

# Faction agents of Faerûn



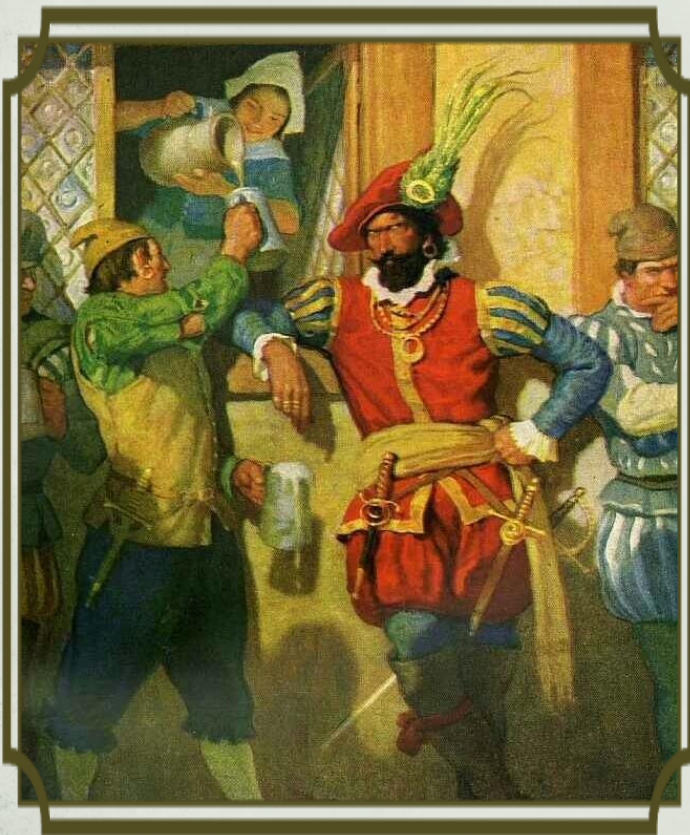
BY MICAH MULDOWNEY

*A DOZEN FULLY FLESHED FACTION AGENT NPCs TO ADD  
GLAMOUR AND INTRIGUE TO YOUR FAERÛN-SET CAMPAIGNS*



# CREDITS

Writing & Game Design: Micah Muldowney  
Layout & Graphic Design: Micah Muldowney  
Art / Illustrations: Used under public domain and Creative Commons



# CONTENTS

INTRODUCING THE CAST .....	1
HOW TO USE THIS TITLE .....	2
THE LORD'S ALLIANCE.....	3
Chulainn.....	3
Jittlov.....	5
Jule Daubigny.....	7
THE HARPERS.....	9
Lugh Lámfada.....	9
Rikki Parker.....	11
Torlough.....	13
THE ORDER OF THE GAUNTLET.....	15
Cánjìan.....	15
Theorbo.....	17
THE EMERALD ENCLAVE.....	19
Mogh Ruith.....	19
Morowen.....	21
THE ZHENTARIM.....	23
Dormilon.....	23
Salivotas.....	25

## ON THE COVER

*The Devil's Elbow*, a Baldurian open-air pub, draws a steady clientele of Zhentarim agents looking to mingle and keep a weather eye out for business opportunities in the neighborhood.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK. This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2020 by Micah Muldowney and published under the Community Content Agreement for Dungeon Master's Guild.

## INTRODUCING THE CAST

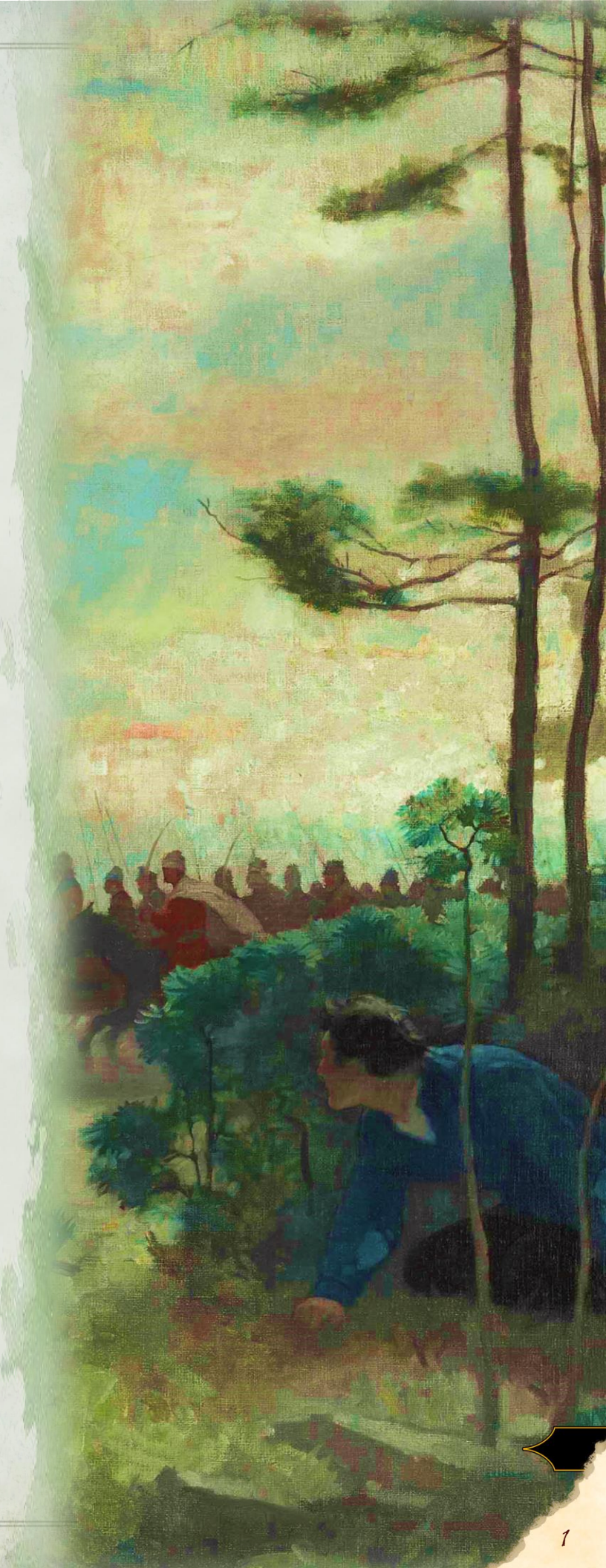
From the unforgiving wilds of the north to the cosmopolitan capitals of the heartlands, Faerûn lies at the crossroads of the world, ripe with prospects for wealth, glory, and power for those with the will and strength to take them.

These matchless opportunities have led to the rise powerful factions, organizations striving to rule the fates of Faerûn. These factions can offer your characters employment, information, and even renown (or prove bitter and deadly enemies enemies) as your party follows adventure's call.

This supplement includes a dozen faction agents – mission-driven NPCs you can use to bring texture and vividness to your Faerûn-set module or home campaign. Each is far more than just a stat block or one-line description. They are fully-realized characters complete with details on how you can leverage them to greatest effect in your game, including:

- ❖ How they fit into the context and milieu of their faction
- ❖ Their priorities and motivators
- ❖ Tips and strategies for bringing them to life while roleplaying – and how they can contribute to (or detract from) party dynamics
- ❖ Their approach to conflict and combat

With this, you'll have everything you need to play meaningful NPCs that you players can truly love (or hate) and want to come back to throughout the game, all while enriching your campaign with the flavor, connections, world-building, and socio-political intrigue that factions bring to the table. Without further ado, I introduce the cast of your story.



## HOW TO USE THIS TITLE

---

These NPCs are designed to be deployed flexibly at any level in any game, and can be used as allies or a foes alike. This brief explanation of how they are built will help you get the most out of them. Each NPC includes:

### HISTORY

Histories give a brief account of a NPC's background and overarching motivations – what makes them tick and informs how they see the world. The party may never discover this, but it will impact how you roleplay their reactions or decisions in demanding situations.

### TIES TO THE FACTION

This section gives an overview of why NPCs chose to join and stay with their faction – along with info on what they specialize in, their influence or reputation within the faction, and how they interact with the organization (the kinds of favors they can call, whether they are leaders or followers, how much information they might have, etc.).

### STORY HOOKS

There is no limit to the number of ways you can introduce these NPCs to your characters, but we've provided a few potential hooks for each player to make it easy for you.

### PERSONALITY & ROLEPLAYING

This covers how these NPCs might talk and act, covering a variety of personality traits and habits that color their public persona and how they interact with their environment. Do they have a sense of humor or take themselves too seriously? Are they impulsive or calculating? These details that will help you bring your NPC to life at the table.

### TEAM DYNAMICS

This section explores how NPCs interact socially and influence your group dynamics – for whom would they feel friendship, distrust, or apathy? How would they vote on a decision? What they might push your group to do?

### COMBAT STRATEGY

Each NPC's unique approach to combat and conflict ties into their roles and personality in ways that can further their storyline, character development, and relationships with party members. This section describes the NPCs strategies, detailing how they prioritize resources, interact, and strike.

### STAT BLOCK

The stat blocks for these NPCs include options for multiple levels of play, with information for tier 1 (levels 1-4), tier 2 (5-10) and tier 3 (11-15) indicated by black, blue, and green text respectively. To play at a specific tier, use the numbers given in appropriate color (i.e. for bonuses to hit, HP, saving throws, etc.) and *all* abilities up to the color of the tier you are playing. HP is given as a range. As a rule, allies should be played at the lower end of the range and enemies nearer the top.

## RUNNING FACTIONS

---

Each of the five factions represented in this title has its own rich lore and history, with specific organizational missions, motivations, and goals. These NPCs were designed with these traditions and distinctions in mind, and their use will benefit from familiarity with the factions and how they work – particularly in terms of culture, mission, and views on reputation, hierarchy, promotion, and mentorship.

# CHULAINN

Chulainn is a former petty war chieftan of a minor sept of the thunderbeast tribe that has taken up with the Lord's Alliance to relive his glory years.

## History

After discovering the destruction and desecration of Morgur's Mound, Chulainn's small sept felt cut off from their identity and the spirits of their ancestors. With each passing year, Chulainn found it harder to rally them to fend off the ever-present threat of marauding orcs, dragonsworn, and stronger Uthgardt tribes.

Faced with extinction, Chulainn led his people to Silverymoon on the gamble that they might gain asylum. And it paid off – Methrammar convinced the city to welcome them with open arms, hoping for improved intelligence on the movements and motivations of the Uthgardt tribes in the Silver Marches.

Even with his people safe, Chulainn's wild spirit would not let him rest easy for long. Within a month, he was chaffing for action, and took a commission with the Lord's Alliance to get back into the fray.

## TIES TO THE LORD'S ALLIANCE

Chulainn's connection to the Lord's Alliance is one of honor, seeking to repay his people's debt for taking in the remnants of his sept.

- ❖ He has little sense of the differences between the various agrarian or city-dwelling cultures, peoples, or races, tending to lump them all together as his new adopted 'clan.'
- ❖ He feels duty bound to protect his new 'clan' from suffering what his people suffered.
- ❖ His typical role is as an enforcer or strike trooper behind enemy lines.
- ❖ He is respected within the faction, but not influential. He'll never run an operation, but he may lead a small force or consult on



Uthgardt traditions or intentions.

## STORY HOOKS

- ❖ The party is venturing into Uthgardt territory and is referred to Chulainn as a resource or guide.
- ❖ An enemy feeds false intelligence to Lord's Alliance, implicating the party as a threat. They send Chulainn at the head of a strike force to neutralize them.
- ❖ Chulainn seeks help from a faction member in the party to interrupt a sensitive negotiation and take out a mark.

## PERSONALITY & ROLEPLAYING

Gruff but likeable, Chulainn is restlessly active and enjoys physical humor, puns, and practical jokes, but more sophisticated humor often goes right over his head – a classic tough / tender type.

- ❖ He's not SUPERstitious, but he is a little stitious. No, make that superstitious. He sees omens in every odd rock or raven call.
- ❖ He's protective of his people and will take any amount of harm or abuse to keep them safe. This can complicate negotiations.
- ❖ He doesn't like to commit to a plan of action (what can go wrong will go wrong) and is



prone to ad lib, with a strong practical orientation.

## TEAM DYNAMICS

Chullian immediately gravitates towards physically strong or imposing party members. He feels a duty to protect the smallest and frailest first, which he sometimes expresses in ways that can be annoyingly patronizing, even if they are older, cleverer, or more powerful than he is – after all, magic powers don't make you any more resilient to a fist to the face.

## COMBAT STRATEGY

Chulainn sees himself as a defender that holds the front line. He won't rush opponents unless he sees them as a threat to a weaker party member, and he typically marks at least one or more allies that he sees as physically vulnerable. He expects smaller or weaker enemies to fear his size and ferocity and back off when he makes a stand. He isn't suicidal, however, and will retreat when it's prudent provided everyone can get to safety – he'll hold a choke point to the death if it'll save an ally.

# CHULAINN (TIER 1, TIER 2, TIER 3)

*Human barbarian, chaotic good*

**Armor Class** 15 (16) (17)

**Hit Points** 32-45 (3d12) 72-105 (7d12) 115- 210 (11d12)

**Speed** 30 ft. 40 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3) 18(+4) 20(+5)	14 (+2)	16(+3) 18(+4) 20(+5)	9 (-1)	11 (+0)	10 (+0)

**Senses:** Passive Perception 12 (13) (14)

**Languages:** Common and Bothii

**Skills and Saves:** Strength +5 (+7) (+9); Constitution +5 (+7) (+9); Dexterity ADV; Athletics +5 (+7) (+9); Intimidation +2 (+3) (+4); Perception +2 (+3) (+4); Survival +2 (+3) (+4)

**Rage (2 (4) (5) / long rest).** As a Bonus Action in combat, Chulainn grants himself advantage on strength checks and saves, +2 (+3) to melee weapon damage rolls, and resistance to bludgeoning, piercing, and slashing damage.

**Reckless.** At the start of his turn, Chulainn can choose to gain advantage on all melee weapon attack rolls, but attack rolls against him have advantage until the start of his next turn. Small or smaller creatures hit by this attack must make a successful Wisdom save or be frightened of Chulainn until the end of their next turn.

**Hold the Line.** When Chulainn hits a creature with an opportunity attack, its speed drops to 0. They provoke opportunity attacks even if they take the disengage action. When a creature in his reach makes an attack against another target, he can use his reaction to make a melee weapon attack against the attacking creature. Other creatures provoke an opportunity attack when they enter his reach.

**Ancestral Protectors.** While raging, the first creature Chulainn hits on his turn becomes the target of spirit warriors and has disadvantage on attack rolls against others until the end of its next turn. If it hits another creature, that creature has resistance to the damage. If a creature he can see within 30 feet takes damage, he can use his reaction to reduce that damage by 2d6.

**Consult the Spirits (1/ short or long rest each).** Chulainn can use ancestral spirits to cast Augery or Clairvoyance without components or expending a spell slot.

## Actions

**Glaive Attack.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* (1d10 +3) slashing damage

**Multiattack.** Chulainn makes two magical glaive attacks and one attack with the butt of his glaive as a bonus action.

**Glaive attack.** *Melee Weapon Attack:* +8 (+10) to hit, reach 10 ft., one target. *Hit:* (1d10 +5 (+6)) slashing damage or (1d4 +5) bludgeoning damage for a butt attack.

# JITTLOV

Jittlov is a gnomish wizard, genius-level mastermind, and political savant that pulls the strings behind thrones for the Lord's Alliance.

## History

No one knows where Jittlov comes from – some speculate that he is from some unknown continent across the ocean, though the wise (or magically well-traveled) suspect that he hails from another world entirely. But two things are certain; first, he is not from Faerûn – even his magic is idiosyncratic, with powers unheard of anywhere in the Lost Realms. Second, he is a tactical genius of the first order.

Shortly after arriving, Jittlov made a name for himself advising the great powerful. Having no political ties, he's considered an impassionate arbitrator and a big-picture strategist without peer. Joining the Lord's alliance was a natural step in his career as a political influencer, where he has made himself indispensable in international affairs.

## TIES TO THE LORD'S ALLIANCE

The Lord's Alliance's diplomatic agenda is Jittlov's lifeline into everything important happening in his new home.

- ❖ Jittlov is wolfishly passionate about power politics and suffers a compulsion to be at the center of major political machinations or sea changes.
- ❖ Kingmaking is true big-picture puzzles his prodigious intellect lives for.
- ❖ He eschews rank and hierarchy, but has a master's eye for internal politics and can call in big favors when he needs them.

## STORY HOOKS

- ❖ The party finds a magic item bearing an inscrutable inscription, and their patron suggests Jittlov might decipher its meaning.



- ❖ The party is meddling with people that concern one of his plots, so he offers his services as a pretext to keep an eye on them.
- ❖ Jittlov asks a faction member in the party to convince a noble to return to court despite a credible threat to their personal safety.

## PERSONALITY & ROLEPLAYING

Jittlov has a highly refined and genteel manner, only made more interesting and exotic by the little ticks and eccentricities of his homeland. He is a great polyglot and obviously (though very politely) views the Lost Realms as somewhat backwards.

- ❖ Due to his unusual magic, Jittlov's sense of time substantially differs from others. He's a long-term planner and doesn't need a short-term payoff – setbacks just don't ruffle him.
- ❖ He never talks about his past, but it colors his behavior – exiled for a botched political play, he is very wary – especially of allies.
- ❖ Jittlov has his own ideas about what is and is not food or acceptable social mores, and privately finds the people of Faerûn in turns fascinating, confusing, and revolting.
- ❖ He's very attached to his liberty and chafes at any attempt to control or manipulate him.
- ❖ Jittlov is extremely cunning, and frequently uses the pretext of not understanding local



customs to do and say things he'd never get away with otherwise.

- ❖ Others often have difficulty understanding his sense of humor.
- ❖ He prays in a language no one has ever heard – and that even magic can't decipher.

## TEAM DYNAMICS

Jittlov feels a strong affinity for those who have refined tastes or practice magic, but can have a hard time parsing the motives of simple, straightforward characters. He loves a political mind, but can never entirely trust them.

## COMBAT STRATEGY

Prior to a fight, Jittlov will be heavily involved in developing the strategy for the encounter, and will often shout out suggestions to party members if he sees a tactical opening. He sees himself as more of an anti-mage than a wizard, and is more interested in shutting down opponents and controlling the flow of the encounter than mucking about throwing fireballs unless he absolutely has to. He targets magic users first and habitually reads minds to get the jump on his foes.

# JITTLOV (TIER 1, TIER 2, TIER 3)

*Gnome wizard, true neutral*

**Armor Class** 14 (16) (17) breastplate

**Hit Points** 17 - 32 (3d6) 32 - 68 (7d6) 63 - 122 (11d6)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	12 (+1)	16(+3) 18(+4) 20(+5)	13 (+1)	12(+1) 14(+2) 16(+3)

**Senses:** Passive Perception 15

**Languages:** Common, Gnomish, Giant, Orc, Infernal, Dwarvish, Elvish, Draconic, and possibly others

**Skills and Saves:** Intelligence +5 (+7) (+9); Wisdom +5 (+7) (+9); Arcana +5 (+10) (+13); History +5 (+10) (+13); Perception +3 (+4) (+5); Persuasion +3 (+5) (+7); Investigation +5 (+7) (+9); Insight +2 (+3) (+4); +5 to initiative

**Gnome Cunning.** Jittlov has advantage on all Intelligence, Wisdom, and Charisma Saving Throws against magic.

**Chronal Shift (2/ long rest).** As a reaction, Jittlov can force a reroll after he or a creature he can see makes an attack roll, an ability check, or a saving throw after seeing if the roll succeeds or fails. The target must use the result of the second roll.

**Momentary Stasis (4/ long rest).** As an action, Jittlov can magically force a large or smaller creature he can see within 60 feet to make a Constitution saving throw against his spell save DC. On a failure, the creature is encased in a field of magical energy until the end of his next turn or until it takes any damage. While thus encased, the creature is incapacitated.

**Momentary Stasis (5/ long rest).** Jittlov can condense a 4<sup>th</sup> level or lower spell's magic into a bead. This bead has an AC 15 and 1 hit point, and it is immune to poison and psychic damage. If the bead is destroyed, the spell is lost. A creature holding the bead can use its action to release the spell. The spell uses Jittlov's spell attack bonus and save DC, and treats the creature who released it as the caster for all other purposes.

**Spellcasting.** Jittlov is a 2<sup>nd</sup> (4<sup>th</sup>) (7<sup>th</sup>) level spellcaster. His spellcasting ability is Intelligence (spell save DC 13 (15) (17), +5 (+7) (+9) to hit with spell attacks). He has the following Wizard spells prepared:

Cantrips (at will): *fire bolt, minor illusion, mage hand, encode thoughts\**, *sapping sting\**, *resistance*

1<sup>st</sup> level (4 slots): *detect magic, gift of alacrity\**, *id insinuation\**, *shield*

2<sup>nd</sup> level (3 slots): *detect thoughts, hold person, suggest, fortune's favor\**, *mind thrust\**

3<sup>rd</sup> level (3 slots): *counterspell, dispel magic, slow, hypnotic pattern, silence*

4<sup>th</sup> level (3 slots): *temporal shunt\**, *ego whip\**, *resilient sphere*

5<sup>th</sup> level (2 slots): *wall of force, synaptic static, dominate person*

6<sup>th</sup> level (1 slot): *contingency, globe of invulnerability*

7<sup>th</sup> level (1 slot): *tether essence\**

\*Jittlov's spell list includes some spells to enhance his flavor and style of play that can be found in the Explorer's Guide to Wildmount sourcebook and Unearthed Arcana. These spells may be replaced with spells of your choice from the Player's Handbook as needed.



## JULE DAUBIGNY

Jule Daubigny is a career soldier. A moon elf, she fights for the Lord's Alliance and is a unit commander in Evereska's elite handpicked military company, the Cold Hand.

### History

Briefly separated from her people as a child during a brutal phaerimm raid, Jule miraculously escaped alive and lived by her wits on the streets in nearby Elturel until she was recognized by an Evereskan diplomatic envoy and returned to her people.

After her grandfather's death, the grit and drive that kept her alive on the streets of Elturel led her to attempt the bladerite to claim his ancestral moonblade, and her courage and grit during the trials and proved her worthy.

Jule then embarked on a military career, where her passion, singlemindedness, and family connections led to her meteoric rise through the ranks in the elite Cold Hand corps. There, she earned a reputation for fearlessness, daring exploits against long odds, and winning where she 'should' have lost.

### TIES TO THE LORD'S ALLIANCE

As a trusted insider, Jule Daubigny is assigned to work with the Lord's Alliance to ensure that Evereska's interests are protected.

- ❖ Jule's participation in the Lord's Alliance ensures Evereska is represented in faction security decisions and military operations.
- ❖ She usually acts as a unit leader in military operations, though she also does some diplomatic and intelligence work.

### STORY HOOKS

- ❖ The party is ambushed by an overwhelming number of bandits or other marauders, and is rescued by Jule and her unit. She offers to let them tag along for a raid on their camp



to find out why they were targeted.

- ❖ The party meets Jule at a party, where she asks a faction member in the group to help her uncover which guest is a spy.
- ❖ Jule is looking to recruit / mentor new faction members to her command and approaches a team member after watching them in action.

### PERSONALITY & ROLEPLAYING

Passionate and quick tempered, Jule is decisive and easily moved to tears by the suffering of others – but equally quick to premature acts of justice. Her suddenness makes her apt to mar or unbalance creative work with a sudden whim or stroke. However, she is paradoxically patient and disciplined in combat, where she keeps a level head and is rarely taken by surprise.

- ❖ Having suffered childhood privations, Jule's positive loathing for living beneath her rank or dignity leads some to see her as a snob.
- ❖ Jule takes the dignity of her moonblade, its long history, and the tradition it represents perhaps a little too seriously.
- ❖ Jule is a firm believer in fighting for the greater good and defending those who cannot defend themselves.
- ❖ She is implacable and merciless to her enemies, occasionally unreasoningly so.



## TEAM DYNAMICS

Jule is drawn to members of a party who have a history of personal suffering and harbors some distain towards those she sees as “soft” or “coddled.” As an able commander, she is concerned with keeping the team’s morale high – and keeping them on their feet and moving, even after a crushing defeat.

## JULE’S MOONBLADE

The Daubigny moonblade is elegantly crafted of petrified redwood. It’s a +2 sentient longsword with finesse that grants +5 feet to

her walking speed as an action and humms a silent warning when danger approaches.

## COMBAT STRATEGY

As a trained soldier, Jule engages close and hard with enemies, looking to flank, sow confusion, and push back the line. She is a team player, and will purposely draw fire to help others get in position to maximize their tactical advantages. She also knows when to call off an attack and get out with everyone still alive. She becomes considerably more aggressive if she has personal animus or history with an enemy.

# JULE DAUBIGNY (TIER 1, TIER 2, TIER 3)

*Moon elf wizard, neutral good*

**Armor Class** 15 (16) (17) Studded Leather Armor  
**Hit Points** 19 - 39 (3d6) 39 - 82 (7d6) 71 - 136 (11d6)  
**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16(+3) 18(+4) 20(+5)	12 (+1)	14(+2) 16(+3) 18(+4)	10 (+0)	13 (+1)

**Senses:** Passive Perception 15

**Languages:** Common, Elvish

**Skills and Saves:** Intelligence +4 (+6) (+8); Wisdom +2 (+3) (+4); Dexterity ADV; Acrobatics +5 (+7) (+9); Arcana +4 (+6) (+8); Athletics +1 (+2) (+3); Insight +2 (+3) (+4); Performance +3 (+4) (+5)

**Bladesong (2/ short or long rest).** As a bonus action, Jule can invoke her bladesong, which lasts for one minute. While it’s active, she gains +3 (+4) (+5) AC, increases her walking speed to 45 feet, has advantage on dexterity checks, and gains +3 (+4) (+5) to any constitution checks to maintain concentration on a spell. When she takes damage, she can use her reaction and expend a spell slot to reduce that damage by 5 times the spell slot’s level.

**Metamagic (5/ long rest).** When Jule casts a spell, she can apply one of the following metamagic options to that spell.

- **Twinned Spell.** If the spell targets only one creature and doesn’t have a range of self, she can target a second creature in range with the same spell.
- **Quicken Spell.** When Jule casts a spell with a casting time of one action, it is cast as a bonus action instead.

**Spellcasting.** Jule is a 2<sup>nd</sup> (4<sup>th</sup>) (6<sup>th</sup>) level spellcaster. Her spellcasting ability is Intelligence (spell save DC 12 (14) (16), +4 (+6) (+8) to hit with spell attacks). She has the following Wizard spells prepared:

Cantrips (at will): *booming blade, green-flame blade, fire bolt, frostbite*

1<sup>st</sup> level (4 slots): *shield, absorb element, faerie fire*

2<sup>nd</sup> level (3 slots): *misty step, mirror image, web*

3<sup>rd</sup> level (3 slots): *haste, fireball, counterspell, slow, blink*

4<sup>th</sup> level (3 slots): *dimensional door, greater invisibility, wall of fire*

5<sup>th</sup> level (2 slots): *steel wind strike, cloudkill*

6<sup>th</sup> level (1 slots): *tensor’s transformation, chain lightning*

## Actions

**Moonblade Attack.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* (1d10 +5) slashing damage

**Multiattack.** Jule makes two moonblade attacks. *Melee Weapon Attack:* +9 (+11) to hit, reach 5 ft., one target. *Hit:* (1d10 +6 (+7)) slashing damage

## LUGH LÁMFADA

Lugh Lámfada is an inigmatic doppelganger, espionage prodigy, and master of countless personas. No one knows the true extent of his web of whispers within the Harpers.

### History

No one *really* knows where Lugh is from, how he was brought up, what he really looks like, or even what gender he is. Not that he refuses to tell – indeed, he shares his story almost without prompting, but it's a different story every time, usually threaded with details related to present company and circumstance.

A nature aesthete, Lugh's public personas are high profile artists and artisans – famous painters, jewelers, musicians, etc. – that grant him easy access to working capital and open the doors to high society and the courts and noble houses of Faerûn.

### TIES TO THE HARPERS

Coming from a deeply distrusted demographic group, Lugh seeks a finding a balance of power that allows the weak, misunderstood, and oppressed to live free of fear and persecution.

- ❖ For Lugh, the Harper's missions poses a fascinating challenge – and the fact its a secret society with extra-political motives makes infiltrations, espionage, sabbatage, and misinformation all the more delicious.
- ❖ Lugh is has clout within the faction because of how easily he moves in society, but many agents may only know one of his constantly spinning personas.
- ❖ It is suspected that he may have an unknown number of roles within the Harpers. Any agent you meet could be Lugh.



### STORY HOOKS

- ❖ Lugh asks for the party's aid in restoring relations between a key noble and his estranged daughter. But why? ...
- ❖ Lugh plays the BBEG in a kidnap caper to frame them and lead to their overthrow.
- ❖ Lugh impersonates another faction agent NPC to extract information on their plans from faction members in the group.

### PERSONALITY & ROLEPLAYING

Lugh always plays his roles to the hilt, so his surface personality traits and ticks will vary depending on the context in which players encounter him. His temperament is difficult to read, as his many roles have begun to seep into his own personality.

- ❖ Lugh is a perfectionist who can't stand a mediocre job. He will work harder than a situation demands for a perfect performance, even when less would suffice.
- ❖ Life is a stage or game depending on the day, and Lugh's fierce competitive streak and bravado keep him playing.
- ❖ While Lugh revels in using magic to uncover and dupe, he prefers to influence folks the old fashion way – persuasion, deception, intimidation, and a convincing encore.



- ❖ Lugh is fiercely competitive and lives for the admiration and approval of his allies. If nobody cares, he loses interest.

## TEAM DYNAMICS

Lugh admires muscle and fighting prowess in his companions – after all, violence is not a skill he can readily duplicate, and it has its uses. He is a free spirit and would never want to be bogged down with the responsibilities of leadership, but he still likes others to weigh his words and act as if he were in charge. He may take on the forms of other known NPCs to sway party decision-making.

## COMBAT STRATEGY

Lugh avoids combat whenever possible, unless he knows he can strike a crucial (and fatal) blow. He refuses to follow the regular rules of engagement and uses guile, trickery, and full cover whenever possible. His real gift in these situations is producing whatever is needed out of thin air. He's spent years mastering the tools of numerous trades so he can use fabricate to create anything from skilled forgeries to replicas of stolen items. Rarely does his team find themselves without the means to do what they need to do or get where they needs to go.

# LUGH LÁMFADA (TIER 1, TIER 2, TIER 3)

*Doppelganger bard, alignment unknown*

**Armor Class** 13 (14) (15) Glamour Studded Leather Armor

**Hit Points** 15 - 29 (3d8) 31 - 68 (7d8) 47 - 118 (11d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12(+1) 14(+2)	9 (-1)	12 (+1)	14 (+2)	16(+3) 18(+4) 20(+5)

**Senses:** Passive Perception 15

**Languages:** Common, Elvish, Dwarvish, Orcish

**Skills and Saves:** Charisma +5 (+7) (+9); Dexterity +3 (+5) (+6); Arcana +3 (+4) (+5); Deception +10 (+14) (+18); History +3 (+4) (+5); Insight +4 (+10) (+12); Intimidation +5 (+7) (+9); Investigation +3 (+4) (+5); Performance +10 (+14) (+18); Persuasion +5 (+14) (+18); Religion +3 (+4) (+5); Sleight of Hand +3 (+5) (+6); Forgery Tools; Painting Supplies; Jeweler's Tools; Smith's Tools; Carpenter's Tools; Mason's Tools; Brewer's Tools; Woodcarver's Tools; Leatherworker's Tools; Glassblower's Tools; Calligrapher's Supplies; Thieves Tools, Alchemist Supplies; Herbalist Kit; Poisoner's Kit

**Focus Instruments.** Lugh possesses the following instruments he can use as a focus: a dog whistle (only audible to beasts), and a dross lute.

**Countercharm.** While playing, Lugh and allied creatures within 30 feet of it have advantage on all saving throws and are immune to the frightened and charmed conditions.

**Bardic Inspiration (1/turn).** As a bonus action, Lugh chooses an ally that can see and hear him within 30 feet of his position. In the next minute, the target can add 1d6 (1d8) (1d10) to one ability check, attack roll, or saving throw of its choice. Once a target has benefited from this feature, it must finish a short or long rest before it can benefit from it again. Lugh can also target an opponent within 60 feet and subtract the dice from a specific ability check, attack, or saving throw roll.

**Spellcasting.** Lugh is a 2<sup>nd</sup> (4<sup>th</sup>) (6<sup>th</sup>) level spellcaster. His spellcasting ability is Charisma (spell save DC 13 (15) (17), +5 (+7) (+9) to hit with spell attacks). He has the following Bard spells prepared:

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

1<sup>st</sup> level (4 slots): *comprehend languages, dissonant whisper, illusory script*

2<sup>nd</sup> level (3 slots): *calm emotions, detect thoughts, suggestion, enhance ability*

3<sup>rd</sup> level (3 slots): *clairvoyance, major image, revivify*

4<sup>th</sup> level (3 slots): *polymorph, fabricate*

5<sup>th</sup> level (2 slots): *dream, telekinesis, modify memory, seeming*

6<sup>th</sup> level (1 slots): *eyebite, true seeing*

## Actions

**Dagger Attack.** *Melee Weapon Attack:* +3 (+5) (+6) to hit, reach 5 ft. or 20/60 feet thrown, one target. *Hit:* (1d4 +1 (+2)) piercing damage

## RIKKI PARKER

Rikki Parker is a feral Tabaxi hunter and trained assassin that joined the Harpers to further the ends of her own private war.

### History

Raised a drow thrall in Menzoberranzan, Rikki Parker learned early that in the Underdark, you are either hunter or prey – and that she would never brook being anyone’s prey. She escaped her oppressors under cover of a Gloomstalker raid. Noting the promise she showed in that action, the conclave took her in and taught her to temper her feral instincts through martial discipline.

Rikki’s deep-seated hatred for the unnatural led her on an endless one-woman blood crusade against the horrors of the Underdark. In such a foray, she stumbled upon and saved a Harper agent, who invited her to join the cause. Rikki felt compelled by the promise of broader scope for her work and the Harper Code, and has now been deep in their counsel for years.

### TIES TO THE HARPERS

The tyranny of the underdark has given her an unslakable thirst to dismantle oppression, which has led her to feel that the Harper’s Code and mission are worthy of her life’s work.

- ❖ As a hunter, she’s well aware that running with a pack helps take down larger prey.
- ❖ The Harpers use her as a paramilitary agent for dangerous and sensitive assignments.
- ❖ She is considered very reliable, and as such is trusted with mentoring recruits.

### STORY HOOKS

- ❖ There is a horror from the underdark waiting to burst out on an unsuspecting village, and Rikki tries to recruit the party to help destroy it – or at least make it look for easier prey.



- ❖ Rikki overhears the party talking about a prison break they’re planning, and asks to join, as an ally is held in the same location.
- ❖ A band of barbarians has been boldly laying waste to the neighborhood. Rikki asks the party to stage a diversion so she can infiltrate their camp and discover their secret weapon.

### PERSONALITY & ROLEPLAYING

Two words can distill the prime characteristics of Rikki Parker’s personality: conviction and discipline. She is a firm believer that nothing is worth doing if you can’t put your whole heart and soul into it, and everything that she does should be approached with a high degree of military precision and care.

- ❖ Rikki is exceptionally present. She watches every angle, is aware of every scent, and knows the heft or keenness of nearby objects.
- ❖ She takes feral joy in the sport of the chase, but only allows herself this pleasure when it’s rooted in principle.
- ❖ Though not talkative, Parker possesses great social grace – but is easily frustrated when people aren’t practical or don’t understand the consequences their actions hold for others.



- ❖ Rikki is fanatical about planning and executing with precision – pack members that improvise needlessly or fail to play their part can be more deadly than foes.

## TEAM DYNAMICS

Rikki Parker respects the strategists in a party, and sides with those she sees as steady hands during disagreements. She feels others don't have the necessary eye for detail to make a plan work, and looks to actively involve himself in the fine details of any scheme. She doesn't trust those who aren't motivated by principle.

## COMBAT STRATEGY

Parker is an ambush predator, and views combat accordingly – she is sensitive to terrain advantages, prefers to set up the attack beforehand, use the element of surprise, and strikes from a place of strength. She assesses groups as a whole, noting their dynamics and how she can use them to cripple their effectiveness. Parker also relies on her superior mobility to apply pressure, taunt enemies, and keep out of harm's way.

## RIKKI PARKER (TIER 1, TIER 2, TIER 3)

*Tabaxi gloomstalker assassin, lawful neutral*

**Armor Class** 15 (16) (18) Studded Leather Armor  
**Hit Points** 30 - 58 (3d10) 62 - 93(5d10 +2d8) 90 - 198(5d10 + 6d8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16(+3) 18(+4) 20(+5)	14 (+2)	10 (+0)	14 (+2)	11(+0)

**Senses:** Passive Perception 14 (18) (20), Darkvision 90 ft.

**Languages:** Common, Tabaxi, Orcish, Abbysal, Thieve's Cant

**Skills and Saves:** Strength +2 (+3) (+4); Dexterity +5 (+7) (+9); Wisdom +4 (+5) (+6); Acrobatics +5 (+7) (+9); Athletics +2 (+3) (+5); Investigation +2 (+3) (+4); Perception +4 (+8) (+10); Stealth +5 (+10) (+13); Survival +4 (+5) (+6); Thieves Tools

**Feline Agility (recharge 4).** Rikki can choose to double her speed until the end of the turn when moving in combat.

**Dread Ambusher.** Rikki gains a +2 bonus to initiative rolls, 10 feet extra walking speed, and can make an additional extra attack that deals an additional 1d8 damage on a hit during the first round of combat. Rikki also has advantage on attack rolls against creatures that haven't taken a turn, and any hit against a surprised creature is a critical hit.

**Umbral Stealth.** While in darkness, Rikki is invisible to any creature that relies on darkvision to see her.

**Sneak Attack (1/Turn).** Rikki deals an extra 1d6 (4d6) damage when she hits a target with a weapon attack and has advantage on the attack roll.

**Cunning Action.** Rikki can take a bonus action as a part of each turn in combat that can be used to dash, disengage, or hide.

**Sharpshooter.** Rikki's ranged attacks doesn't suffer disadvantage at long range, and ignore half and three-quarters cover. She can choose to take a -5 penalty to her attack roll to gain +10 to damage on a hit.

**Uncanny Dodge.** When an attacker Rikki can see hits her, she can use her reaction to halve the damage.

**Spellcasting.** Rikki is a 1<sup>st</sup> (2<sup>nd</sup>) level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12 (13) (14), +4 (+5) (+6) to hit with spell attacks). She has the following Ranger spells prepared:

1<sup>st</sup> level (4 slots): *disguise self*, *zephyr strike*, *hunters mark*, *ensnaring strike*

2<sup>nd</sup> level (2 slots): *rope trick*, *pass without a trace*, *silence*

## Actions

**Hand crossbow.** *Ranged Weapon Attack:* +7 (+9) (+11) to hit, range 30/120 feet, one target. *Hit:* (1d6 +3 (+4) (+5)) piercing damage

**Longbow.** *Ranged Weapon Attack:* +7 (+9) (+11) to hit, range 150/300 feet, one target. *Hit:* (1d8 +3 (+4) (+5)) piercing damage

**Dagger.** *Melee Weapon Attack:* +5 (+7) (+9) to hit, reach 5 ft. or 20/60 feet thrown, one target. *Hit:* (1d4 +3 (+4) (+5)) piercing damage

**Multiattack.** Rikki makes two attacks with a Longbow or Dagger, or two attacks and an optional additional attack as a bonus action with her Hand Crossbows.

# TORLOUGH

Torlough is a flamboyant former mercenary, zealous freedom fighter, and self-styled thorn in the side of the vulgar, greedy, and exploitative.

## History

As an architect, Torlough fused his highly imaginative magical and creative powers to design exquisite edifices. His masterpiece was Na'ama, a castle and keep that towered majestic over the deserts of Calimshan.

Tragically, it was reduced to rubble inside a year, collateral damage to a petty dispute over a local trade routes.

The destruction of his masterpiece broke Torlough. In his fury and despair, he enlisted as a mercenary trooper in a popular uprising against the offending Pasha.

At her wits end about how to deal with Torlough's arcane powers and an ironic intellect that made him nearly impossible to command, his beleaguered captain (and Harper's sympathizer) brokered a meeting between Torlough and faction agents so he could transfer to an organization that "matched his talent and ambitions."


## TIES TO THE HARPERS

Torlough finds the destruction, ruination, and decay of civilization and art deeply abhorrent and has thrown in his lot with what he sees as the most reliable and ethical force for order and preservation in Faerûn – even if he doesn't always agree with their methods.

- ❖ Torlough specializes in organizing and resourcing insurgencies and resistance movements under despotic regimes.
- ❖ He has extensive contacts with local governments, the underground economy, suppliers, and others across much of Faerûn.

## STORY HOOKS

- ❖ Your party is hired to quell a stubborn



Rebellion and finds Torlough there fanning the flames and laying their battle plans.

- ❖ Your party is hired by Torlough to help smuggle weapons into a restricted area.
- ❖ Torlough tasks the party with tracking the origin of a weaponized magical disease and find out how to defeat or disrupt it.

## PERSONALITY & ROLEPLAYING

Torlough is repulsed by the wanton ugliness of bald self-interest and rebels against the entropic principle. In his mind, it isn't enough just to defeat the vulgar – Faerûn must be healed and made holier by the enlightened (i.e. poets, philosophers, and dreamers like him).

- ❖ Torlough has a deeply ironic sense of humor based on his sense of the absurdity of the world – fools leading geniuses, beauty and feeling thrown over for efficiency, etc.
- ❖ Torlough is rarely satisfied with what he's done, and is always pushing for more.
- ❖ He loves puzzles, and will sometimes speak in riddles among friends.
- ❖ He's a spellbinding orator who knows how to get the troops riled up before a scrap.



❖ Torlough...speaks...slowly...when talking...to idiots...which...includes...everyone...below his...level of...sophistication.

## TEAM DYNAMICS

Torlough can be condescending and distant to those he sees as 'common folk.' He collects those he deems 'perfect specimens' or 'unique works of art' and has a connoisseur's pride in those worthy to be his friends. His default is to push for action in a crisis and will pull every emotional level he can find to get people moving – and he knows how to lay down the

charm to get what he wants.

## COMBAT STRATEGY

Torlough follows a classic resistance fighter's playbook: strike unseen and from a distance, keep moving, never do what is expected, pick targets that disrupt either the morale or the logistics and fighting fitness of the enemy, and get out as soon as you've done what you came to do. He focuses much of his effort on getting his team riled and ready for action, and invisibility and mounted flying play a large part in his strategy once they're available.

# TORLOUGH (TIER 1, TIER 2, TIER 3)

*Half-elf bard, neutral good*

**Armor Class** 15 (16) (18) Studded Leather Armor  
**Hit Points** 21 - 38 (3d8) 47 - 82 (7d8) 72 - 151 (11d8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14(+2) 16(+3)	12 (+1)	11 (+0)	13 (+1)	16(+3) 18(+4) 20(+5)

**Senses:** Passive Perception 14 (18) (20), Darkvision 60 ft.

**Languages:** Common, Elvish

**Skills and Saves:** Dexterity +4 (+6) (+7); Charisma +5 (+7) (+9); Arcana +2 (+3) (+4); Deception +5 (+10) (+13); Investigation +2 (+3) (+4); Perception +4 (+5) (+6); Stealth +4 (+6) (+11); Performance +5 (+7) (+13); Persuasion +5 (+10) (+13); Thieves Tools

**Countercharm.** While playing music, Torlough and allied creatures that can hear it within 30 feet of him have advantage on all saving throws and are immune to the frightened and charmed conditions.

**Bardic Inspiration (1/turn).** As a bonus action, Torlough chooses an ally within 30 feet. In the next minute, the target can add 1d6 (1d8) (1d10) to one ability check, attack roll, saving throw, or weapon damage roll of their choice or add the role to their AC when an attack is made against them.

**Sharpshooter.** Torlough's ranged attacks don't suffer disadvantage at long range, and ignore half and three-quarters cover. He can choose to take a -5 penalty to her attack roll and add +10 to damage on a hit.

**Mounted Fighter.** While mounted, Torlough has advantage in attacks against unmounted creatures smaller than his mount, can force an attack targeting his steed to target him instead, and can cause a dexterity save for half damage to his mount to cause no damage on a success and half damage on a fail.

**Spellcasting.** Torlough is a 2<sup>nd</sup> (4<sup>th</sup>) (6<sup>th</sup>) level spellcaster. His spellcasting ability is Charisma (spell save DC 13 (15) (17), +5 (+7) (+9) to hit with spell attacks). He has the following Bard spells prepared:

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

1<sup>st</sup> level (4 slots): *dissonant whisper, bane, unearthly chorus, heroism, healing word, feather fall*

2<sup>nd</sup> level (3 slots): *heat metal, detect thought*

3<sup>rd</sup> level (3 slots): *hypnotic pattern, dispel magic, tongues, bestow curse*

4<sup>th</sup> level (3 slots): *greater invisibility*

5<sup>th</sup> level (2 slots): *find greater steed, swift quiver*

6<sup>th</sup> level (1 slot)

## Actions

**Longbow Attack.** Ranged Weapon Attack: +4 (+6) (+8) to hit, range 150/300 feet, one target. *Hit:* (1d8 +2 (+3) (+4)) piercing damage

**Whip Attack.** Melee Weapon Attack: +4 (+6) (+8) to hit, reach 10 feet, one target. *Hit:* (1d4 +2 (+3) (+4)) slashing damage

**Multiattack.** Torlough makes two attacks with his Longbow or Whip.



# CÁNJIÀN

Cánjiàn is an avowed pacifist and retired adventurer who sought enlightenment in monastic life and became a revered spiritual leader.

## History

Cánjiàn began his adventuring career as an Order of the Gauntlet Paladin, but became disenchanted with the overly martial attitudes (or even blatant disregard for life) exhibited by his fellows. Scorned and belittled by other adventurers for sparing the lives of evildoers or working towards their reformation, he eventually concluded he could not reconcile his work to the tenets of his oath.

Determined to remain true to his ideals of redemption and pacifism, Cánjiàn retired to a monastery to dedicate himself to contemplating the capacity hidden within us all to change. Within a few years' time, he attracted a loyal cadre of students and acolytes, drawn to his vision and philosophy of a better world.

On hearing of the reverence and respect born him by influential pupils, former patrons, and enemies alike, the Order of the Gauntlet sent an emissary to convince him to leave retirement and apply his unique gift for reconciliation to an increasingly fractured world.

## TIES TO THE ORDER OF THE GAUNTLET

Cánjiàn sees the Order of the Gauntlet as a useful tool to spread his message, combat evil and violence, and promote the lasting peace and order that only his methods can produce.

- ❖ Cánjiàn only takes part in peacekeeping, special envoy, or reclamation missions.
- ❖ His views are considered radical among the Order, so while he is respected, many think it best to keep him at arms length.

## STORY HOOKS

- ❖ Your party faces a foe that is far too



dangerous to fight and a former student refers Cánjiàn as a solution to the impasse.

- ❖ An unknown humanoid race has been discovered, and you've been contracted to find out their intentions with Cánjiàn's aid.
- ❖ Cánjiàn overhears your group planning a sortie, and offers you a large sum of money to bring back the BBEG alive and unharmed.

## PERSONALITY & ROLEPLAYING

Cánjiàn finds amusement in the contradictions of life, especially within his own character, and feels compassion for those who struggle with those contradictions. He is witty and playful among friends, but underneath he suffers a deep melancholy, which he believes is a longing for a true home.

- ❖ While he would never seek it, Cánjiàn is not afraid to die. He would do so just to prove a point if he thought it was important enough.
- ❖ While not particularly judgmental, ethically speaking, Cánjiàn sees the world in black and white, refusing to see shades of grey.
- ❖ Cánjiàn sees violence as a tool of last resort, but does acknowledge its occasional necessity, and will employ it.
- ❖ He can be annoyingly didactic and cryptic at times, waiting for people to piece together what he wants them to know – a holdover from his time as a spiritual teacher.

## TEAM DYNAMICS

Cánjiàn feels compassion for his fellows because of their overreliance on force to solve problems, and gently tries to bring them around to his views on the ultimate futility of violence. A natural athlete, he will often strike up a friendly rivalry of physical prowess with the stronger members of a party, and approves of any team members whose first tactical impulse is to try out diplomacy or trickery rather than go in for the kill.

## COMBAT STRATEGY

Cánjiàn never kills – if he reduces an enemy to 0 HP, they become unconscious. He generally tries diplomatic means first, but he is not afraid of a fight. In combat, he's a controller, seeking to sway the flow of combat and limit where and when enemies can strike. He deliberately draws fire from others and relies on evasion to keep him safe and frustrate enemies early on, waiting to deal heavy damage until he senses an opponent has been worn down.

## CÁNJIÀN (TIER 1, TIER 2, TIER 3)

*Human paladin and monk, lawful good*

**Armor Class** 15 (16) (18) unarmored defense

**Hit Points** 23 - 42(2d10+1d8) 44- 91 (3d10+3d8) 74 - 168(3d10+8d8)

**Speed** 30 ft. (40 ft.) (45 ft.)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16(+3) 18(+4) 20(+5)	10 (+0)	10 (+0)	14 (+2) 16 (+3)	13(+1)

**Senses:** Passive Perception 14 (15) (17)

**Condition Immunities:** Condition Immunities: Charmed or Frightened

**Languages:** Common

**Skills and Saves:** Dexterity +5 (+7) (+9); Charisma +3 (+4) (+5); Strength +4 (+5) (+6); Wisdom +4 (+5) (+7); Acrobatics +5 (+7) (+9); Athletics +4 (+5) (+6); Insight +4 (+5) (+7); Perception +4 (+5) (+7); Stealth +5 (+7) (+9); Persuasion +3 (+4) (+5)

**Laying on Hands (1/ short rest).** As an action, Cánjiàn can touch a creature and restore up to 15 HP, or spend 5 of those HP to cure a disease or neutralize a poison.

**Interception.** If a creature within 5 feet of Cánjiàn is hit, he can use his reaction to reduce the damage by 1d10 +2 (+3) (+4).

**Sentinel.** Whenever Cánjiàn hits a creature with an opportunity attack, its speed drops to 0. Creatures provoke opportunity attacks even if they take the disengage action, and if a creature within range attacks a target other than Cánjiàn, he can use his reaction to make a melee weapon attack.

**Channel Divinity (1/ short rest).** Emissary of peace – Cánjiàn can grant himself a +5 bonus to persuasion checks for 10 minutes as an action. Rebuke the violent – after an attacker deals damage to another creature with 30 feet, he can use a reaction to force a wisdom save, causing radiant damage equal to the damage dealt on a fail and half that on a success.

**Ki Abilities (4/ (8/) per short rest).** Spell save DC 13 (15). flurry of blows (open hand technique); patient defense; step of the wind; deflect missile ranged attack; stunning strike.

**Slow Fall.** Cánjiàn can use his reaction to reduce falling damage by 15 (40)

**Deflect Missiles.** Cánjiàn can use his reaction to deflect or catch a missile, reducing damage by 1d10 +7 (+13).

**Stillness of Mind.** Cánjiàn can use his action to end an effect causing him to be charmed or frightened.

**Evasion.** Cánjiàn takes half damage on failed Dexterity saves and none of successful ones.

**Spellcasting.** Cánjiàn is a 1<sup>st</sup> level spellcaster. His spellcasting ability is Charisma (spell save DC 11 (12) (13), +3 (+4) (+5) to hit with spell attacks). He has the following Paladin spells prepared:

1<sup>st</sup> level (3 slots): *divine smite (+2d8 radiant damage to melee weapon hit), bless, shield of faith, sanctuary, sleep*

### Actions

**Quarterstaff Attack.** *Melee Weapon Attack:* +5 (+7) (+11) to hit, reach 5 feet, one target. *Hit:* (1d6 +3 (+4) (+7)) bludgeoning damage

**Unarmed Strike.** *Melee Attack:* +5 (+7) (+8) to hit, reach 5 feet, one target. *Hit:* (1d4 +3 (+4) (1d6 +5)) bludgeoning damage

**Multiattack.** Cánjiàn makes two attacks with his quarterstaff or unarmed strike.

# THEORBO

Theorbo is a budding adventurer and countrified glory seeker that has sallied forth into the world seeking a destiny that both terrifies and excites her.

## History

Theorbo grew up in a flea speck of a provincial town where life was easy, slow, and charming. She loved her life and never dreamed of leaving until her family discovered her sorcerous spark. What she saw as an awkward phase, her great-grandfather recognized as a hidden talent associated with their ancestral heroes – a gift that hadn't manifested in the family for generations.

Following family tradition, she left home for the wider world to learn to master her powers and discover why she was given them. Theorbo feels torn about the gift – she feels marked for greatness and part of her revels in thoughts of immortal glory, but she also feels inadequate, too provincial and ordinary to ever be a true hero and fears that the power will change her and she'll never get to go home. Thus, she fears both failure *and* success.

## TIES TO THE ORDER OF THE GAUNTLET

Still struggling to control her sorcerous powers, Theorbo sought out the Order of the Gauntlet to help her learn to channel her magic and put her on the path towards being a champion of justice and right.

## STORY HOOKS

- ❖ An aging necromancer feels his town just isn't what it used to be and is raising dead friends. Theorbo comes to the Tavern looking for people to help her set it right.
- ❖ Theorbo is convinced the party's employer is a vampire and moves against him / her.
- ❖ Theorbo is following a questing beast that grants wishes / answers and is looking for people with tracking skills to join her.



## PERSONALITY & ROLEPLAYING

Deep down, Theorbo believes there is a great destiny awaiting her, which both terrifies and exhilarates her. When it scares her, it leads to crippling self-doubt or self-defeating behavior. When it excites her, she can be extraordinarily self-assured – perhaps more than is wise.

- ❖ Theorbo loves inside jokes and dry humor. She gets pleasure from the laughs, but even more from people's reactions. It's also how she makes sense of new people – if they get the joke or are good sports, they're golden.
- ❖ Despite her big plans, Theorbo is a provincial at heart and always harbors a little homesick for her village. She keeps its image in her heart to encourage herself when she is assailed by doubts.
- ❖ She can't resist a wager and is wildly superstitious about luck.
- ❖ Theorbo is desperate to find that one great cause worth dying for, and secretly dreads she'll breathe her last without finding it.

## TEAM DYNAMICS

As a provincial sort, Theorbo has a hard time trusting people he sees as foreign or exotic – it never occurs to her that they may see her the same way. She feels she owes a debt of

gratitude to anyone who helps her to master her powers, become more cosmopolitan, or move forward on her path to heroism.

## COMBAT STRATEGY

Theorbo is a striker, looking to deal as much damage as quickly as possible, using twinned or quickened booming blade and green flame blade to strike as often as possible. She knows she isn't particularly resilient and will seek to

end the fight early, and plays on people's superstitions and fears around dragons and flame to try and do so. She prefers to enter melee when it is practical, as she sees that as being a more heroic role, but will hang back in a support role against adversaries who have resistance or immunity to fire damage, as that is the source of her power. Her level of aggression varies depending on whether she is in an overconfident or self-doubting episode.

## THEORBO (TIER 1, TIER 2, TIER 3)

*Dragonborn pyromancy sorcerer, lawful good*

**Armor Class** 15 (16) (18) Breastplate, Full Plate  
**Hit Points** 23 - 36 (3d6) 51 - 92 (7d6) 79 - 146 (11d6)  
**Speed** 30 ft.

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

**Senses:** Passive Perception 14 (18) (20), Darkvision 60 ft.

**Languages:** Common, Draconic

**Skills and Saves:** Dexterity +4 (+6) (+7); Charisma +5 (+7) (+9); Arcana +2 (+3) (+4); Deception +5 (+10) (+13); Investigation +2 (+3) (+4); Perception +4 (+5) (+6); Stealth +4 (+6) (+11); Performance +5 (+7) (+13); Persuasion +5 (+10) (+13); Thieves Tools

**Heart of Fire.** When Theorbo casts a spell dealing fire damage, creatures of her choice within 10 feet take 2 (4) (6).

**Fire Breath (recharge 4).** Theorbo exhales a 15-foot cone of flames, with a DC 13 (14) (15) Dexterity save, with creatures taking 2d6 (3d6) (4d6) fire damage on a failed save and half as much on a successful one. Heart of fire applies.

**Metamagic (3/ (6/) (11/) long rest).** When Theorbo casts a spell, she can apply one of the following metamagic options to that spell:

- **Twinned Spell.** If the spell targets only one creature and doesn't have a range of self, Theorbo can target a second creature in range with the same spell.
- **Quickened Spell.** When Theorbo casts a spell with a casting time of one action, it is cast as a bonus action instead.
- **Heightened Spell.** One creature effected by the spell has disadvantage on the first saving throw against the spell's effects.

**Fire in the Veins.** Theorbo gains resistance to fire damage and spells she casts ignore resistance to fire damage.

**Great Weapons Master.** Theorbo takes an additional melee weapon attack as a bonus action if she scores a critical hit or reduces an opponent to 0 HP and may choose to take a -5 penalty to hit and add +10 to damage.

**Spellcasting.** Theorbo is a 2<sup>nd</sup> (4<sup>th</sup>) (6<sup>th</sup>) level spellcaster. Her spellcasting ability is Charisma (spell save DC 13 (15) (17), +5 (+7) (+9) to hit with spell attacks). She has the following Sorcerer spells prepared:

Cantrips (at will): *fire bolt, green-flame blade, booming blade, prestidigitation*

1<sup>st</sup> level (4 slots): *absorb elements, shield, flaming orb*

2<sup>nd</sup> level (3 slots): *scorching ray, suggestion*

3<sup>rd</sup> level (3 slots): *fireball, haste*

4<sup>th</sup> level (3 slots): *wall of fire, stoneskin*

5<sup>th</sup> level (2 slots): *immolation, far step*

6<sup>th</sup> level (1 slot): *investiture of flame, chain lightning*

### Actions

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

**Flame Tongue Greatsword Attack.** *Melee Weapon Attack:* +6 (+7) to hit, reach 5 feet, one target. *Hit:* (2d6 +3) slashing damage plus 2d6 fire damage.

## MOGH RUITH

Mogh Ruith is legendary blind druidic seer and conjurer, in high demand as a wise and dispassionate advisor and master of ancient and esoteric lore.

### History

One of the great druidic seers of the world and a staunch follower of Rillifane Rallathil, the blind druid Mogh Ruith has spent his long lifetime observing the troubles of the outside world from his monolith-lined grove in the fastness of the ancient forest of Cormanthor and contemplating how the struggles of life – both societal and wild – mirror one another.

Unlike many of his fellows, he understands that nature needs a seat at the larger table if it is to survive – and you have to show up to get a seat. As such, he serves as the Enclave’s goodwill ambassador and champions cooperative efforts with factions like the Lord’s Alliance or the Harpers when their goals align.

His service – when he is willing to render it – is much sought after, because while he’s nobody’s servant and may harbor private motives, he can always be trusted to do no harm.

### TIES TO THE EMERALD ENCLAVE

Mogh Ruith serves as the Emerald Enclave’s envoy and counselor to the nations to ensure healthy collaboration and promote the Emerald Enclave’s environmental agenda.

- ❖ Mogh Ruith is a major player both in the Enclave and within his own druid circle, the circle of the Shepherd.
- ❖ He will always prioritize his own territory and druid circle over other considerations.

### STORY HOOKS

- ❖ Mogh Ruith meets your party at the onset of a journey into wild and declares he’s read in



the stars your quest is doomed to failure.

- ❖ Your party requires flying mounts for an adventure and are referred to Mogh Ruith to procure them.
- ❖ Your party finds a partially destroyed bark prophecy scroll in druidic and must locate Mogh Ruith to decipher and explain it.

### PERSONALITY & ROLEPLAYING

Tall, grave, and ever watchful, solemnity seems surround him like a garment. He speaks little and to the point, but when he does speak, his words carry great weight. Other characteristics of Mogh Ruith include:

- ❖ Despite his blindness, Mogh Ruith can always see the stars – by day or night, rain or shine, indoors or out – and so always knows where he is.
- ❖ In his grove stands a circle of standing stones with a sacred pool at its center. Within this circle he can cast any divination spell up to level 6 as a ritual.
- ❖ The wisdom of Mogh Ruith cuts quickly to the heart of any matter he rules on, which can be either valuable or embarrassing, depending on the circumstances.



- ❖ No one can compel Mogh Ruith to aid them. They can only ask and see what he wills.

## TEAM DYNAMICS

Mogh Ruith can be somewhat aloof, but is most friendly and willing to aid the spiritual and wild – or who come to him for counsel of their own accord. He rebukes those he sees as wanton in their ignorance or lack of respect towards the natural order, and he will never speak a word again to any member of the party that speaks disparagingly of his god.

## COMBAT STRATEGY

Mogh Ruith avoids engaging directly in combat, preferring to use conjured beasts and fey spirits as his eyes, ears, and hands. He is protective of his creatures and does treat them as expendable, and tempers his level of power according to his respect for those he is aiding and the level of threat posed to his interests in the preservation of wild things. He will prioritize the safety of his closest friends as he marshals his conjured allies over any consideration for strategy.

# MOGH RUIITH (TIER 1, TIER 2, TIER 3)

*Human druid, chaotic good*

**Armor Class** 16, hide armor and ironwood shield

**Hit Points** 23 - 40 (3d6) 51 - 84 (7d6) 79 - 175 (11d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12(+1)	16 (+3)	16 (+3)	16(+3) 18(+4) 20(+5)	10 (+0)

**Senses:** Passive Perception 15 (+17) (+19), Mogh Ruith is blind, but has blindsight 120 feet.

**Languages:** Common, Elvish, Sylvan

**Skills and Saves:** Intelligence +5 (+6) (+7); Wisdom +5 (+7) (+9); Animal Handling +5 (+7) (+9); Medicine +5 (+7) (+9); Nature +5 (+6) (+7); Perception +5 (+7) (+9); Survival +5 (+7) (+9); herbalism kit

**Beast Whisperer.** Beasts understand Mogh Ruith's speech and he can decipher their noises and movements. He can use the help action to aid a summoned creature within 30 feet, and when he casts a spell that effects only beasts, it also effects monstrosities with an intelligence of 3 or lower.

**Wild Shape (2/ short rest).** Mogh Ruith can use his action to assume the shape of a beast with a CR of  $\frac{1}{4}$  ( $\frac{1}{2}$ ) (1) or less.

**Spirit Totem (1/ short rest).** As a bonus action, Mogh Ruith can summon an incorporeal spirit within 60 feet with an aura of 30 feet that persists for 1 minute. He can move it up to 60 feet as a bonus action. The aura's effect depends on the type of spirit summoned, from the options below:

- **Bear.** Each creature of Mogh Ruith's choice in the aura gains 8 (11) (16) temporary HP. In addition, he and his allies gain advantage on Strength checks and saving throws while in the aura.
- **Hawk.** When a creature makes an attack roll against a target in the spirit's aura, Mogh Ruith can use his reaction to grant advantage to that attack roll. In addition, he and his allies have advantage on Wisdom (Perception) checks while in the aura.
- **Unicorn.** Mogh Ruith and his allies gain advantage on all ability checks made to detect creatures in the spirit's aura. In addition, if he casts a spell using a spell slot that restores hit points to any creature inside or outside the aura, each creature of his choice in the aura also regains 3 (6) (11) HP.

**Mighty Summoner.** Any beast or fey summoned appears with 2 extra HP per hit die it has. The damage from their natural weapons is considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks and damage. When a beast or fey that Mogh Ruith summons or creates with a spell ends its turn in his Spirit Totem aura, that creature regains 6 HP.

**Spellcasting.** Mogh Ruith is a 2<sup>nd</sup> (4<sup>th</sup>) (6<sup>th</sup>) level spellcaster. His spellcasting ability is Wisdom (spell save DC 13 (15) (17), +5 (+7) (+9) to hit with spell attacks). He has the following Druid spells prepared:

Cantrips (at will): *guidance, resistance, druidcraft, primal savagery*

1<sup>st</sup> level (4 slots): *summon bestial spirit, animal friendship, healing word, absorb elements*

2<sup>nd</sup> level (3 slots): *beast sense, hold person*

3<sup>rd</sup> level (3 slots): *conjure animals, plant growth*

4<sup>th</sup> level (3 slots): *conjure minor elemental, conjure woodland beings, dominate beast*

5<sup>th</sup> level (2 slots): *conjure elemental, polymorph, wrath of nature, awaken*

6<sup>th</sup> level (1 slot): *conjure fey, hero's feast, wind walk*

# MOROWEN

Morowen is a recluse and worldstrider with no home but the cloak on her back, and few friends but the birds and the beasts of the earth.

## History

At young age, Morowen became enamored of nature and left her people to learn its secrets. For hundreds of years she lived alone in the most remote reaches of the High Forest, tending her grove and befriending the beasts and fey spirits that haunted it.

But this blissful life was not to last. While she walked abroad, a band of marauding orcs entered her grove, hewed down her trees, defiled her sacred spring, and drove off or slew her animal friends. In a rage, she took the shape of a great bear and slaughtered every last orc, but too late – her home was wasted beyond repair.

She now wanders the world homeless, fighting against all those who seek to destroy or exploit the virgin wilderness – with a particular burning hatred in her heart for orcs and their kin.

## TIES TO THE EMERALD ENCLAVE

Though highly independent, Morowen always sympathized with the ideals and mission of the Emerald Enclave and participated in her own way. Now that her home is gone, she's become much more active in their work across Faerûn.

## STORY HOOKS

- ❖ A party member contracts a horrifying magical malady requiring an esoteric herb to heal. Morowen knows where to find it.
- ❖ A forest that locals relied on for game and firewood has become infested with blights – and perhaps something more sinister ... Morowen asks the party to help investigate.
- ❖ Legend has it that there's a treasure hidden



in the depth of an impenetrable forest, and rumor has it Morowen knows a way in.

## PERSONALITY & ROLEPLAYING

Having spent so long in isolation, Morowen is unpolished and blunt, though never shy. She is slow to trust members of other races, tribes, or from urban societies in general. She suffers from an insatiable wanderlust and never stays in one place for long, even beginning to fidget if she sits down for 10 minutes together. Other characteristics of Morowen include:

- ❖ Morowen prefers to grieve alone and fight together. She is very resourceful, but strong-headed and long used to following her own path and speaking her mind.
- ❖ She prefers not to be touched by anyone outside of her closest kin, and has an extra-large personal bubble.
- ❖ She suffers some PTSD from losing her grove. If triggered, she may grow violent and unreasoning.
- ❖ Morowen hates secrets (except those of the birds and beasts) and cannot be expected to keep them long.
- ❖ Animals are better people than people are.



## TEAM DYNAMICS

While others may find them uncouth, Morowen feels kinship with direct people that are doers instead of speakers (and that don't put too much store on dress or manners). She grows easily bored with glib tongues and 'fancy' folk, and will call them out when she thinks they're talking nonsense.

## COMBAT STRATEGY

Morowen is just as straightforward and

pragmatic in combat as she is in social situations – she just wades right in. Outdoors, she will take full advantage of terrain, cover, and stealth tactics. If it's a minor conflict or one that involves negotiation, she'll stay in elven form, but for heavy fighting she will default to her wild form, with bear forms as her preference. Morowen can be vindictive and lash out hard at those who she sees as targeting her. If triggered by a combat situation, she becomes far less reasonable and prone to uncontrolled or even counterproductive acts of violence.

## MOROWEN (TIER 1, TIER 2, TIER 3)

*Wood elf druid, chaotic neutral*

**Armor Class** 14 leather armor

**Hit Points** 23 - 42 (3d6) 51 - 89 (7d6) 79 - 176(11d6)

**Speed** 45 ft.

STR	DEX	CON	INT	WIS	CHA
10 +(0)	16(+3)	12 (+1)	14 (+2)	16(+3) 18(+4) 20(+5)	8 (-1)

**Senses:** Passive Perception 15 (17) (19), darkvision 60 feet.

**Languages:** Common, Elvish, Hafling

**Skills and Saves:** Intelligence +4 (+5) (+6); Wisdom +5 (+7) (+9); Animal Handling +5 (+7) (+9); Medicine +5 (+7) (+9); Nature +4 (+5) (+6); Perception +5 (+7) (+9); Survival +5 (+7) (+9); Stealth, +5 (+6) (+7); herbalism kit

**Fey Ancestry.** Morowen has advantage on saving throws against being charmed, and magic can't put her to sleep, and can attempt to hide even when only lightly obscured.

**Wild Shape (2/ short rest).** Morowen can use her action to magically assume the shape of a beast with a CR of 1 (2) (4) or less. Attacks in beast form are magical. She can expend two uses of wild shape to transform into an air, earth, fire, or water elemental.

**Mobile.** Morowen is exceedingly agile. Her walking speed is increased by 10 feet, difficult terrain doesn't cost extra movement, and when she makes a melee attack against another creature, she does not provoke opportunity attacks from that creature for the rest of the turn.

**Spellcasting.** Morowen is a 2<sup>nd</sup> (4<sup>th</sup>) (6<sup>th</sup>) level spellcaster. She spellcasting ability is Wisdom (spell save DC 13 (15) (17), +5 (+7) (+9) to hit with spell attacks). She has the following Druid spells prepared:

Cantrips (at will): *druidcraft, shillelagh, thunderclap, thorn whip*

1<sup>st</sup> level (4 slots): *speak to animals, entangle, cure wounds*

2<sup>nd</sup> level (3 slots): *pass without a trace, barkskin, locate animals or plants*

3<sup>rd</sup> level (3 slots): *plant growth, meld into stone, call lightning*

4<sup>th</sup> level (3 slots): *guardian of nature, freedom of movement, stoneskin, polymorph*

5<sup>th</sup> level (2 slots): *commune with nature*

6<sup>th</sup> level (1 slot): *primordial ward, wind walk*

## Actions

**Quarterstaff Attack.** *Melee Weapon Attack:* +2 (+3) (+4) to hit, reach 5 feet, one target. *Hit:* (1d8) bludgeoning damage



## DORMILON

Dormilon is cynical yet talented bounty hunter who will track down anyone or anything if the price is right. Extra if you want it delivered to you alive ...

### History

Dormilon grew up on the fringe of polite society. We was bold and scrappy, with a tough, independent streak – traits that kept him alive, but also earned him split lips and black eyes.

However, early on he learned that running with a gang had advantages – opportunities for profit and safety – even if you don't trust or even like your allies. He also learned a reputation for reliability, professionalism, and pride in craftsmanship (even if the craft is creating a dead body) earned him respect, repeat business, and a measure of privacy – and no one telling him how to do his work.

Dormilon chose bounty hunting because it offered more independence than the average mercenary gig, along with the prospect of building a professional reputation and steady stream of business.

### TIES TO THE ZHENTARIM

Dormilon joined the Zhentarim for the handsome living, which he connects with the personal freedoms he covets.

- ❖ He is unquestioningly loyal to the faction as a matter of good policy – not of character.
- ❖ While he primarily tracks targets and collects bounties, he'll take on mercenary, collection, or even hit work if the price is right.
- ❖ His reputation as a true professional gives him a lot of leeway in asking favors, persuading bosses, and choosing his work.

### STORY HOOKS

- ❖ The party and Dormilon are after the same mark. He's happy to join forces and let you



take all the loot provided he gets to take the mark. Otherwise, it's a race to the finish.

- ❖ Dormilon hires your party to break into a rival gang's headquarters steal incriminating evidence he can give to the authorities.
- ❖ Dormilon is scouting a town for the possible location for a new safe house. He welcomes aid, but will not tolerate interference.

### PERSONALITY & ROLEPLAYING

Dormilon is self-interested, but only to a degree. He usually won't put himself in Harm's if he isn't getting paid, but will make an exception to put down threats to people's freedom – he values his own immensely and is suspicious of anything that might curtail it, from faction politics to overreach of the law. But he'll still want to get paid.

- ❖ Dormilon has been betrayed more times than he can count, so he keeps his personal affairs to himself and always looks for the double cross. It can make him hard to work with, but it's also saved his parties more than once.
- ❖ National loyalties and loyalty to ideals don't make sense to Dormilon. Those things aren't real. There is only guild, clan, or tribe.
- ❖ Dormilon hates secrets – they get people killed. If he thinks there is a hidden agenda, he will ferret it out.



## ❖ TEAM DYNAMICS

Dormilon looks down on magic and magic users. To him, it's a cheap gimmick and no substitute for real savvy and elbow grease – though he isn't above using it himself if it'll get him to the payoff. To his mind, loyalty (at least in deed) and effectiveness are the cardinal professional virtues of staying alive. If a character doesn't repay in kind, he sees them as a threat and will not hesitate to eliminate them.

## TOOLS OF THE TRADE

Dormilon has the following tools of his trade:

- ❖ Bag of holding
- ❖ Bottle of air (to keep people in the bag alive)
- ❖ Rope of entanglement

- ❖ Signet ring with x3 charges of ensnaring strike, regaining 1d3 charges at dawn

## COMBAT STRATEGY

Dormilon has a bounty hunter's mentality – if an enemy is weak, cow them. If they're strong, knock them over the head with a blunt object and toss them in a bag of holding. If they're too strong, do your homework to find out how to even the odds – blackmail, a hidden weakness, or a situation or location where they won't see you coming. If he can, he'll want to case a location for a brawl beforehand, set traps, and know where all the exits are. In combat, he prefers to find a spot where he can camp out under cover and rain fire. How long he stays depends on how much he trusts his allies and how big the payoff will be.

# DORMILON (TIER 1, TIER 2, TIER 3)

*Human fighter, true neutral*

**Armor Class** 15 (16) (17) studded leather armor  
**Hit Points** 26 - 43 (3d10) 51 - 93 (7d10) 82 - 204 (11d10)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16(+3) 18(+4) 20(+5)	13 (+1)	12 (+1)	14 (+2) 16 (+3)	10 (+0)

**Senses:** Passive Perception 14 (16) (17)

**Languages:** Common, Orc

**Skills and Saves:** Strength +3 (+4) (+5); Constitution +3 (+4) (+5); Athletics +3 (+4) (+5); Investigation +3 (+4) (+5); Perception +4 (+6) (+7); Survival +4 (+6) (+7); Stealth +5 (+10) (+13); Sleight of Hand +5 (+7) (+9); poisoner's kit

**Second Wind (1/ short rest).** Dormilon can use a bonus action to regain 1d10 + 3 (7) (11) HP.

**Action Surge (1/ long rest).** On his turn, Dormilon can take one additional action on top of his regular action.

**Steady Aim (3/ short rest).** Dormilon can choose to use a bonus action to take careful aim before making a ranged attack. If he does so, the attacks ignore half and three-quarters cover and deal an additional +3 (+5) (+7) damage on a hit until the end of his turn.

**Careful Eyes.** Dormilon can make the search action as a bonus action.

**Stealthy.** While hiding, Dormilon can move as far 10 feet in the open and remain hidden as long as he ends his movement out of sight.

**Indomitable (1/ long rest).** Dormilon can reroll a saving throw that he failed.

**Close-Quarters Shooting.** Making a ranged attack in a target within 5 feet does not impose disadvantage on Dormilon. Additionally, if he hits a target within 5 feet with a ranged attack, they cannot take reactions until the end of the current round.

## Actions

**Longbow Attack.** Ranged Weapon Attack: +7 (+9) (+11) to hit, range 150/300 feet, one target. *Hit:* (1d8 +3 (+4) (+6)) piercing damage.

**Shortsword Attack.** Melee Weapon Attack: +5 (+7) (+9) to hit, reach 5 ft., one target. *Hit:* (1d6 +3 (+4) (+6)) slashing damage.

**Multiattack.** Dormilon makes 2 (3) Longbow or Shortsword attacks.

# SALIVOTAS

Salivotas is the best meat shield in the business – huge, even by goliath standards, he prides himself in providing top-shelf protection and an all-around seasoned set of fists.

## History

Salivotas was always big, and his parents saw this as an opportunity for him (and them) to make an easy living as a brawler. His unnatural size, paired with practiced ruthlessness, won him some notoriety in the ring but few friends, leading his family to disaster; after a brutal fight that left his opponent broken beyond hope of recovery, the crowd (who had bet heavily on the challenger) turned ugly, and his parents died in the ensuing fracas.

Salivotas' poor head for money soon lost him everything he had. He soon fell deep in debt, was banned from the ring, and found himself taking on unsavory work to make ends meet. Seeing the potential for an exceptional asset, the Zhentarim purchased his debt and now uses his thundering fists and bulldog tenacity to keep clients safe.

## TIES TO THE ZHENTARIM

Salivotas is not clever and lacks the basic business acumen to make his own way in the world. He craves structure and someone to let him know who to hit. Now that his parents are gone, the Zhentarim has filled that role.

- ❖ He sees the Zhentarim as his adopted family – one he will not fail this time.
- ❖ While protection is his specialty, he's a bagman, does hit work, intimidation jobs, and everything in between.
- ❖ No one in the Zhentarim would be foolish enough to follow Salivotas' lead, but most are happy to have him on the team.

## STORY HOOKS

- ❖ A wizard hires your party for protection



from a particularly persistent collector for a mysterious, undisclosed debt.

- ❖ A number of local shopkeepers have pooled their resources to hire adventurers to put a stop to an extortionate 'protection' racket.
- ❖ A patron assigns Salivotas to your party as a bodyguard. Secretly, he's ordered Salivotas to kill one of the NPCs you interact with as a normal part of your campaign.

## PERSONALITY & ROLEPLAYING

Salivotas is a warm (if not kind) personality. Everyone in the room knows what he feels and where they stand, especially after a drink. He has a number of obvious tells – like rubbing old battle scars or pulling faces – that fuel his spectacular run of losses at the card table. He doesn't trust weapons (which can fail), preferring his own fists.

- ❖ Violence is what Salivotas knows best, and it's his go-to solution for most problems: Hit things until they can't hit back.
- ❖ Salivotas loves to gamble, but does so poorly. People rarely try to collect ...
- ❖ When you're this big, you need to eat (and drink) A LOT. Basically all the time.
- ❖ He can be highly protective, to the point of getting in the way.



## TEAM DYNAMICS

Salivotas is a poor planner and knows it. He prefers to keep close to a group's mastermind so he always knows what to do. He has a deep-seated need to impress others and gain their approval and will quickly grow loyal to those who validate him. Charismatic characters turn him off, as he gets the feeling that they're poking fun of him in some way he doesn't understand – and if there is one thing that he cannot stand, it's being the brunt of a joke.

## COMBAT STRATEGY

In combat, Salivotas follows a simple strategy drilled into him by his Zhentarim handlers: Someone is the most important person in the room, and it's his job is to either protect them or take them out. His decisions in combat typically follow which kind of these he has decided on – as a protector, he does everything in his power to shield his mark. As a hitman, he latches on like a bulldog, grappling to prevent their escape and giving no quarter until they yield or are eliminated.

## SALIVOTAS (TIER 1, TIER 2, TIER 3)

*Goliath fighter, lawful evil*

**Armor Class** 13 leather armor (17) splint armor

**Hit Points** 36 - 57 (3d10) 81 - 144 (7d10) 125 - 268 (11d10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3) 18(+4) 20(+5)	14(+2)	16(+3) 18(+4) 20(+5)	7 (+1)	10 (+0)	9 (-1)

**Senses:** Passive Perception 12 (13) (14)

**Languages:** Common, Orc

**Resistances:** Cold damage

**Skills and Saves:** Strength +5 (+7) (+9); Constitution +5 (+7) (+9); Athletics +5 (+10) (+13); Acrobatics +4 (+5) (+6); Intimidation +1 (+2) (+3); Perception +2 (+3) (+4); Survival +2 (+3) (+4)

**Second Wind (1/ short rest).** Salivotas can use a bonus action to regain 1d10 + 3 (+7) (+11) HP.

**Action Surge (1/ long rest).** On his turn, Salivotas can take one additional action on top of his regular action.

**Stone's Endurance.** Salivotas can use his reaction to reduce damage taken by 1d12 + 3 (+4) (+5). He counts as large for carrying capacity.

**Vicious Grappler.** Salivotas deals 1d4 bludgeoning damage when he successfully starts a grapple and adds 1d4 damage to all hits against the creature while they remain grappled.

**Brutish Durability.** Whenever Salivotas makes a saving throw, he adds a 1d6 to the total. If applying this bonus to a death saving throw increases the total to 20 or higher, he gains the benefits of rolling a 20 on the d20.

**Inveterate Brawler.** Salivotas has proficiency with improvised weapons and can use a bonus action to grapple a target if he has hit them with an unarmed strike, brass knuckle attack, or improvised weapon.

**Indomitable (1/ long rest).** Salivotas can reroll a saving throw that he failed.

**Crusher.** Once per turn when Salivotas hits a creature that is no more than one size larger than him, he can move it 5 feet to an unoccupied space. When he scores a critical hit, all attack rolls against that creature are made with advantage until the end of his next turn.

### Actions

**Brass knuckle Attack.** *Melee Weapon Attack:* +5 (+7) (+10) to hit, reach 5 ft., one target. *Hit:* (1d6 + 1d4 (1d6) +3 (+4) (+6)) bludgeoning damage.

**Unarmed Strike.** *Melee Attack:* +5 (+7) (+9) to hit, reach 5 ft., one target. *Hit:* (1d6 +3 (+4) (+5)) bludgeoning damage.

**Multiattack.** Salivotas makes 2 (3) Brass Knuckle or Unarmed Strikes attacks.