 XP)

Tavern Fighter. The legendary brigand has proficiency with improvised weapons found in most taverns.

Rage. Two times per day, on their turn, the legendary brigand can enter a rage as a bonus action. They gain advantage on Strength checks and Strength saving throws, a +2 bonus to damage when making Strength based melee attacks, and resistance to slashing, piercing, and bludgeoning damage. Rage lasts for 1 minute; it ends early if their turn ends and they haven't attacked a hostile creature since their last turn or taken damage since then. They can also end their rage on their own as a bonus action. Rage recharges after a long rest.

Reckless Attack. The legendary brigand may decide to attack recklessly, giving themselves advantage on all attack rolls. If they decide to do this, any attacks made against them are also done with advantage.

Danger Sense. The legendary brigand has advantage on Dexterity saving throws against effects they can see, such as traps and spells.

Frenzy. When raging, the legendary brigand can make a single melee weapon attack on each of their turns as a bonus action. When their rage ends, they suffer one level of exhaustion.

ACTIONS

Multiattack. The legendary brigand makes two melee or ranged attacks. When raging, they can also make one additional melee attack as a bonus action (see Frenzy).
Greatclub. Melee Weapon Attack: +8 to hit, reach 5ft, one target. Hit: 9 (1d8 + 3) bludgeoning damage (+2 when raging).
Ale Mug. Melee or Ranged Weapon Attack: +5 to hit, reach 5ft. or range 15/25 ft., one target. Hit: 3 (1d2 + 2) bludgeoning damage.
Bar Stool/Chair. Melee Weapon Attack: +8 to hit, reach 5ft, one target. Hit: 7 (1d8 + 3) bludgeoning damage.

BEGINNER BRIGAND BOSS

Medium Humanoid (Any Race), Neutral

Armor Class 16

Hit Points 52 (5d12 + 20)

Speed 40 ft.

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

Saving Throws Strength +7, Constitution +7

Skills Athletics +7, Intimidation +5

Senses Passive Perception 10

Languages Any one language (usually Common)

Challenge 4 (1,100 XP)

Tavern Fighter. The beginner brigand boss has proficiency with improvised weapons found in most taverns.

Rage. Three times per day, on their turn, the beginner brigand boss can enter a rage as a bonus action. They gain advantage on Strength checks and Strength saving throws, a +2 bonus to damage when making Strength based melee attacks, and resistance to slashing, piercing, and bludgeoning damage. Rage lasts for 1 minute; it ends early if their turn ends and they haven't attacked a hostile creature since their last turn or taken damage since then. They can also end their rage on their own as a bonus action. Rage recharges after a long rest.

Reckless Attack. The beginner brigand boss may decide to attack recklessly, giving themselves advantage on all attack rolls. If they decide to do this, any attacks made against them are also done with advantage.

Danger Sense. The beginner brigand boss has advantage on Dexterity saving throws against effects they can see, such as traps and spells.

Frenzy. When raging, the beginner brigand boss can make a single melee weapon attack on each of their turns as a bonus action. When their rage ends, they suffer one level of exhaustion.

ACTIONS

Multiattack. The beginner brigand boss makes two melee or ranged attacks. When raging, they can also make one additional melee attack as a bonus action (see Frenzy).

Maul. Melee Weapon Attack: +7 to hit, reach 5ft, one target. Hit: 13 (2d6 + 4) bludgeoning damage (+2 when raging).

Ale Mug. Melee or Ranged Weapon Attack: +5 to hit, reach 5ft. or range 15/25 ft., one target. Hit: 3 (1d2 + 2) bludgeoning damage.

Bar Stool/Chair. Melee Weapon Attack: +8 to hit, reach 5ft, one target. Hit: 8 (1d8 + 4) bludgeoning damage.

INTERMEDIATE BRIGAND BOSS

Medium Humanoid (Any Race), Neutral

Armor Class 17

Hit Points 84 (8d12 + 32)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	20 (+5)	10 (+0)	10 (+0)	16 (+2)

Saving Throws Strength +7, Constitution +8

Skills Athletics +7, Intimidation +5

Senses Passive Perception 10

Languages Any one language (usually Common)

Challenge 5 (1,800 XP)

Tavern Fighter. The intermediate brigand boss has proficiency with improvised weapons found in most taverns.

Rage. Four times per day, on their turn, the intermediate brigand boss can enter a rage as a bonus action. They gain advantage on Strength checks and Strength saving throws, a +2 bonus to damage when making Strength based melee attacks, and resistance to slashing, piercing, and bludgeoning damage. Rage lasts for 1 minute; it ends early if their turn ends and they haven't attacked a hostile creature since their last turn or taken damage since then. They can also end their rage on their own as a bonus action. Rage recharges after a long rest.

Reckless Attack. The intermediate brigand boss may decide to attack recklessly, giving themselves advantage on all attack rolls. If they decide to do this, any attacks made against them are also done with advantage.

Danger Sense. The intermediate brigand boss has advantage on Dexterity saving throws against effects they can see, such as traps and spells.

Frenzy. When raging, the intermediate brigand boss can make a single melee weapon attack on each of their turns as a bonus action. When their rage ends, they suffer one level of exhaustion.

Mindless Rage. The intermediate brigand boss can't be charmed or frightened while raging. If they enter a rage while charmed or frightened, the effect is suspended for the duration of the rage.

Feral Instinct. The intermediate brigand boss has advantage on initiative rolls. In addition, if they are surprised at the beginning of combat and aren't incapacitated, they may act normally during their first turn, but only if they enter a rage before doing anything else.

ACTIONS

Multiattack. The intermediate brigand boss makes two melee or ranged attacks. When raging, they can also make one additional melee attack as a bonus action (see Frenzy).

Maul. Melee Weapon Attack: +7 to hit, reach 5ft, one target. Hit: 13 (2d6 + 4) bludgeoning damage (+2 when raging).

Ale Mug. Melee or Ranged Weapon Attack: +5 to hit, reach 5ft. or range 15/25 ft., one target. Hit: 3 (1d2 + 2) bludgeoning damage.

Bar Stool/Chair. Melee Weapon Attack: +7 to hit, reach 5ft, one target. Hit: 8 (1d8 + 4) bludgeoning damage.

ADVANCED BRIGAND BOSS

Medium Humanoid (Any Race), Neutral

Armor Class 18

Hit Points 138 (12d12 + 60)

Speed 40 ft.

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

Saving Throws Strength +9, Constitution +9

Skills Athletics +9, Intimidation +7

Senses Passive Perception 10

Languages Any one language (usually Common)

Challenge 7 (2,900 XP)

Tavern Fighter. The advanced brigand boss has proficiency with improvised weapons found in most taverns.

Rage. Five times per day, on their turn, the advanced brigand boss can enter a rage as a bonus action. They gain advantage on Strength checks and Strength saving throws, a +3 bonus to damage when making Strength based melee attacks, and resistance to slashing, piercing, and bludgeoning damage. Rage lasts for 1 minute; it ends early if their turn ends and they haven't attacked a hostile creature since their last turn or taken damage since then. They can also end their rage on their own as a bonus action. Rage recharges after a long rest.

Reckless Attack. The advanced brigand boss may decide to attack recklessly, giving themselves advantage on all attack rolls. If they decide to do this, any attacks made against them are also done with advantage.

Danger Sense. The advanced brigand boss has advantage on Dexterity saving throws against effects they can see, such as traps and spells.

Frenzy. When raging, the advanced brigand boss can make a single melee weapon attack on each of their turns as a bonus action. When their rage ends, they suffer one level of exhaustion.

Mindless Rage. The advanced brigand boss can't be charmed or frightened while raging. If they enter a rage while charmed or frightened, the effect is suspended for the duration of the rage.

Feral Instinct. The advanced brigand boss has advantage on initiative rolls. In addition, if they are surprised at the beginning of combat and aren't incapacitated, they may act normally during their first turn, but only if they enter a rage before doing anything else.

Brutal Critical. When the advanced brigand boss scores a melee critical hit, they may roll two additional weapon damage die when determining the extra damage.

Intimidating Presence. The advanced brigand boss can use their action to frighten someone with their menacing presence. They can choose one creature within 30 ft. which can see or hear them. That creature must succeed on a Wisdom saving throw (DC 14) or be frightened until the end of the advanced brigand boss' next turn. They can use their action to extend this condition. The creature stops being frightened if it ends its turn out of line of sight or more than 60ft. away from the advanced brigand boss. If it succeeds on its saving throw, the advanced brigand boss cannot use this feature on that creature again for 24 hours.

Relentless Rage. If the advanced brigand boss drops below 0 hit points while raging and doesn't die outright, they can make a DC 10 Constitution saving throw. If they succeed, they drop to 1 hit point instead. Each time they use this feature after the first, the DC increases by 5. When they finish a long or short rest, the DC resets to 10.

ACTIONS

Multiattack. The advanced brigand boss makes two melee or ranged attacks. When raging, they can also make one additional melee attack as a bonus action (see Frenzy).

Maul. Melee Weapon Attack: +8 to hit, reach 5ft, one target. Hit: 15 (2d6 + 5) bludgeoning damage (+3 when raging).

Ale Mug. Melee or Ranged Weapon Attack: +7 to hit, reach 5ft. or range 15/25 ft., one target. Hit: 4 (1d2 + 3) bludgeoning damage.

Bar Stool/Chair. Melee Weapon Attack: +8 to hit, reach 5ft, one target. Hit: 9 (1d8 + 5) bludgeoning damage.



RUFFIANS

Muggers, cut-throats and back-alley thugs, ruffians are a parasite infesting most major cities. While some are driven to a life of crime and violence by desperation, just as many take to the life by choice.

Ruffians make up the ranks of both the Jackdaws and the Black Mast, guilds where the average thug can go far in the world if they exhibit more than the usual level of cruelty and greed. A few ambitious (or deluded) ruffians may find themselves on the Two Blades' books, but they seldom last long. Some ruffians fight for the greater good and become ancillary members of the Purse Cutters, working directly against their more villainous counterparts.

Ruffians usually have something worth taking; if it wasn't worth having, they wouldn't have taken it in the first place.

d12 Title

- 1-2 A coin purse with 2d4 cp.
- 3-4 A coin purse with 2d6 cp, and 2d4 sp.
- 5-6 A coin purse with 2d8 cp, 2d6 sp, and 2d4 ep.
- 7-8 A coin purse with 2d10 cp, 2d8 sp, 2d6 ep, and 2d4 gp.
- 9 A random trinket (DM's choice).
- 10 A set of 2d6 dice crafted from knuckle bones.
- 11 A silver ring with a strange insignia on its face.
- 12 Roll twice for this loot drop.

BASIC RUFFIAN

Medium Humanoid (Any Race), Neutral Evil

Armor Class 12 (Leather)

Hit Points 14 (2d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	9 (-1)	10 (+0)	11 (+0)

Saving Throws Strength +2, Dexterity +2

Skills Athletics +2, Slight of Hand +2, Stealth +2

Senses Passive Perception 10

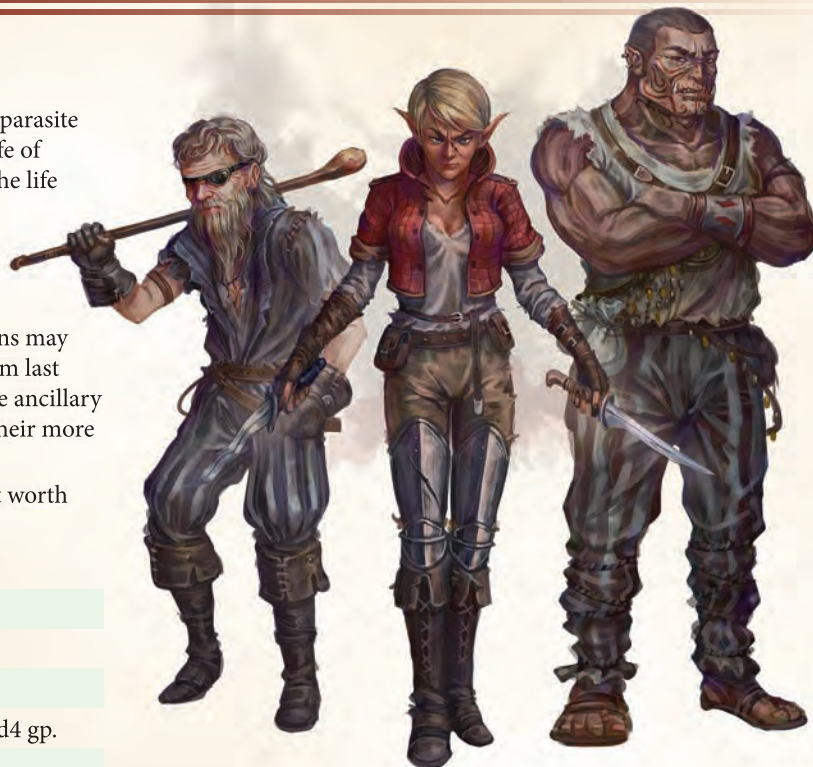
Languages Any one language (usually Common)

Challenge 1/8 (25 XP)

Pack Tactics. The basic ruffian has advantage on an attack roll against a creature if at least one of the ruffian's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Quarterstaff. Melee Weapon Attack (Versatile): +2 to hit, reach 5 ft., one creature. Hit: 4/ 5 (1d6 / 1d8 + 1) bludgeoning damage.



AVERAGE RUFFIAN

Medium Humanoid (Any Race), Neutral Evil

Armor Class 13 (Leather)

Hit Points 28 (4d10 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	9 (-1)	11 (+1)	12 (+1)

Saving Throws Strength +3, Dexterity +4

Skills Athletics +3, Slight of Hand +4, Stealth +4

Senses Passive Perception 11

Languages Any one language (usually Common)

Challenge 1/4 (50 XP)

Pack Tactics. The average ruffian has advantage on an attack roll against a creature if at least one of the ruffian's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Scimitar. Melee Weapon Attack: +4 to hit, reach 5ft, one creature. Hit: 5 (1d6 + 2) slashing damage.

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

Throwing Dagger. Ranged Weapon Attack: +4 to hit, range 20/60 ft., one creature. Hit: 4 (1d4 + 2) piercing damage.

SKILLED RUFFIAN

Medium Humanoid (Any Race), Neutral Evil

Armor Class 14 (Std. Leather)

Hit Points 42 (6d10 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	13 (+1)

Saving Throws Strength +5, Dexterity +5

Skills Athletics +5, Slight of Hand +5, Stealth +5

Senses Passive Perception 11

Languages Any one language (usually Common)

Challenge 1/2 (100 XP)

Pack Tactics. The skilled ruffian has advantage on an attack roll against a creature if at least one of the ruffian's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Two-Weapon Fighting. When the skilled ruffian makes an attack with their Scimitar, they may also attack with their Dagger or Throwing Dagger as a bonus action, but gains no bonus to the damage roll.

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

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

Throwing Dagger: Ranged Weapon Attack: +5 to hit, range 20/60 ft., one creature. Hit: 4 (1d4 + 2) piercing damage.

ELITE RUFFIAN

Medium Humanoid (Any Race), Neutral Evil

Armor Class 15 (Std. Leather)

Hit Points 56 (10d8 + 11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	11 (+1)	12 (+1)	14 (+2)

Saving Throws Dexterity +7, Intelligence +5

Skills Acrobatics +7, Perception +11, Slight of Hand +7, Stealth +13

Senses Passive Perception 11

Languages Any one language (usually Common)

Challenge 2 (450 XP)

Pack Tactics. The elite ruffian has advantage on an attack roll against a creature if at least one of the ruffian's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sneak Attack (+1d6). Once per turn, the elite ruffian can deal an extra 1d6 damage to one creature they hit with an attack if they have advantage on the attack roll. The attack must use a finesse or ranged weapon. The elite ruffian doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and the elite ruffian doesn't have disadvantage on the attack roll.

Cunning Action. On their turn, as a bonus action, the elite ruffian can take a Dash, Dodge, Disengage, or Hide action.

ACTIONS

Two-Weapon Fighting. When the elite ruffian makes an attack with their Scimitar, they may also attack with their Dagger or Throwing Dagger as a bonus action, but gain no bonus to the damage roll.

Scimitar: Melee Weapon Attack: +7 to hit, reach 5ft, one creature. Hit: 5 (1d6 + 2) slashing damage.

Dagger: Melee Weapon Attack: +7 to hit, reach 5ft, one creature. Hit: 4 (1d4 + 2) piercing damage.

Throwing Dagger: Ranged Weapon Attack: +7 to hit, range 20/60 ft., one creature. Hit: 4 (1d4 + 2) piercing damage.

LEGENDARY RUFFIAN

Medium Humanoid (any race), Neutral Evil

Armor Class 15 (Chain Shirt)

Hit Points 70 (10d10 + 15)

Speed 30 ft.

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

Saving Throws Strength +8, Constitution +7

Skills Athletics +8, Perception +6, Intimidation +7

Senses Passive Perception 11

Languages Any one language (usually Common)

Challenge 3 (700 XP)

Pack Tactics. The legendary ruffian has advantage on an attack roll against a creature if at least one of the ruffian's allies is within 5 feet of the creature and the ally isn't incapacitated.

Fighting Style (Two-Weapon Fighting). When they engage in two weapon fighting, the legendary ruffian adds their ability modifier to the damage of the second attack.

Second Wind. On their turn, the legendary ruffian can use a bonus action to heal themselves for 1d10 + 4. Once they use this feature they must finish a long or short rest before using it again.

Action Surge. On their turn, the legendary ruffian can take one additional action on top of their regular action and a possible bonus action. Once they use this feature they must finish a short or long rest before using it again.

Improved Critical. The legendary ruffian scores critical hits on rolls of 19 and 20.

ACTIONS

Two-Weapon Fighting. When the elite ruffian makes an attack with their main-hand Scimitar, they may also attack with their off-hand Scimitar as a bonus action.

Scimitar. Melee Weapon Attack: +8 to hit, reach 5ft, one creature. Hit: 6 (1d6 + 3) slashing damage.

BEGINNER RUFFIAN BOSS

Medium Humanoid (Any Race), Neutral Evil

Armor Class 16 (Std. Leather)

Hit Points 51 (6d10 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	16 (+3)	12 (+2)	12 (+1)	16 (+3)

Saving Throws Strength +6, Constitution +6

Skills Athletics +6, Intimidation +6, Slight of Hand +7, Stealth +7

Senses Passive Perception 11

Languages Any one language (usually Common)

Challenge 4 (1,100 XP)

Pack Tactics. The beginner ruffian boss has advantage on an attack roll against a creature if at least one of the ruffian's allies is within 5 feet of the creature and the ally isn't incapacitated.

Fighting Style (Two-Weapon Fighting). When they engage in two weapon fighting, the beginner ruffian boss adds their ability modifier to the damage of the second attack.

Second Wind. On their turn, the beginner ruffian boss can use a bonus action to heal themselves for 1d10 + 6. Once they use this feature they must finish a long or short rest before using it again.

Action Surge. On their turn, the beginner ruffian boss can take one additional action on top of their regular action and a possible bonus action. Once they use this feature they must finish a short or long rest before using it again.

Improved Critical. The beginner ruffian boss scores critical hits on rolls of 19 and 20.

ACTIONS

Extra Attack. The beginner ruffian boss can attack twice with each Attack action.

Two-Weapon Fighting. When the beginner ruffian boss makes an attack with their main-hand Scimitar, they may also attack with their off-hand Scimitar as a bonus action.

Scimitar. Melee Weapon Attack: +7 to hit, reach 5ft, one creature. Hit: 7 (1d6 + 4) slashing damage.

INTERMEDIATE RUFFIAN BOSS

Medium Humanoid (Any Race), Neutral Evil

Armor Class 16 (Std. Leather)

Hit Points 93 (11d10 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	17 (+3)	13 (+2)	13 (+1)	17 (+3)

Saving Throws Strength +7, Constitution +7

Skills Athletics +7, Intimidation +7, Slight of Hand +8, Stealth +8

Senses Passive Perception 11

Languages Any one language (usually Common)

Challenge 6 (2,300 XP)

Pack Tactics. The intermediate ruffian boss has advantage on an attack roll against a creature if at least one of the ruffian's allies is within 5 feet of the creature and the ally isn't incapacitated.

Fighting Style (Two-Weapon Fighting). When they engage in two weapon fighting, the intermediate ruffian boss adds their ability modifier to the damage of the second attack.

Second Wind. On their turn, the intermediate ruffian boss can use a bonus action to heal themselves for 1d10 + 11. Once they use this feature they must finish a long or short rest before using it again.

Action Surge. On their turn, the intermediate ruffian boss can take one additional action on top of their regular action and a possible bonus action. Once they use this feature they must finish a short or long rest before using it again.

Improved Critical. The intermediate ruffian boss scores critical hits on rolls of 19 and 20.

Remarkable Athlete. The intermediate ruffian boss can add half their proficiency bonus (rounded up) to any Strength, Dexterity, or Constitution check that doesn't already use their proficiency bonus. Additionally, the distance the intermediate ruffian boss covers with a running long jump increases by 3 ft.

Indomitable. Once per day, the intermediate ruffian boss can reroll a failed saving throw. Once they use this feature, they must finish a short or long rest before using it again.

ACTIONS

Extra Attack. The intermediate ruffian boss can attack three times with each Attack action.

Two-Weapon Fighting. When the intermediate ruffian boss makes an attack with their main-hand Scimitar, they may also attack with their off-hand Scimitar as a bonus action.

Scimitar. Melee Weapon Attack: +8 to hit, reach 5ft, one creature. Hit: 7 (1d6 + 4) slashing damage.

ADVANCED RUFFIAN BOSS

Medium Humanoid (Any Race), Neutral Evil

Armor Class 17 (Std. Leather)

Hit Points 152 (16d10 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	18 (+4)	13 (+2)	14 (+2)	18 (+4)

Saving Throws Strength +9, Constitution +9

Skills Athletics +9, Intimidation +9, Slight of Hand +10, Stealth +10

Senses Passive Perception 12

Languages Any one language (usually Common)

Challenge 8 (3,900 XP)

Pack Tactics. The advanced ruffian boss has advantage on an attack roll against a creature if at least one of the ruffian's allies is within 5 feet of the creature and the ally isn't incapacitated.

Fighting Style (Two-Weapon Fighting). When they engage in two weapon fighting, the advanced ruffian boss adds their ability modifier to the damage of the second attack.

Second Wind. On their turn, the advanced ruffian boss can use a bonus action to heal themselves for 1d10 + 16. Once they use this feature they must finish a long or short rest before using it again.

Action Surge. On their turn, the advanced ruffian boss can take one additional action on top of their regular action and a possible bonus action. Once they use this feature they must finish a short or long rest before using it again.

Superior Critical. The advanced ruffian boss scores critical hits on rolls of 18 – 20.

Remarkable Athlete. The advanced ruffian boss can add half their proficiency bonus (rounded up) to any Strength, Dexterity, or Constitution check that doesn't already use their proficiency bonus. Additionally, the distance the advanced ruffian boss covers with a running long jump increases by 3 ft.

Indomitable. Once per day, the advanced ruffian boss can reroll a failed saving throw. Once they use this feature, they must finish a short or long rest before using it again.

ACTIONS

Extra Attack. The advanced ruffian boss can attack three times with each Attack action.

Two-Weapon Fighting. When the advanced ruffian boss makes an attack with their main-hand Scimitar, they may also attack with their off-hand Scimitar as a bonus action.

Scimitar. Melee Weapon Attack: +8 to hit, reach 5ft, one creature. Hit: 8 (1d6 + 5) slashing damage.



SWINDLERS

Swindlers run cons from simple, crooked card and dice games in alleyways, to high class scams, months in planning and execution. High level swindlers may make use of the Quills to add credence to their cons and a few (sometimes the same individuals) may occasionally attempt to delude the Parliament with an ‘exciting new find’, but it is a rare conman who can serve to gain from that scholarly—not to mention tight-fisted—organization. A swindler’s people skills can take them far in a career with The Sisters of Sin, or help them out of a tough spot with the authorities if they find themselves working for The Silent Road.

Swindlers are, as a rule, rather solitary types, and often have no fixed address, so it is not uncommon for them to carry a good deal of wealth on their person.

d20 Item(s)

- 1-4 A coin purse with 5d4 cp.
- 5-7 A coin purse with 5d6 cp, and 5d4 sp.
- 8-9 A coin purse with 5d8 cp, 5d6 sp, and 5d4 ep.
- 10 A coin purse with 5d10 cp, 5d8 sp, 5d6 ep, and 5d4 gp.
- 11-13 A set of 3 strange dice, each with 12 sides and the faces marked with strange runes.
- 14-16 A deck of 52 fortune telling cards.
- 17-19 A pouch containing 1d10 pieces of gold and silver jewelry (many of the pieces could be fake or stolen).
- 20 Roll twice for this loot drop.

THE ART OF THE CON

Swindlers are known for having subtle cons that they run on unsuspecting folk. Their cons include, but are not limited to, the ones listed below:

d10 Preferred Scam or Con

- 1 Running rigged card or dice games.
- 2 Telling fortunes at a bargain price—none of which are true, but all are certainly convincing.
- 3 Passing off counterfeit coinage as the real thing (gold plated steel coins are common).
- 4 Feigning need or danger, then picking the pockets of those who come to their aid.
- 5 Selling fake or stolen items to unsuspecting buyers.
- 6 Forging documents of debt and posing as a representative to collect.
- 7 Selling ‘Snake Oil’ and/or other such miracle remedies that will “Cure what ails ya”.
- 8 Posing as someone of high status to enjoy the benefits of such a role.
- 9 Seducing an unsuspecting victim and robbing them at the first opportunity, or leaching off of them long term.
- 10 A complex con (p.204)



BASIC SWINDLER

Medium Humanoid (Any Race), Neutral

Armor Class 10
Hit Points 6 (1d6 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	10 (+0)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Intelligence +3, Charisma +3
Skills Deception +3, Insight +2, Perception +2, Persuasion +3, Slight of Hand +2
Senses Passive Perception 12
Languages Any one language (usually Common)
Challenge 1/2 (100 XP)

Overwhelming Charm. The basic swindler has advantage on skill checks that rely on Charisma.

ROLEPLAYING CUES

The basic swindler can run a variety of cons (see con table) and they usually run them alone.

If rumbled, the basic swindler will either try to talk their way out of the situation using their Charisma, or will simply flee. The basic swindler will not engage in combat.

AVERAGE SWINDLER

Medium Humanoid (Any Race), Neutral

Armor Class 10

Hit Points 10 (2d6 + 4)

Speed 30 ft.

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

Saving Throws Intelligence +4, Charisma +4

Skills Deception +4, Insight +4, Perception +4, Persuasion +4, Slight of Hand +3

Senses Passive Perception 14

Languages Any one language (usually Common)

Challenge 1 (200 XP)

Overwhelming Charm. The average swindler has advantage on skill checks that rely on Charisma.

ROLEPLAYING CUES

The average swindler can run a variety of cons (see con table) and they sometimes work with an accomplice.

If rumbled, the average swindler will either try to talk their way out of the situation using their Charisma, or will simply flee. The average swindler will not engage in combat.

SKILLED SWINDLER

Medium Humanoid (Any Race), Neutral

Armor Class 10

Hit Points 14 (3d6 + 5)

Speed 30 ft.

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

Saving Throws Intelligence +6, Charisma +6

Skills Deception +6, Insight +6, Perception +5, Persuasion +6, Slight of Hand +5

Senses Passive Perception 15

Languages Any one language (usually Common)

Challenge 2 (450 XP)

Overwhelming Charm. The skilled swindler has advantage on skill checks that rely on Charisma.

ROLEPLAYING CUES

The skilled swindler can run a variety of cons (see con table) and they commonly work with accomplices.

If rumbled, the skilled swindler will either try to talk their way out of the situation using their Charisma, or will simply flee. The skilled swindler will not engage in combat.

ELITE SWINDLER

Medium Humanoid (Human), Neutral

Armor Class 10

Hit Points 18 (4d6 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	17 (+3)	16 (+3)	18 (+4)

Saving Throws Intelligence +7, Charisma +8

Skills Deception +8, Insight +7, Perception +7, Persuasion +8, Slight of Hand +6

Senses Passive Perception 17

Languages Any one language (usually Common)

Challenge 3 (700 XP)

Overwhelming Charm. The elite swindler has advantage on skill checks that rely on Charisma.

Spellcasting. The elite swindler casts spells with his Charisma (Spell Save DC 16, +8 to hit with spell attacks). They may cast the following spells:

Cantrips: *Minor Illusion, Prestidigitation, Vicious Mockery*

1st level 4/day: *Charm Person, Comprehend Languages, Cure Wounds, Disguise Self*

2nd level 3/day: *Enthrall, Phantasmal Force, Suggestion*

ROLEPLAYING CUES

The elite swindler can run a variety of cons (see con table) and they usually run them with a couple other swindlers, but the elite swindler is the orchestrator.

If rumbled, the elite swindler will either try to talk their way out of the situation using their Charisma, or will simply flee. The elite swindler will not engage in combat.

LEGENDARY SWINDLER

Medium Humanoid (Any Race), Neutral

Armor Class 10

Hit Points 22 (5d6 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	18 (+4)	17 (+3)	20 (+5)

Saving Throws Intelligence +9, Charisma +10

Skills Deception +10, Insight +9, Perception +8, Persuasion +10, Slight of Hand +8

Senses Passive Perception 18

Languages Any one language (usually Common)

Challenge 4 (1,100 XP)

Overwhelming Charm. The legendary swindler has advantage on skill checks that rely on Charisma.

Spellcasting. The legendary swindler casts spells with his Charisma (Spell Save DC 18, +10 to hit with spell attacks). He may cast the following spells:

Cantrips: *Minor Illusion, Prestidigitation, Vicious Mockery*

1st level 4/day: *Charm Person, Comprehend Languages, Cure Wounds, Disguise Self*

2nd level 3/day: *Enthrall, Phantasmal Force, Suggestion*

ROLEPLAYING CUES

The legendary swindler can run a variety of cons (see con table) and they usually run them with a few other swindlers, but the legendary swindler is the mastermind.

If rumbled, the legendary swindler will either try to talk their way out of the situation using their Charisma, or will simply flee. The legendary swindler will not engage in combat.

COMPLEX CONS

Sometimes a con requires a bit more planning, a bit more daring, and a few extra partners, but the payoffs can be vastly better than those made from your average street corner game of chance.

GLIMDROPPER

Swindler #1 walks into a shop, tavern, or inn, and declares to the proprietor (and anyone within earshot, including the Mark(s)) that they have lost a valuable item (a ring, family heirloom, glass eye, etc.) and that they are willing to pay a handsome reward to anyone who recovers it.

Some time after Swindler #1 leaves, Swindler #2 enters the establishment. Within minutes, they 'find' the item in question and remark upon it casually, placing it into their pocket and declaring that perhaps today is their lucky day.

The Mark(s) observe this happening and are compelled to approach Swindler #2 and offer a decent sum of money in exchange for the item (less than the offered reward, of course). Swindler #2 agrees (or perhaps haggles them up) and a deal is struck. The Mark(s) then seek out Swindler #1 but come up short. Meanwhile, Swindlers #1 and #2 have split the proceeds and moved on to find another place in which to run their con, stopping only to pick up another small trinket along the way.

BIDDING WAR

Swindler #1 poses as a trader selling goods from a foreign land with an exotic name. The Far East, The Underlands, South Gladden and other such names are good for setting the imaginations of the less educated alight.

Of course, all of the goods are cheap and poorly made, but the average person wouldn't know the difference.

Swindler #2 approaches the Swindler #1 and offers a price for an item, and suddenly Swindler #3 steps up and offers more for that same item. A bidding war breaks out and the Mark(s) are persuaded by Swindler #1 and their unbeatable sales pitch to spend what ever they can afford on as many of the fancy items as possible before it's too late.

Items may include magic potions, jewelry, weapons, armor, none of which will be worth what the Mark(s) paid for it. By the time they realize it, Swindler #1 and their accomplices will be long gone.

FORECLOSURE

Swindler #1 walks into a tavern or onto a stage with a large audience. They are dressed well and appear to be of high status. They declare that today they will be auctioning off several local pieces of land, houses, and buildings. They hold up several deeds and have several more sticking out of a bag on their shoulder. They claim that there will be no bidding; instead, the properties will be sold at 1/10th their value on a first-come-first-served basis.

Swindler #2 steps forward and exchanges a large coin purse for one of the deeds, smiling and proclaiming, "I'm going into business for myself! No more endless hours for little pay. From now on, I will be my own master!"

Several bystanders approach Swindler #1 and the Mark(s) are intrigued. It's hard to resist an offer to own property for such a low price, and more money is exchanged for the deeds until they are all gone.

Those who bought one of the deeds quickly seek out their newly-acquired property, only to find them occupied, or the address non-existent. In the mean time, Swindler #1 and #2 have had time to get their massive take out of sight and disguise themselves yet again as they acquire the items they need to forge more deeds and plan the next con.

FIRE SALE

The Swindler stands at the entrance to a large shop. They call out to passers by that the owner of the business is retiring and selling all of their wares at incredible bargains. When the Mark(s) go to enter, The Swindler declares that the owner has asked that patrons pay a small cover charge (1d4 coins) to enter and take advantage of the discounted merchandise. It's a hard offer to resist, especially when Swindler #1 claims that the cover charge is going toward the owner's retirement fund.

Once the Mark(s) make it inside, a little lighter in the coin purse, they see that the shop is full of people all clamoring and shouting. After a few minutes the owner of the shop stands up and declares "There is no discount and I am not retiring! Stop asking!"

When the Mark(s) go back outside to face the Swindler, they are long gone with just enough money for a hot meal and a room for the night.

THE HOBGOBLIN HOSTAGE

The Swindler approaches the Mark, claiming to be a relative or friend of a wealthy businessman who has been captured by a band of hobgoblin mercenaries. Supposedly, he cannot approach the authorities, either due to the businessman's involvement in some activities of questionable legality, or because he would suffer an unrecoverable blow to his reputation or finances if his situation were widely known. The Swindler says that they have chosen to ask the Mark for help as they seem honest, trustworthy and able to keep this embarrassing affair a secret.

The Swindler asks the Mark to help him raise funds to pay a ransom to the hobgoblins and secure the businessman's release. In return, the businessman will reward them with a pay-out far exceeding this investment (to encourage trust, the Swindler may suggest the Mark be in charge of splitting the reward when it is issued). As an additional incentive, the businessman may have a beautiful daughter or handsome son he is looking to marry off who (if the Swindler has an accomplice) may just-so-happen to be in town and may just-so-happen to take a fancy to the Mark.

As the Mark gathers funds, the Swindler will continually run into complications: the hobgoblins raise the ransom, a guarded caravan must be rented for safe passage to the drop-off point or, in the case of particularly ruthless swindlers, a package containing a finger or ear might be produced to shock the Mark into action.

This con will last for as long as the Mark believes the lies, or until the Swindler runs out of ideas for additional complications. When this happens, it is up to the Swindler to decide whether to bother keeping up the pretence long enough to leave town to 'meet with the hobgoblins,' or simply sneak out in the dead of night with the ill-gotten gains.

FIDDLE GAME

Swindler #1 enters an expensive tavern and orders a round of drinks or a meal. When it comes to payment, Swindler #1 claims to have left their coin purse at home, which is nearby, but is willing to hand over a valuable item (traditionally a fiddle, but many items could be used instead) to be used as collateral until they can return.

While Swindler #1 is out, Swindler #2 enters and approaches the innkeeper, claiming to be a collector and expert in the field of the item in question (a collector of rare musical instruments in the case of the fiddle). This item, Swindler #2 claims, is an exceptionally rare example, and they are willing to pay a ludicrous sum to add it to their collection. However, they have an appointment to keep and don't have time to work out the details now, so they leave details of their (fictitious) lodgings with the innkeeper and leave.

When Swindler #1 returns the innkeeper, sensing an opportunity, offers to buy the item from them. Swindler #1 reluctantly accepts after some haggling, and leaves with a full coin purse.

The two Swindlers split their coin (less the price of a cheap fiddle) and move on to the next target.



THIEVES

Thieves cover the gamut of pickpockets, burglars, and larcenists. These are folk who make a living off what they can take from others, with or without the threat of force.

The Purse Cutters are, of course, made up mostly of thieves; some of whom are amongst the best in the business. By necessity, the Wharf Rats also have some excellent thieves, whose smaller size give them an advantage over their older, slower targets.

Any thief worth their salt has a few interesting bits and pieces rattling around in their pockets.

d12 Item(s)

- 1-2 A coin purse with 3d4 cp.
- 3-4 A coin purse with 3d6 cp, and 3d4 sp.
- 5-6 A coin purse with 3d8 cp, 3d6 sp, and 3d4 ep.
- 7-8 A coin purse with 3d10 cp, 3d8 sp, 3d6 ep, and 3d4 gp.
- 9 A random trinket (DM's choice).
- 10 A scrap of paper with the Purse Cutters' insignia (p.6)
- 11 A small family heirloom belonging to a member of a noble house.
- 12 Roll twice for this loot drop.

BASIC THIEF

Medium Humanoid (Any Race), Neutral

Armor Class 13

Hit Points 8 (1d8 + 4)

Speed 30 ft.

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

Saving Throws Dexterity +4, Intelligence +3

Skills Acrobatics +4, Perception +1, Slight of Hand +4, Stealth +4

Senses Passive Perception 11

Languages Any one language (usually Common), and Thieves' Cant

Challenge 1/4 (50 XP)

Cunning Action. On their turn, as a bonus action, the basic thief can take a Dash, Dodge, Disengage, or Hide action.

ACTIONS

Dagger. Melee Weapon Attack: +4 to hit, reach 5ft, one creature. Hit: 5 (1d4 + 3) piercing damage.

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



AVERAGE THIEF

Medium Humanoid (Any Race), Neutral

Armor Class 14 (Leather)

Hit Points 16 (2d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	10 (+0)	15 (+2)	11 (+0)	13 (+1)

Saving Throws Dexterity +5, Intelligence +4

Skills Acrobatics +5, Perception +2, Slight of Hand +5, Stealth +5

Senses Passive Perception 12

Languages Any one language (usually Common), and Thieves' Cant

Challenge 1/2 (100 XP)

Cunning Action. On their turn, as a bonus action, the average thief can take a Dash, Dodge, Disengage, or Hide action.

Sneak Attack (+1d6). Once per turn, the average thief can deal an extra 1d6 damage to one creature they hit with an attack if they have advantage on the attack roll. The attack must use a finesse or ranged weapon. They don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and they don't have disadvantage on the attack roll.

ACTIONS

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

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

SKILLED THIEF

Medium Humanoid (Any Race), Neutral

Armor Class 15 (Leather)

Hit Points 24 (4d8 + 6)

Speed 30 ft.

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

Saving Throws Dexterity +7, Intelligence +6

Skills Acrobatics +7, Perception +4, Slight of Hand +7, Stealth +7

Senses Passive Perception 13

Languages Any one language (usually Common), and Thieves' Cant

Challenge 1 (200 XP)

Cunning Action. On their turn, as a bonus action, the skilled thief can take a Dash, Dodge, Disengage, or Hide action.

Sneak Attack (+2d6). Once per turn, the skilled thief can deal an extra 2d6 damage to one creature they hit with an attack if they have advantage on the attack roll. The attack must use a finesse or ranged weapon. They don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and they don't have disadvantage on the attack roll.

ACTIONS

Dagger. Melee Weapon Attack: +7 to hit, reach 5ft, one creature. Hit: 6 (1d4 + 4) piercing damage.

Throwing Dagger. Ranged Weapon Attack: +7 to hit, range 20/60 ft., one creature. Hit: 6 (1d4 + 4) piercing damage.

ELITE THIEF

Medium Humanoid (Any Race), Neutral

Armor Class 16 (Std. Leather)

Hit Points 32 (6d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	10 (+0)	17 (+3)	13 (+1)	15 (+2)

Saving Throws Dexterity +8, Intelligence +7

Skills Acrobatics +8, Perception +5, Slight of Hand +8, Stealth +8

Senses Passive Perception 15

Languages Any one language (usually Common), and Thieves' Cant

Challenge 2 (450 XP)

Cunning Action. On their turn, as a bonus action, the elite thief can take a Dash, Dodge, Disengage, or Hide action.

Sneak Attack (+3d6). Once per turn, the elite thief can deal an extra 3d6 damage to one creature they hit with an attack if they have advantage on the attack roll. The attack must use a finesse or ranged weapon. They don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and they don't have disadvantage on the attack roll.

ACTIONS

Dagger. Melee Weapon Attack: +8 to hit, reach 5ft, one creature. Hit: 6 (1d4 + 4) piercing damage.

Throwing Dagger. Ranged Weapon Attack: +8 to hit, range 20/60 ft., one creature. Hit: 6 (1d4 + 4) piercing damage.

LEGENDARY THIEF

Medium Humanoid (Any Race), Neutral

Armor Class 17 (Std. Leather)

Hit Points 40 (8d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	10 (+0)	18 (+4)	14 (+2)	16 (+3)

Saving Throws Dexterity +10, Intelligence +9

Skills Acrobatics +10, Perception +7, Slight of Hand +10, Stealth +10

Senses Passive Perception 17

Languages Any one language (usually Common), and Thieves' Cant

Challenge 3 (700 XP)

Cunning Action. On their turn, as a bonus action, the legendary thief can take a Dash, Dodge, Disengage, or Hide action.

Sneak Attack (+4d6). Once per turn, the legendary thief can deal an extra 4d6 damage to one creature they hit with an attack if they have advantage on the attack roll. The attack must use a finesse or ranged weapon. They don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and they don't have disadvantage on the attack roll.

Uncanny Dodge. When the legendary thief is hit with an attack from an attacker that they can see, they can use their reaction to halve the attack's damage.

ACTIONS

Dagger. Melee Weapon Attack: +10 to hit, reach 5ft, one creature. Hit: 7 (1d4 + 5) piercing damage.

Throwing Dagger. Ranged Weapon Attack: +10 to hit, range 20/60 ft., one creature. Hit: 7 (1d4 + 5) piercing damage.

BEGINNER THIEF BOSS

Medium Humanoid (Human), Neutral

Armor Class 14 (Leather)

Hit Points 28 (5d8 + 6)

Speed 30 ft.

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

Saving Throws Dexterity +5, Intelligence +3

Skills Acrobatics +5, Perception +3, Slight of Hand +7, Stealth +7

Senses Passive Perception 13

Languages Any one language (usually Common), and Thieves' Cant

Challenge 1 (200 XP)

Cunning Action. On their turn, as a bonus action, the basic thief boss can take a Dash, Dodge, Disengage, or Hide action.

Sneak Attack (+3d6). Once per turn, the basic thief boss can deal an extra 3d6 damage to one creature they hit with an attack if they have advantage on the attack roll. The attack must use a finesse or ranged weapon. The basic thief boss doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and the basic thief boss doesn't have disadvantage on the attack roll.

Uncanny Dodge. When the basic thief boss is hit with an attack from an attacker that they can see, they can use their reaction to halve the attack's damage.

Fast Hands. The beginner thief boss can use their Cunning Action to make a Sleight of Hand check, use their thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. The basic thief boss can climb without expending extra movement. In addition, when they make a running jump, the distance they cover increases by 3 feet.

ACTIONS

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

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

INTERMEDIATE THIEF BOSS

Medium Humanoid (Human), Neutral

Armor Class 15 (Leather)

Hit Points 53 (10d8 + 8)

Speed 30 ft.

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

Saving Throws Dexterity +8, Intelligence +7

Skills Acrobatics +8, Perception +6, Slight of Hand +12, Stealth +12

Senses Passive Perception 16

Languages Any one language (usually Common), and Thieves' Cant

Challenge 3 (700 XP)

Cunning Action. On their turn, as a bonus action, the intermediate thief boss can take a Dash, Dodge, Disengage, or Hide action.

Sneak Attack (+5d6). Once per turn, the intermediate thief boss can deal an extra 5d6 damage to one creature they hit with an attack if they have advantage on the attack roll. The attack must use a finesse or ranged weapon. The intermediate thief boss doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and the intermediate thief boss doesn't have disadvantage on the attack roll.

Uncanny Dodge. When the intermediate thief boss is hit with an attack from an attacker that they can see, they can use their reaction to halve the attack's damage.

Fast Hands. The intermediate thief boss can use their Cunning Action to make a Sleight of Hand check, use their thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. The intermediate thief boss can climb without expending extra movement. In addition, when they make a running jump, the distance they cover increases by 3 feet.

Supreme Sneak. The intermediate thief boss has advantage on Stealth checks if they move no more than half their speed on the same turn.

ACTIONS

Dagger. Melee Weapon Attack: +8 to hit, reach 5ft, one creature. Hit: 6 (1d4 + 4) piercing damage.

Throwing Dagger. Ranged Weapon Attack: +8 to hit, range 20/60 ft., one creature. Hit: 6 (1d4 + 4) piercing damage.

ADVANCED THIEF BOSS

Medium Humanoid (Human), Neutral

Armor Class 16 (Leather)

Hit Points 78 (15d8 + 11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	10 (+0)	18 (+4)	16 (+3)	14 (+2)

Saving Throws Dexterity +10, Intelligence +9

Skills Acrobatics +10, Perception +8, Sleight of Hand +15, Stealth +15

Senses Passive Perception 18

Languages Any one language (usually Common), and Thieves' Cant

Challenge 5 (1,800 XP)

Cunning Action. On their turn, as a bonus action, the advanced thief boss can take a Dash, Dodge, Disengage, or Hide action.

Sneak Attack (+8d6). Once per turn, the advanced thief boss can deal an extra 8d6 damage to one creature they hit with an attack if they have advantage on the attack roll. The attack must use a finesse or ranged weapon. The advanced thief boss doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and the advanced thief boss doesn't have disadvantage on the attack roll.

Uncanny Dodge. When the advanced thief boss is hit with an attack from an attacker that they can see, they can use their reaction to halve the attack's damage.

Fast Hands. The advanced thief boss can use their Cunning Action to make a Sleight of Hand check, use their thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. The advanced thief boss can climb without expending extra movement. In addition, when they make a running jump, the distance they cover increases by 3 feet.

Supreme Sneak. The advanced thief boss has advantage on Stealth checks if they move no more than half their speed on the same turn.

ACTIONS

Dagger. Melee Weapon Attack: +10 to hit, reach 5ft, one creature. Hit: 7 (1d4 + 5) piercing damage.

Throwing Dagger. Ranged Weapon Attack: +10 to hit, range 20/60 ft., one creature. Hit: 7 (1d4 + 5) piercing damage.





BANDITS

Bandits are organized and powerful enough to form their own roving bands, and often secure enough to leave the protection of the city for easier and richer pickings on the roads.

Groups of bandits will generally go on to form their own gang, but a few can be found in the upper ranks of established guilds. The Jackdaws and Black Mast both have bandits amongst their lieutenants, and the Two Blades have a few members with a less subtle, more... direct approach.

Depending on the area they menace, a bandit could have any number of items stashed away.

d20 Item(s)

- 1-4 A coin purse with 4d4 cp.
- 5-7 A coin purse with 4d6 cp, and 4d4 sp.
- 8-9 A coin purse with 4d8 cp, 4d6 sp, and 4d4 ep.
- 10 A coin purse with 4d10 cp, 4d8 sp, 4d6 ep, and 4d4 gp.
- 11-12 1d4 random trinkets (DM's choice).
- 13-14 A few crudely drawn maps of the local area. An X marks the location of an item stash of stolen goods.
- 15-16 A collection of hunting traps and snares.
- 17-18 An oil lamp and two vials of lamp oil.
- 19 A potion of healing.
- 20 Roll twice for this loot drop.

BASIC BANDIT

Medium Humanoid (Any Race), Neutral

Armor Class 13 (Hide)

Hit Points 16 (2d10 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	8 (-1)	11 (+0)

Saving Throws Strength +4, Constitution +3

Skills Athletics +4, Intimidation +1

Senses Passive Perception 9

Languages Any one language (usually Common)

Challenge 1/4 (50 XP)

Ambush. The basic bandit has advantage on attack rolls against any creature that hasn't yet taken a turn in combat.

ACTIONS

Longsword. Melee Weapon Attack: +4 to hit, reach 5ft, one creature. Hit: 7 (1d8 + 3) slashing damage.

Heavy Crossbow. Ranged Weapon Attack: +4 to hit, range 100/400 ft., one creature. Hit: 8 (1d10 + 3) piercing damage.

AVERAGE BANDIT

Medium Humanoid (Any Race), Neutral

Armor Class 14 (Chain Shirt)

Hit Points 32 (7d10 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	10 (+0)	9 (-1)	12 (+1)

Saving Throws Strength +5, Constitution +4

Skills Athletics +5, Intimidation +3

Senses Passive Perception 9

Languages Any one language (usually Common)

Challenge 1/2 (100 XP)

Ambush. The average bandit has advantage on attack rolls against any creature that hasn't yet taken a turn in combat.

ACTIONS

Multiattack. The average bandit makes two melee or ranged attacks.

Longsword. Melee Weapon Attack: +5 to hit, reach 5ft, one creature. Hit: 7 (1d8 + 3) slashing damage.

Heavy Crossbow. Ranged Weapon Attack: +5 to hit, range 100/400 ft., one creature. Hit: 8 (1d10 + 3) piercing damage.

SKILLED BANDIT

Medium Humanoid (Any Race), Neutral

Armor Class 15 (Chain Shirt)

Hit Points 48 (7d10 + 10)

Speed 30 ft.

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

Saving Throws Strength +7, Constitution +6

Skills Athletics +7, Intimidation +4

Senses Passive Perception 10

Languages Any one language (usually Common)

Challenge 2 (450 XP)

Ambush. The skilled bandit has advantage on attack rolls against any creature that hasn't yet taken a turn in combat.

ACTIONS

Multiattack. The skilled bandit makes two melee or ranged attacks.

Longsword. Melee Weapon Attack: +7 to hit, reach 5ft, one creature. Hit: 8 (1d8 + 4) slashing damage.

Heavy Crossbow. Ranged Weapon Attack: +7 to hit, range 100/400 ft., one creature. Hit: 9 (1d10 + 4) piercing damage.

ELITE BANDIT

Medium Humanoid (Any Race), Neutral

Armor Class 15 (Chain Shirt)

Hit Points 64 (10d10 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	17 (+3)	10 (+0)	10 (+0)	14 (+2)

Saving Throws Strength +8, Constitution +7

Skills Athletics +8, Intimidation +6

Senses Passive Perception 10

Languages Any one language (usually Common)

Challenge 3 (700 XP)

Ambush. The elite bandit has advantage on attack rolls against any creature that hasn't yet taken a turn in combat.

Menacing. As a bonus action, the elite bandit can force a target it can see within 60 feet to make a DC 14 Wisdom saving throw. On a failed save, the target has disadvantage on their next attack.

ACTIONS

Multiattack. The elite bandit makes three melee or ranged attacks.

Longsword. Melee Weapon Attack: +7 to hit, reach 5ft, one creature. Hit: 8 (1d8 + 4) slashing damage.

Heavy Crossbow. Ranged Weapon Attack: +7 to hit, range 100/400 ft., one creature. Hit: 9 (1d10 + 4) piercing damage.

LEGENDARY BANDIT

Medium Humanoid (Any Race), Neutral

Armor Class 16 (Scale mail)

Hit Points 80 (13d10 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	10 (+0)	10 (+0)	14 (+2)

Saving Throws Strength +10, Constitution +9

Skills Athletics +10, Intimidation +7

Senses Passive Perception 10

Languages Any one language (usually Common)

Challenge 5 (1,800 XP)

Ambush. The legendary bandit has advantage on attack rolls against any creature that hasn't yet taken a turn in combat.

Menacing. As a bonus action, the elite bandit can force a target it can see within 60 feet to make a DC 15 Wisdom saving throw. On a failed save, the target has disadvantage on their next attack.

ACTIONS

Multiattack. The legendary bandit makes three melee or ranged attacks.

Longsword. Melee Weapon Attack: +10 to hit, reach 5ft, one creature. Hit: 9 (1d8 + 5) slashing damage.

Heavy Crossbow. Ranged Weapon Attack: +10 to hit, range 100/400 ft., one creature. Hit: 10 (1d10 + 5) piercing damage.

BEGINNER BANDIT BOSS

Medium Humanoid (Any Race), Neutral

Armor Class 15 (Chain Shirt)

Hit Points 100 (10d10 + 45)

Speed 30 ft.

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

Saving Throws Strength +8, Constitution +7

Skills Athletics +8, Intimidation +5

Senses Passive Perception 10

Languages Any one language (usually Common)

Challenge 4 (1,100 XP)

Ambush. The beginner bandit boss has advantage on attack rolls against any creature that hasn't yet taken a turn in combat.

Menacing. As a bonus action, the beginner bandit boss can force a target it can see within 60 feet to make a DC 14 Wisdom saving throw. On a failed save, the target has disadvantage on their next attack.

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, the beginner bandit boss deals +2 damage with it.

Second Wind. On their turn, the beginner bandit boss can use a bonus action to regain 1d10 + 10 hit points. Once they use this feature, they must finish a long or short rest before using it again.

Action Surge. Once per day, on their turn, the beginner bandit boss can take an additional action on top of their normal action and possible bonus action. Once they use this feature, they must finish a long or short rest before using it again.

Commander. The beginner bandit boss can use a bonus action to shout commands. All allies within 120 ft. gain 1d4 to their next attack roll.

ACTIONS

Multiattack. The beginner bandit boss makes two melee or ranged attacks.

Longsword. Melee Weapon Attack: +8 to hit, reach 5ft, one creature. Hit: 10 (1d8 + 6) slashing damage.

Heavy Crossbow. Ranged Weapon Attack: +8 to hit, range 100/400 ft., one creature. Hit: 9 (1d10 + 4) piercing damage.

INTERMEDIATE BANDIT BOSS

Medium Humanoid (Any Race), Neutral

Armor Class 16 (Scale mail)

Hit Points 137 (15d10 + 55)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	17 (+3)	10 (+0)	10 (+0)	14 (+2)

Saving Throws Strength +9, Constitution +8

Skills Athletics +9, Intimidation +7

Senses Passive Perception 10

Languages Any one language (usually Common)

Challenge 6 (2,300 XP)

Ambush. The intermediate bandit boss has advantage on attack rolls against any creature that hasn't yet taken a turn in combat.

Menacing. As a bonus action, the intermediate bandit boss can force a target it can see within 60 feet to make a DC 17 Wisdom saving throw. On a failed save, the target has disadvantage on their next attack.

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, the intermediate bandit boss deals +2 damage with it.

Second Wind. On their turn, the intermediate bandit boss can use a bonus action to regain 1d10 + 15 hit points. Once they use this feature, they must finish a long or short rest before using it again.

Action Surge. Once per day, on their turn, the intermediate bandit boss can take an additional action on top of their normal action and possible bonus action. Once they use this feature, they must finish a long or short rest before using it again.

Commander. The intermediate bandit boss can use a bonus action to shout commands. All allies within 120 ft. gain 1d6 to their next attack roll.

ACTIONS

Multiattack. The intermediate bandit boss makes three melee or ranged attacks.

Longsword. Melee Weapon Attack: +9 to hit, reach 5ft, one creature. Hit: 10 (1d8 + 6) slashing damage.

Heavy Crossbow. Ranged Weapon Attack: +9 to hit, range 100/400 ft., one creature. Hit: 9 (1d10 + 4) piercing damage.

ADVANCED BANDIT BOSS

Medium Humanoid (Any Race), Neutral

Armor Class 17 (Breastplate)

Hit Points 185 (20d10 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	10 (+0)	10 (+0)	14 (+2)

Saving Throws Strength +11, Constitution +9

Skills Athletics +11, Intimidation +8

Senses Passive Perception 10

Languages Any one language (usually Common)

Challenge 9 (5,000 XP)

Ambush. The advanced bandit boss has advantage on attack rolls against any creature that hasn't yet taken a turn in combat.

Menacing. As a bonus action, the advanced bandit boss can force a target it can see within 60 feet to make a DC 20 Wisdom saving throw. On a failed save, the target has disadvantage on their next attack.

Fighting Style (Dueling). When using a melee weapon in one hand and no other weapons, the advanced bandit boss deals +2 damage with it.

Second Wind. On their turn, the advanced bandit boss can use a bonus action to regain 1d10 + 20 hit points. Once they use this feature, they must finish a long or short rest before using it again.

Action Surge. Once per day, on their turn, the advanced bandit boss can take an additional action on top of their normal action and possible bonus action. Once they use this feature, they must finish a long or short rest before using it again.

Commander. The advanced bandit boss can use a bonus action to shout commands. All allies within 120 ft. gain 1d8 to their next attack roll.

ACTIONS

Multiattack. The advanced bandit boss makes four melee or ranged attacks.

Longsword. Melee Weapon Attack: +11 to hit, reach 5ft, one creature. Hit: 11 (1d8 + 7) slashing damage.

Heavy Crossbow. Ranged Weapon Attack: +11 to hit, range 100/400 ft., one creature. Hit: 10 (1d10 + 5) piercing damage.



ASSASSINS

Assassins are the elite of the criminal underworld, with desirable skills which can demand high prices. Successful assassins can live lives of relative luxury, which can make them a valuable target for less skilled criminals.

The Two Blades guild commands a high number of assassins who hone their skills with every job taken, and The Purple Rose allow none but assassins into their ranks. Freelancers can find employment from any of the criminal organization who have rivals, and may even find a permanent spot in their ranks if the pay is good enough.

Assassins equip themselves with the best gear available, and have the coin to pay for it.

d20 Item(s)

- 1-4 A coin purse with 1d4 pp.
- 5-7 A coin purse with 1d6 gp, and 2d4 pp.
- 8-9 A coin purse with 1d8 ep, 2d6 gp, and 3d4 pp.
- 10 A coin purse with 1d10 sp, 2d8 ep, 3d6 gp, and 4d4 pp.
- 11-13 A vial with an extremely deadly and fast-acting poison.
- 14-16 A finely crafted dagger with beautiful inlay and sheath.
- 17-19 A tight-fitting leather harness that can be worn under clothing to hide weapons.
- 20 Roll twice for this loot drop.

THE METHOD

Assassins have many different methods for dispatching the target. Some of these methods are subtle, others are more direct.

d6 Preferred Method

- 1 A perfectly aimed poisoned arrow, shot from afar.
- 2 A poisoned blade up close and personal on the street.
- 3 Covert infiltration by night through a high window, then a silent kill with a well aimed piercing or slashing weapon.
- 4 Gaining entry by bribing a guard or doorman, then posing as staff and poisoning the target's food or drink.
- 5 Creating an elaborate backstory and infiltrating an organization over the course of several weeks or months, then dispatching their target covertly by blade or poison.
- 6 Trapping the target in an enclosed space and dispatching them with fire, smoke, inhaled poison or the like.



BASIC ASSASSIN

Medium Humanoid (Any Race), Neutral

Armor Class 14 (Leather)

Hit Points 8 (1d8 + 4)

Speed 30 ft.

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

Saving Throws Dexterity +4, Intelligence +2

Skills Acrobatics+4, Deception +3, Perception +2, Persuasion +3, Slight of Hand +4, Stealth +4

Senses Passive Perception 12

Languages Any one language (usually Common)

Challenge 1/2 (100 XP)

Escape Artist. The basic assassin leaves no trace. Anyone attempting to track them has disadvantage.

ACTIONS

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

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one creature. Hit: 6 (1d6 + 3) piercing damage.

AVERAGE ASSASSIN

Medium Humanoid (Any Race), Neutral

Armor Class 14 (Leather)

Hit Points 13 (2d8 + 5)

Speed 30 ft.

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

Saving Throws Dexterity +5, Intelligence +4

Skills Acrobatics+5, Deception +4, Perception +3, Persuasion +4, Slight of Hand +5, Stealth +5

Senses Passive Perception 13

Languages Any one language (usually Common)

Challenge 1 (200 XP)

Escape Artist. The average assassin leaves no trace. Anyone attempting to track them has disadvantage.

Poison Dip. The average assassin can use a bonus action, before their Attack action, to add poison to their weapon. On a successful attack, the target must make a DC 15 Constitution saving throw or become poisoned. The target can repeat the saving throw at the end of each of its turns, ending the poison's effects on a success.

ACTIONS

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

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one creature. Hit: 6 (1d6 + 3) piercing damage.

SKILLED ASSASSIN

Medium Humanoid (Any Race), Neutral

Armor Class 15 (Leather)

Hit Points 18 (3d8 + 6)

Speed 30 ft.

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

Saving Throws Dexterity +7, Intelligence +6

Skills Acrobatics+7, Deception +6, Perception +5, Persuasion +6, Slight of Hand +7, Stealth +7

Senses Passive Perception 15

Languages Any one language (usually Common)

Challenge 2 (450 XP)

Escape Artist. The skilled assassin leaves no trace. Anyone attempting to track them has disadvantage.

Poison Dip. The skilled assassin can use a bonus action, before their Attack action, to add poison to their weapon. On a successful attack, the target must make a DC 17 Constitution saving throw or become incapacitated. The target can repeat the saving throw at the end of each of its turns, ending the poison's effects on a success.

ACTIONS

Dagger. Melee or Range Weapon Attack: +7 to hit, reach 5ft. or range 20/60 ft., one creature. Hit: 6 (1d4 + 4) piercing damage.

Shortbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one creature. Hit: 7 (1d6 + 4) piercing damage.

ELITE ASSASSIN

Medium Humanoid (Any Race), Neutral

Armor Class 16 (Studded Leather)

Hit Points 23 (4d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	10 (+0)	18 (+4)	15 (+2)	17 (+3)

Saving Throws Dexterity +8, Intelligence +8

Skills Acrobatics+8, Deception +7, Perception +6, Persuasion +7, Slight of Hand +8, Stealth +8

Senses Passive Perception 16

Languages Any one language (usually Common)

Challenge 3 (700 XP)

Escape Artist. The elite assassin leaves no trace. Anyone attempting to track them has disadvantage.

Poison Dip. The elite assassin can use a bonus action, before their Attack action, to add poison to their weapon. On a successful attack, the target must make a DC 19 Constitution saving throw or become paralysed. The target can repeat the saving throw at the end of each of its turns, ending the poison's effects on a success.

ACTIONS

Dagger. Melee or Range Weapon Attack: +8 to hit, reach 5ft. or range 20/60 ft., one creature. Hit: 6 (1d4 + 4) piercing damage.

Shortbow. Ranged Weapon Attack: +8 to hit, range 80/320 ft., one creature. Hit: 7 (1d6 + 4) piercing damage.

LEGENDARY ASSASSIN

Medium Humanoid (Any Race), Neutral

Armor Class 17 (Studded Leather)

Hit Points 28 (5d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	10 (+0)	20 (+5)	16 (+3)	18 (+4)

Saving Throws Dexterity +10, Intelligence +10

Skills Acrobatics+10, Deception +9, Perception +8, Persuasion +9, Slight of Hand +10, Stealth +10

Senses Passive Perception 18

Languages Any one language (usually Common)

Challenge 4 (1,100 XP)

Escape Artist. The legendary assassin leaves no trace. Anyone attempting to track them has disadvantage.

Poison Dip. The legendary assassin can use a bonus action, before their Attack action, to add poison to their weapon. On a successful attack, the target must make a DC 21 Constitution saving throw or become unconscious. The target can repeat the saving throw at the end of each of its turns, ending the poison's effects on a success.

ACTIONS

Dagger. Melee or Range Weapon Attack: +10 to hit, reach 5ft. or range 20/60 ft., one creature. Hit: 7 (1d4 + 5) piercing damage.

Shortbow. Ranged Weapon Attack: +10 to hit, range 80/320 ft., one creature. Hit: 8 (1d6 + 5) piercing damage.

BEGINNER ASSASSIN BOSS

Medium Humanoid (Any Race), Neutral

Armor Class 14 (Leather)

Hit Points 39 (7d8 + 8)

Speed 30 ft.

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

Saving Throws Dexterity +6, Intelligence +6

Skills Acrobatics+9, Deception +9, Insight +8, Perception +8, Persuasion +6, Slight of Hand +6, Stealth +6

Senses Passive Perception 15

Languages Any one language (usually Common)

Challenge 4 (1,100 XP)

Escape Artist. The beginner assassin boss leaves no trace. Anyone attempting to track them has disadvantage.

Poison Dip. The beginner assassin boss can use a bonus action, before their Attack action, to add poison to their weapon. On a successful attack, the target must make a DC 19 Constitution saving throw or become incapacitated. The target can repeat the saving throw at the end of each of its turns, ending the poison's effects on a success.

Sneak attack (+4d6). Once per turn, the beginner assassin boss can deal an extra 4d6 damage to one creature they hit with an attack if they have advantage on the attack roll. The attack must use a finesse or ranged weapon. They don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and they don't have disadvantage on the attack roll.

Cunning Action. On their turn, as a bonus action, the beginner assassin boss can take a Dash, Dodge, Disengage, or Hide action.

Assassinate. The beginner assassin boss has advantage on attack rolls against any creature that hasn't taken a turn in combat yet. Additionally, if they hit a surprised creature, it is counted as a critical hit.

Uncanny Dodge. When the beginner assassin boss is hit with an attack from an attacker that they can see, they can use their reaction to halve the attack's damage.

Evasion. When the beginner assassin boss is subjected to an effect that allows them to make a Dexterity saving throw to only take half damage, they take no damage on a successful saving throw and half damage on a failed one.

ACTIONS

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

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

INTERMEDIATE ASSASSIN BOSS

Medium Humanoid (Any Race), Neutral

Armor Class 15 (Leather)

Hit Points 57 (11d8 + 8)

Speed 30 ft.

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

Saving Throws Dexterity +8, Intelligence +8

Skills Acrobatics+8, Deception +12, Insight +11, Perception +11, Persuasion +8, Slight of Hand +8, Stealth +12

Senses Passive Perception 21

Languages Any one language (usually Common)

Challenge 6 (2,300 XP)

Escape Artist. The intermediate assassin boss leaves no trace. Anyone attempting to track them has disadvantage.

Poison Dip. The intermediate assassin boss can use a bonus action, before their Attack action, to add poison to their weapon. On a successful attack, the target must make a DC 22 Constitution saving throw or become paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison's effects on a success.

Sneak attack (+6d6). Once per turn, the intermediate assassin boss can deal an extra 6d6 damage to one creature they hit with an attack if they have advantage on the attack roll. The attack must use a finesse or ranged weapon. They don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and they don't have disadvantage on the attack roll.

Cunning Action. On their turn, as a bonus action, the intermediate assassin boss can take a Dash, Dodge, Disengage, or Hide action.

Assassinate. The intermediate assassin boss has advantage on attack rolls against any creature that hasn't taken a turn in combat yet. Additionally, if they hit a surprised creature, it is counted as a critical hit.

Uncanny Dodge. When the intermediate assassin boss is hit with an attack from an attacker that they can see, they can use their reaction to halve the attack's damage.

Evasion. When the intermediate assassin boss is subjected to an effect that allows them to make a Dexterity saving throw to only take half damage, they take no damage on a successful saving throw and half damage on a failed one.

Infiltration Expertise. The intermediate assassin can spend seven days and 25g to create a false identity for themselves with established history and connections. They can't establish an identity that belongs to someone else. When disguised this way, people will believe them to be the new identity unless given reason not to.

ACTIONS

Dagger. Melee or Range Weapon Attack: +8 to hit, reach 5ft. or range 20/60 ft., one creature. Hit: 6 (1d4 + 4) piercing damage.

Shortbow. Ranged Weapon Attack: +8 to hit, range 80/320 ft., one creature. Hit: 7 (1d6 + 4) piercing damage.

ADVANCED ASSASSIN BOSS

Medium Humanoid (Any Race), Neutral

Armor Class 16 (Leather)

Hit Points 75 (15d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	10 (+0)	20 (+5)	18 (+4)	20 (+5)

Saving Throws Dexterity +10, Intelligence +10

Skills Acrobatics +10, Deception +15, Insight +14, Perception +9, Persuasion +10, Slight of Hand +15, Stealth +15

Senses Passive Perception 19

Languages Any one language (usually Common)

Challenge 8 (3,900 XP)

Escape Artist. The advanced assassin boss leaves no trace. Anyone attempting to track them has disadvantage.

Poison Dip. The advanced assassin boss can use a bonus action, before their Attack action, to add poison to their weapon. On a successful attack, the target must make a DC 25 Constitution saving throw or become unconscious. The target can repeat the saving throw at the end of each of its turns, ending the poison's effects on a success.

Sneak attack (+8d6). Once per turn, the advanced assassin boss can deal an extra 8d6 damage to one creature they hit with an attack if they have advantage on the attack roll. The attack must use a finesse or ranged weapon. They don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and they don't have disadvantage on the attack roll.

Cunning Action. On their turn, as a bonus action, the advanced assassin boss can take a Dash, Dodge, Disengage, or Hide action.

Assassinate. The advanced assassin boss has advantage on attack rolls against any creature that hasn't taken a turn in combat yet. Additionally, if they hit a surprised creature, it is counted as a critical hit.

Uncanny Dodge. When the advanced assassin boss is hit with an attack from an attacker that they can see, they can use their reaction to halve the attack's damage.

Evasion. When the advanced assassin boss is subjected to an effect that allows them to make a Dexterity saving throw to only take half damage, they take no damage on a successful saving throw and half damage on a failed one.

Infiltration Expertise. The advanced assassin can spend seven days and 25g to create a false identity for themselves with established history and connections. They can't establish an identity that belongs to someone else. When disguised this way, people will believe them to be the new identity unless given reason not to.

ACTIONS

Dagger. Melee or Range Weapon Attack: +10 to hit, reach 5ft. or range 20/60 ft., one creature. Hit: 7 (1d4 + 5) piercing damage.

Shortbow. Ranged Weapon Attack: +8 to hit, range 80/320 ft., one creature. Hit: 8 (1d6 + 5) piercing damage.



UNIQUE ITEMS

Each of these items can be found on one of the NPCs within this book, and can be used or distributed at the DM's discretion.

BLACK BEAST'S GAZE

Wondrous item, rare

The eye of a massive burrowing insect monstrosity. It is kept in a leather pouch and fits in the palm of a hand. It appears to most people as a large, black, translucent opal with flecks of amber deep within it.

When the eye is taken out of its leather pouch, any creature within 30 feet that looks at it, including the eye's holder, must make a DC 15 Wisdom saving throw. On a failed save, the viewer is forced to roll a d6 to determine their new condition or action on their next turn. The viewer can re-roll their saving throw at the end of each of their future turns. Once they have succeeded, they will not be affected by the eye until they look at it again.

d6 Condition / Action

- 1 The viewer is blinded.
- 2 The viewer is charmed by the holder of the eye.
- 3 The viewer is frightened by the holder of the eye.
- 4 The viewer is incapacitated.
- 5 The viewer attacks any target within 5 feet of them with whatever weapon they are holding, or their fists if they are unarmed.
- 6 The viewer runs for their entire movement speed in a random direction of the DM's choosing.

Value: ~4,000 gp

THE BLADE OF DAGR-NATH

Weapon (longsword), rare

This blade was originally forged to commemorate the victory of a dark elf army over that of a vastly larger alliance of high elves and wood elves. The weapons were taken from the bodies of the alliance commanders and melted down to create the steel used to forge this blade.

The sword itself is well-known among those who pledge allegiance to the dark forces. It is a sign of power and bestows its owner with advantage on Intimidation and Persuasion checks against elves.

Damage: 10 (1d8 + 6) slashing

Value: ~3,000 gp

BLADE OF VASIM TELL'ANI

Weapon (scimitar), very rare (requires attunement)

This wickedly sharp scimitar is enchanted with a unique spell. When the attuned wielder hits an enemy with an attack using this weapon, the blade glows with a faint yellow light and its damage is increased by +1. Each time the wielder lands a successful attack, the blade gains +1 damage. The damage increases until the wielder misses an attack, at which point all bonus damage is nullified and the blade fades, now smoking with a dark gray fume and hot to the touch. There is no limit to the amount of

bonus damage that the blade can gain, however all bonus damage is nullified 60 seconds after the last successful attack.

Legends say that Vazim Tell'ani was a vicious warlord from the Far East. He ruled a nomadic people centuries ago who made war with many kingdoms. On his 50th birthday he was betrayed by his lover, drugged, and sold to a brutal and unforgiving king who had him burned alive on the top of a high dune for all to see. Many days passed as word reached his sons of his death. They rode many days and many nights to the high dune and, once there, gathered what they could of their father's ashes. They swore revenge on all kingdoms in the realm and took the ashes, gathering them in a copper urn. Vabrum, Vasim's eldest son, commissioned the smithing of a new sword which he would use to remove the head of every king who had conspired against his father. He instructed the smith to mix his father's ashes into the coal he would use to smelt the ore, thereby imbuing the blade with the very soul of Vasim himself. The blade remained an heirloom of the Tell'ani brothers and their decedents until well after it had fulfilled Vabrum's curse on the kings. After that, the blade mysteriously went missing, but has been claimed to exist mounted on the wall of countless armories throughout the realms.

Value: ~35,000 gp

BLACKHEART'S BLADE

Weapon (longsword), rare

This blade was once owned by the infamous pirate Samul Blackheart, whose name is legendary amount the pirates, slavers, bandits and ruffians from throughout the realm. Whoever wields it has advantage on skill checks using Charisma against non-law-abiding citizens—the sort of scum who would hold Captain Blackheart in high esteem.

Damage: 4 (1d8) slashing

Value: ~4,500 gp

BOOK OF BLACKMAIL

Book, rare

This book contains a wealth of information about local lords, leaders and people of high status—even those of high status in low places such as the leader of a thieves' guild. Some of the information is pure fantasy (but not beyond possibility) and the rest of the information is cold, hard fact, the sort of fact that most folk wouldn't want going public.

The knowledge in the book grants the owner +1d6 on Insight, Intimidation, and Persuasion checks made against anyone named in the book.

Value: ~350 gp

CRUDE BEADED NECKLACE

Jewelry, uncommon (requires attunement)

This necklace was crafted from remnants of other jewelry found on the streets and back allies of a merchant quarter in the city. It has been slowly assembled by a young girl named Nell and, though she doesn't know it, one of the remnants is a small piece of a very powerful ancient seal. Its magical energy still lingers, and may prove to be a very important relic to any nefarious character on the lookout for it, or that learned of its whereabouts.

Value: ~10 gp



DRUM CHEST

Wondrous item, uncommon

This drum has a hidden hatch near one of the shoulder straps, opened with a unique key. The hatch is the length and width of a flattened palm, and opens inward on a hidden hinge. The space inside is large enough to fit as much as an average backpack, as long as you can fit the object through the hatch. The drum is most commonly used to temporarily conceal loot after a spree of pickpocketing. Even when full, the drum's sound is not affected by the items inside it due to the clever design and craftsmanship.

Value: ~190 gp

ENHANCED FORGER'S KIT

Forgery kit, rare

This kit not only contains all of the standard items contained within a forgery kit, but also contains wooden replica rings of all the major lords and noble houses from throughout the realm. The use of authentic-looking wax seals makes forging documents from the upper elite even more convincing.

Value: ~45 gp

FINGER BLADE

Tool, common

This slender knife, used for cutting purses and picking locks, is small enough to be easily concealed in one's hand, or can be incorporated into a glove for ease of access. When used, it grants advantage to any attempt the user makes to cut a purse or pick a simple lock.

Value: ~5 gp

FURY

Weapon (warhammer), rare (requires attunement)

The wielder of this impressive hammer can forgo their movement and bonus action during their turn to charge up *Fury* with magical energy. When charged, the head of the warhammer glows with a pulsing red light.

On the next successful attack, *Fury* unleashes its magical energy in the form of a massive blow that causes the target of the attack to take an additional 1d8 force damage. Additionally, all targets of Medium size or smaller within a 15 foot cone must make a DC 15 Constitution saving throw, or be knocked back 10 feet.

Damage: 5 (1d8) bludgeoning, +5 (1d8) force damage

Value: ~5,000 gp

GEMSTONE FLUTE

Instrument, uncommon (requires attunement)

This finely crafted flute is adorned with a glittering gemstone suspended from a cord. When playing this instrument the musician has advantage on Performance checks.

Value: ~160 gp

GOLD DRAGON FIGURINE

Wondrous item, rare (requires attunement)

This small dragon figurine is finely crafted from pure gold and could fit in the palm of a hand. It is enchanted to contain an entire room's worth of poisonous gas within, which can be triggered in a variety of ways.

The owner (once attuned) can speak the words, "let forth your breath" in Draconic within 50 feet of the figurine, to have it instantly belch a dark green cloud of poison in a 30 foot sphere. Additionally, the owner can give the figurine delayed commands, such as, "the next time you are picked up, let forth your breath" or can give more specific times such as, "in one hour..." in Draconic, and the figurine will follow the instructions. The figurine can be disarmed when the owner says, "sleep and be still" in Draconic within 50 feet of the figurine.

The figurine will recharge its poison breath 24 hours after it's been expelled.

Value: ~2,250 gp

HEADS & TAILS

Wondrous item, rare (requires attunement)

A pair of gold coins, one with the impression of a monarch's face at profile on both sides, and the other with the impression of a thieving magpie on both sides. When the coins are within 5 feet of each other they have no effect. But when they are separated, the tails coin teleports coins worth at least 1 copper piece (starting with the highest denomination) to the heads coin at a rate of 1 coin per minute for 1 hour, at which point the tails coin will teleport itself to within 1 inch of the heads coin.

This wondrous item is best utilized by swindlers and thieves who slip the tails coin into the coin purse of their unsuspecting victim, or pay for goods with a handful of gold pieces so that the tails coin won't stand out.

Value: ~2,900 gp

HIDDEN WRIST-BLADE

Weapon (dagger), uncommon

This devilish little device is designed to fit under the wearer's glove, strapped around the wrist. When the wearer pulls their hand back to make their palm perpendicular with their forearm, the blade deploys and extends out 6 or so inches. The blade locks in place when fully extended, and is most commonly used to stab an unsuspecting target.

Damage: 2 (1d4) piercing

Value: ~10 gp

HOBGOBLIN GLAIVE

Weapon (reach), uncommon

This glaive, made by master hobgoblin craftsmen, deals +1 damage, and is long enough to extend the wielder's reach by an additional 5 feet (on top of the 5 feet granted by its reach property) but giving the wielder disadvantage on attack rolls made at this distance.

Damage: 12 (1d10 + 1) slashing

Value: ~60 gp

KNOT OF ROMANTIC ENTANGLEMENT

Bracelet, common

This bracelet, weaved from tatty cotton thread, grants the wearer +1d4 when performing skill checks using Charisma if the check has anything to do with flirtation, seduction or romance.

Value: ~50 gp

LOUPE OF TRUE SIGHT

Wondrous item, very rare

One of the most useful items for a jeweler or collector of fine gems, the *Loupe of True Sight* grants the wearer the ability to identify the magical properties of gems, jewels and other precious stones. These magical properties can be innate to the item, or could have been imbued in the item through a spell, ritual, or enchantment.

Value: ~8,250 gp

MULTITOOL

Tool, uncommon

This hand held tool has many different tools within it, giving the user advantage when picking locks, disarming traps, and other complex tasks requiring Dexterity or Intelligence.

Value: ~350 gp



ORB OF THE VOICE

Wondrous item, rare

This orb is a means of communication for the entity known only as The Voice. Within is a whirling, churning maelstrom which feeds paranoia, mocks, threatens and laughs. When the orb is nearby, sentient creatures suffer frequent nightmares. The orb can be used as a +1 spellcasting focus and, in addition, a creature can gaze into the orb to attempt to harness a portion of its power. Each time a creature gazes into the orb, they must make a DC 20 Wisdom saving throw. On a failed save, roll a d10. The creature is given a new flaw or personality quirk that lasts for 1 week (use the table below, or use it as inspiration to create your own); after multiple failures, these can become severe.

d10 Effect

- 1 New flaw - "I WILL NOT BE MOCKED!"
- 2 New flaw - "Gold. I have to have it. I have to have it!"
- 3 Every time the character faces a new enemy, they must make a Wisdom saving throw (DC 15). On a failed save, the character is frightened of the enemy. The character may repeat this saving throw as a bonus action on their turn.
- 4 The character is mute.
- 5 New flaw - "The Voice knows best. If I'm the only one that can hear it, that just means I'm special."
- 6 Every time the character finishes speaking, they must say "so says The Voice" or suffer intense pain (1d4 psychic damage)
- 7 Once per turn, before the character declares an attack, they must roll a d20. On a 1, the character must attack the closest ally, moving up to their speed if necessary.
- 8 Animals fear the character intensely and are unable to be calmed in their presence, instead fleeing or fighting as best suits their nature.

- 9 When the character casts a spell, roll a d20. On a 1, the spell backfires, creating the opposite effect to that intended, or targeting the caster or an ally rather than an enemy (or vice-versa) at the DM's discretion.
- 10 The character immediately takes 1d12 psychic damage, and its hit point maximum is reduced by the damage taken for the duration of the week.

On a successful save, the orb's bonus increases to +2 and the wielder has advantage on Wisdom and Intelligence saving throws. These benefits last for 24 hours.

Value: ~4,600 gp

ORRYN'S ENCHANTED PLAYING CARDS

Wondrous item, rare (requires attunement)

This magical deck of playing cards has been enchanted with an illusion spell. Each card has a blank face but, when dealt, the cards take on their value according to the desires of the person who the deck is attuned to. If someone looks at the card faces before they are dealt, they will all be assigned a random face value.

A magic user proficient in illusion spells can detect the enchantment on the cards with an DC 20 Arcana check.

Value: ~2,500 gp

POPPY MILK VIAL

Elixir, rare

A small vial full of viscous white liquid. When diluted into a drink it has no flavor or smell and when consumed in such a fashion it causes the drinker to become drowsy and fall asleep within thirty minutes. They will be in a sleep so deep that, though a vigorous shake or a slap in the face will temporarily rouse them, they will immediately be drawn back into sleep, and must rest for at least eight hours before they are able to come to their senses.

Value: ~1,000 gp

POTION OF SPELL REJUVENATION

Potion, rare

When a creature drinks this foul-smelling, bitter potion, roll a d10 and refer to the following table for the effect.

d10 Effect

- 1-3 The drinker recovers their lowest level expended spell slot.
- 4-5 The drinker recovers their two lowest level expended spell slots.
- 6-7 The drinker recovers their highest level expended spell slot.
- 8-9 The drinker recovers their two highest level expended spell slots.
- 10 The drinker recovers all expended spell slots, and must make a DC 17 Constitution saving thrown. On a failed save, they suffer one level of exhaustion.

Value: ~2000 gp

POTION OF SUGGESTION

Potion, uncommon

Just two drops of this bright blue, magic liquid, consumed directly from the vial or concealed in an unsuspecting target's

ale mug, drinking horn, or wine glass, causes the target to have disadvantage on saving throws against Deception, Intimidation, and Persuasion from any creature for 1 hour.

Value: ~185 gp

POWERFUL CROSSBOW

Weapon (crossbow), rare

A heavy crossbow of Dwarvish origin (with specialized adaptations), its multiple limbs and thick string allow for a frightening draw weight. Despite this, its unique design allows it to be loaded and drawn with ease. Whenever this bow deals maximum damage, the target must succeed at a DC 15 Constitution saving throw. On a failed save, the attack is considered a critical hit.

Damage: 5 (1d10) piercing

Value: ~2,500 gp

ROWAN BEAD NECKLACE

Wondrous item, uncommon (requires attunement)

A necklace of beads crafted from the wood of the Rowan tree, a plant well known amongst herbalists for its resistance to witchcraft and enchantment. The necklace grants the wearer +1d6 on Wisdom saving throws.

Value: ~160 gp

SCALPEL

Weapon (dagger), uncommon

This extremely small blade is so sharp, it can make incisions without causing any immediate pain when in the hand of a skilled practitioner. Attack rolls of 19 or 20 made with this weapon are considered a critical hit, and deal four times normal damage if the target is surprised.

Damage: 2 (1d4) slashing

Value: ~120 gp



SKERA

Weapon (greatsword), rare (requires attunement)

This sword was crafted in the ancient Nord fashion, finely balanced with a razor edge. When an attack with this weapon deals maximum damage, the target must make a Constitution saving throw, the DC of which is 8 + the wielder's proficiency bonus + the wielder's Strength modifier. On a failed save, a limb (determined randomly or assigned by the DM) is cleaved from the target's body, if the target is Large or smaller.

Damage: 8 (2d6 + 1) slashing

Value: ~1,850 gp

SKELETON KEY OF KARN ITHEL

Wondrous item, very rare (requires attunement)

This key is enchanted with an alteration spell purposed to unlock even the most masterfully locked doors, chests, and even objects locked with magic.

Karn Ithel is the name of a long-dead mage who was entombed beneath a great fortress of his own making. Legends tell of his rise to power through the use of elemental magic, and how he was eventually betrayed and incarcerated by his followers, who sought his power and wished to bend it to their own purposes. Encased in a great metal sarcophagus, he was kept alive for many decades while his once-loyal followers fed from his life force. They had crafted a key from the amulet he wore, which is said to be the only way to open his casket, the location of which, along with the fortress, has been lost to time.

Value: ~37,000 gp

TALIM'S BLADE

Weapon (dagger), rare (requires attunement)

This dagger is imbued with poison of wraith essence. As well as piercing, on a successful attack, the target takes 1d8 necrotic damage, dealing damage and reducing their maximum hit points. Maximum hit points lost in this way can only be recovered through magical healing, or a long rest.

The pommel contains a coin displaying a man's face on one side, and a dwarf woman's on the other.

Damage: 2 (1d4) piercing, 4 (1d8) necrotic

Value: ~1,250 gp



THIEF SLAYER'S RING

Ring, common

This ring is made of silver and is fashioned in the shape of a swooping crow. It is proof of the wearer's allegiance to an ancient, once-prevalent (but now disbanded) order of bounty hunters, who tracked down nefarious miscreants. Forced to cease activity after an infamous thief apprehended and tortured their leader, members were no longer willing to show their affiliation, and the rings became commonly pawned and scrapped items, their worth almost negligible. Though their significance is almost lost among common folk, who would pay no heed to an old ring, there are rare possessors who choose to wear the rings symbolically, but usually keep them hidden in company, especially in the bad parts of town. Some creatures have long memories and vengeful spirits. A wearer can reveal their ring to gain advantage on Intimidation checks against thieves.

Value: ~35 gp

UNIQUE SPELLS

A life spent on the wrong side of the law requires a particular set of spells to aid a crafty character in their skulduggerous affairs. The following selection of spells were designed for just this purpose, and are ready to be put to good (or morally questionable) use.

DONNYBROOK

5th-level enchantment

Casting Time: 1 action

Range: 50 foot square

Components: V, S

Duration: 1 minute

You shout the word “Donnybrook” in the common tongue into a crowd or group of at least 15 targets. The DM assigns a number on the d100 at which the spell will be unsuccessful, taking into consideration the average Wisdom of the targets. For example, a tavern full of brigands and ruffians may have only a 10% chance of failing, while a group of nobles at a fancy dinner party may have a 90% chance of failing.

If successful, the spell causes all of the targets to immediately attack the closest target to them with whatever non-weapon item they have available. These items include tankards, plates, chairs, stools, etc.

The spell lasts for up to one minute, or until most of the targets are unconscious save one, standing confused amidst a pile of stricken bodies. The caster is unable to revoke the spell’s effects before it has run its course.

FADE

2nd-level illusion

Casting Time: 1 action

Range: Self

Components: S, M (a pinch of powdered charcoal)

Duration: Concentration, up to 1 minute

Your form becomes hazy and indistinct, seeming to fade away into shadowy smoke at the extremities. You have advantage on stealth checks while in dimly lit areas or while standing in the shadow cast by a larger object or creature.

FORGERY

1st-level transmutation

Casting Time: 1 hour

Range: Self

Components: M (octopus ink)

Duration: 1 day

You spend at least 1 hour studying a document written or signed by a particular person. For one day afterward, you can duplicate their hand writing and/or signature perfectly.

INVISIBLE ARROW

Illusion cantrip

Casting Time: 10 seconds

Range: Touch

Components: V

Duration: 1 minute

While wielding a weapon which requires ammunition, you whisper a short incantation while you draw or load. The next piece of ammunition becomes invisible the instant it’s fired, and it will remain so for one minute. When fired, no target or bystander can see the ammunition, however they will be able to hear it travel through the air and impact the target.

LUCKY CRICKET

Abjuration cantrip

Casting Time: 1 minute

Range: 60 feet

Components: V, S

Duration: 10 minutes

You conjure the image of a spectral cricket, and instruct it to guard a doorway, short corridor, small room or other similarly constrained location. If a Tiny or larger creature approaches the area, the cricket will begin chirping loud enough for you to hear.

PATTER

4th-level enchantment

Casting Time: 1 action

Range: 30 foot cone

Components: V, S

Duration: 1 minute

You gain the ability to speak in a long, unbroken series of words that both confuse and confound the target(s). Any creature in range that can understand the language you are speaking must make an Intelligence saving throw or become confused for up to 1 minute.

While confused, targets won’t be hostile or pursue the caster, so intent will they be on unraveling the meaning of the riddle. The spell is broken if the target(s) are attacked, take damage, or succeed at their saving throw. The target can attempt a saving throw at the end of each of its turns, and the saving throw becomes easier by -1 each time a creature repeats it.

SHADOW PATH

2nd-level divination

Casting Time: 1 action

Range: Self

Components: S, M (a hound’s hair and some sand)

Duration: Concentration, up to 1 minute

You can see the footprints of the last creature who traveled along this same path, outlined in a magical blue aura. The aura is visible only to you.

When cast at level 4, you can identify the race of the creature, and when cast at level 6 you can identify its name (if it has one and the individual is known to you).

STICKY FINGERS

Transmutation cantrip

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 30 seconds

For the duration, your hands seem to magnetically attract coins and valuables. You have advantage on Sleight of Hand checks when pickpocketing.

TALK THE TALK

3rd-level divination

Casting Time: 1 action

Range: Self

Components: V, M (grease and a mockingbird's feather)

Duration: 1 hour

You are suddenly granted with the ability to say exactly the right thing in social situations. You know the most basic and pertinent information about people you've never met before, including their name, title, immediate relations, and publicly known interests—anything they would be happy to disclose in public.

This allows you to blend in and appear as though you belong at any type of social gathering, whether it be a fancy ball at the palace surrounded by the social elite, or a clandestine meeting at a filthy tavern, surrounded by brigands and thieves. After an hour, you forget the information granted to you by the spell when it took effect, but retain any gleaned since the spell was cast. For example, the name of a nobleman you did not speak to would be forgotten, but the knowledge of the secret slaving ring run by the baron you ingratiated yourself with would still be known to you.

THIEF'S EYE

1st-level transmutation

Casting Time: 1 action

Range: 120 foot sphere

Components: S, M (a glass eye)

Duration: Concentration, up to 1 minute

All precious metals, gems, and other valuable naturally-occurring minerals within a 120 foot sphere, centred on you, glow in a faint blue light visible only to you. The light can be seen through most objects, walls, ceilings and floors but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead or 3 feet of wood or dirt.

UNLOCK

1st-level transmutation

Casting Time: 30 seconds

Range: Touch

Components: S

Duration: Instantaneous

You close your eyes and place your hand over a small, mechanical, non-magical lock. In your mind's eye you see the inner workings of the mechanism. As you concentrate, the tiny cogs, springs and levers rotate and move until, with a sudden click, the lock is released.

WINDFALL

3rd-level conjuration

Casting Time: 6-10 minutes

Range: Touch

Components: V, S, M (a number of coins of equal value which you wish to duplicate)

Duration: 1 hour

You concentrate for 6, 8, or 10 minutes, creating duplicate coins that are d6, d8, or d10 times as many as the original coins. The duplicate coins will only exist for 1 hour, after which point they will instantly disappear, just as they appeared.

While they are in the material realm, they have the same weight and appearance as the original coins but cannot be melted down or crafted into another object.

Greed carries a risk. The spell has a chance of failing, resulting in the disappearance of the original coins, during casting. At 6 minutes, there is a 10% chance of this happening. Roll a d10; a 1 will cause the spell to fail. At 8 minutes, a 1-3 will result in failure and, at 10 minutes, 1-5.



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STEP INTO THE TAVERN.

The rooms are warm (ish), and the rates are low (almost suspiciously so), just don't ask what's in the pies and don't expect to have all your valuables come morning.

A tool for Games Masters and Players alike, Ultimate NPCs: Skulduggery is a collection of fully fleshed-out characters to populate your game world. Occupying the seedy tap-houses and criminal underbelly of civilization, you'll find a variety of thieves, assassins and mercenaries within, each with the backstory and statistics necessary to run as an NPC or player character.

So pull up a stool, try the ale (don't mind the lumps), and meet the regulars...

