



Limitless  
Adventures  
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# Non Player Characters Sampler

Five free NPCs for your campaign

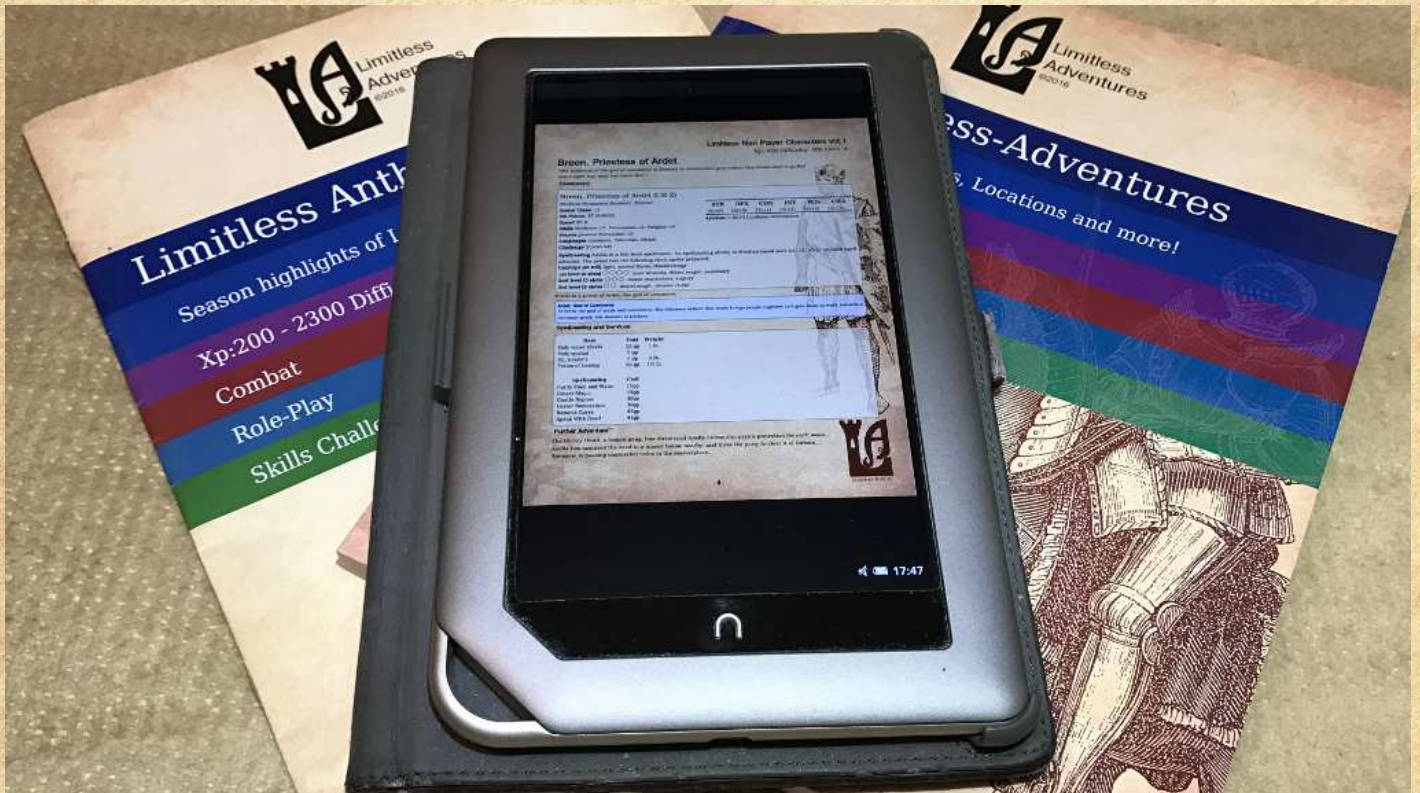
Adventure!

Combat

Role-Play



## Now Kickstarting 100 Limitless NPCs In Print!



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### Limitless-Adventures

Limitless-Adventures was created as a way for busy DMs to liven up their campaigns, and generally reduce the burden of game prep. We specialize in DM-friendly products that minimize your prep so you can spend more time at the table playing and less time writing. Since the launch of our website, Limitless-Adventures.com has offered high-quality 5e gaming products in a digital medium. Now we're ready to offer our products in print.

### Our Second Kickstarter!

On our first anniversary, April 1, we launched our second [Kickstarter campaign](#) with *Limitless NPCs vol. 1*, a collection of 100 NPCs drawn from our current products and expanded and grouped by role. The roughly **100-page soft cover book** will contain:

- 100+ fully detailed Non-Player Characters set in a variety of environments
- 5e/OGL stat blocks for all NPCs
- Creative, CR appropriate treasure
- 300+ Further Adventure™ writing prompts

Limitless NPCs vol. 1 is available in a deluxe full-color format, or as a full-color PDF. All printing and order fulfillment will be handled by Ka-Blam, a digital printing house with over a decade of experience and multiple Kickstarter campaigns (including our first) under their belt. Shipping is available to any country in the world (please note that shipping will originate from the United States).

<https://www.kickstarter.com/projects/limitless-adventures/100-5e-npcs-limitless-adventures>

## Non Player Characters Sampler

### Non Player Characters Sampler Design Team

Andrew Hand: Writing, Editing

Michael Johnson: Editing, Graphic Design, Art Direction

### A Note on Our Limitless NPCs

The purpose of this product is to make your life as DM easier. The following non-player characters were chosen at random from the 100 in our kickstarted book. These detailed NPCs are setting neutral, and are kept generic enough as to be dropped into any campaign.

#### NPC Roles

Role	Description
Ally	Can join the party and fight alongside the characters.
Charge	An NPC for whom the PC's have claimed responsibility.
Contact	Has information that will share with the party, usually freely.
Foe	Works against the party's goals in subtle or overt way.
Hireling	Can be hired to do a task. (usually non-combat)
Merchant	Has products or services for sale.
Sage	Has information on a useful subject (shown in parenthesis) and available for sale or trade.
Quest Giver	Has adventures they will send the party on directly or will be at the center of a quest due to their background or station.

We value your business and your feedback, send us your comments, questions and concerns to [support@limitless-adventures.com](mailto:support@limitless-adventures.com)

#### Novelties

Every Limitless Adventures product will contain something new; a unique creature, spell, item, god, or optional rule that is previously unpublished. These novelties are set apart in blue text boxes.

#### Further Adventure™

Each Limitless Encounter will have a Further Adventure™ section to give the DM three ideas for additional quests that could spring from a seemingly random encounter. These hooks are merely suggestions for continuing a plot and should be used or ignored at your discretion. For example, if a hook suggests that the Duchess was the murderer, that is a just a possible twist you could build from and needn't be acted upon if it would disrupt your campaign.

Perhaps you find these encounters useful and recommend them a friend or like us on [Facebook](#) or [Twitter](#)...  
You could join our e-mail newsletter and get free exclusives monthly at [www.limitless-adventures.com](http://www.limitless-adventures.com)...  
Maybe you turn out to be a doppelganger...

## Beazel the Alchemist

"The herbalist is a short man with a balding head covered over with wisps of white hair. He wears large, brass-framed goggles with tinted lens."

### Creature(s)

#### Beazel the Alchemist (CR 0)

Medium Humanoid (Human), Neutral

**Armor Class:** 10

**Hit Points:** 4 (1d4)

**Speed** 30 ft.

**Skills** Arcane +4, Nature +4 Medicine +3

**Senses** passive Perception 11

**Languages** Common

**Challenge** 0 (10 XP)

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

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Beazel first appeared in Village Shops. He is friendly and professional to customers and will most likely be encountered in his shop. He can serve as a quest giver to arcane PCs as he has a constant need for strange ingredients. He is also a valuable resource for thieves and assassins, as he makes poisons.

### Available Products

Item	Price	Weight
Acid (vial)	25 gp	1 lb.
Alchemist's fire (flask)	50 gp	1 lb.
Alchemist's supplies	50 gp	8 lb.
Antitoxin (vial)	50 gp	-
Healer's kits	5 gp	3 lb.
Herbalism kits	5 gp	3 lb.
Merrow Lung	50 gp	¼ lb.
Potion of healing	50 gp	½ lb.
Oil (flask)	1 sp	1 lb.
Rock Climber's Resin	10 gp	1 lb.

Beazel keeps the following products hidden behind the counter:

Item	Price	Weight
Deceiver's Dram (vial)	50 gp	-
Poison, Basic	100 gp	-
Poisoner's Kit	50 gp	2 lb.

**Deceiver's Dram.** This potion grants advantage on any Deception checks for five minutes. Only one dose can be used per long rest, any additional doses have no effect.

**Merrow Lung.** When held over the mouth, this rare, red algae allows a creature to hold its breath for a number of minutes equal to 5 + its Constitution bonus.

**Rock Climber's Resin.** This sticky substance grants its user advantage on Acrobatics checks made to climb (and climb only) for five minutes. Each vial contains one dose.

### Further Adventure™

Beazel needs a rare herb found in the lair of an owlbear...

An assassin seeks revenge on Beazel for selling him a faulty poison...

Beazel hires the PCs to brew magic potions for his shop...

## Breen, Priestess of Ardet

"The priestess of the god of commerce is dressed in immaculate grey robes. Her brown hair is pulled into a tight bun atop her stern face."

### Creature(s)

#### Breen, Priestess of Ardet (CR 2)

Medium Humanoid (human), Neutral

**Armor Class:** 13

**Hit Points:** 27 (5d8+5)

**Speed** 25 ft.

**Skills** Medicine +7, Persuasion +3, Religion +4

**Senses** passive Perception 13

**Languages** Common, Dwarvish, Elvish

**Challenge** 2 (450 XP)

**Spellcasting** Adella is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

**Cantrips (at will)** *light, sacred flame, thaumaturgy*

**1st level (4 slots)** ○○○○ *cure wounds, detect magic, sanctuary*

**2nd level (3 slots)** ○○○ *lesser restoration, augury*

**3rd level (2 slots)** ○○ *dispel magic, remove curse*

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

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Breen is a priest of Ardet, the god of commerce. She can be found in any urban area and fits the role of merchant and healer (caster level 5).

#### Ardet, God of Commerce

Ardet is the god of trade and commerce. His followers believe that trade brings people together and gets them to work towards a common goals. His domain is trickery.

#### Spellcasting and Services

Item	Cost	Weight
Holy water (flask)	25 gp	1 lb.
Holy symbol	5 gp	-
Kit, healer's	5 gp	3 lb.
Potion of healing	50 gp	1/2 lb.

Spellcasting	Cost
Purify Food and Water	15gp
Detect Magic	15gp
Gentle Repose	30gp
Lesser Restoration	30gp
Remove Curse	45gp
Speak With Dead	45gp

#### Further Adventure™

The Bloody Hand, a violent gang, has threatened Adella unless she pays a protection fee each week...  
 Adella has acquired the deed to a manor house nearby, and hires the party to clear it of threats...  
 Someone is passing counterfeit coins in the marketplace...

## Ceaseus the Shipwright

"The shipwright is a massive, green-skinned storm giant of enormous height. He whistles a friendly tune as he lifts a ship's mast single-handed into place."

### Creature(s)

#### Ceaseus the Shipwright (CR 13)

*Huge Giant, Chaotic Good*

**Armor Class:** 16

**Hit Points:** 230 (20d12+100)

**Speed** 50 ft., swim 50 ft.

**Saving Throws** Str +14, Con +10, Wis +9, Cha +9

**Skills** Arcana +8, Athletics +14, History +8, Perception +9

**Damage Resistances** cold

**Damage Immunities** lightning, thunder

**Senses** passive Perception 19

**Languages** Common, Giant

**Challenge** 13 (10,000 XP)

**Amphibious** The giant can breathe air and water.

**Innate Spellcasting** The giant's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

**At will** *detect magic, feather fall, levitate, light*

**3/day each** *control weather, water breathing*

#### Actions

**Multiattack** The giant makes two greatsword attacks.

**Greatsword Melee Weapon Attack** +14 to hit, reach 10 ft., (one creature) Hit: 30 (6d6 + 9) slashing damage.

**Rock Ranged Weapon Attack** +14 to hit, range 60/240 ft., (one creature) Hit: 35 (4d12 + 9) bludgeoning damage.

**Lightning Strike (Recharge 5-6)** The giant hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 17 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

STR	DEX	CON	INT	WIS	CHA
29(+9)	14(+2)	20(+5)	16(+3)	18(+4)	18(+4)

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Ceaseus first appeared in Flotsam. Caeseus is a storm giant shipwright on the floating pirate town of Flotsam, though he could easily be placed in any coastal or island setting. The players will encounter him after their ship is damaged, or while on the docks. The giant is kind and friendly and fits the roles of quest giver or merchant.

### Treasure

Ceaseus has a 230 gp and a *figurine of wondrous power - marble elephant* which he uses to aid him in lifting heavy loads.

### Further Adventure™

Ceaseus tells the party about a shipwreck on the bottom of the sea infested with intelligent octopuses...

A band of pirates skipped town without paying, and the giant wants the party to collect...

A competitor has been sabotaging the giant's work and he needs the party to prove this claim..

# Non Player Characters Sampler

Xp: 3900 Difficulty: 3900 Level: 8

## Gix Trill

"The tiefling behind the counter is quite striking despite the dour, bored expression she wears. She dusts the counter top with a rag, but she is clearly elsewhere in her mind."

### Creature(s)

#### Gix Trill (CR 8)

Medium Humanoid (Tiefling), Lawful Evil

**Armor Class:** 15

**Hit Points:** 79 (12d8+24)

**Speed** 30 ft.

**Saving Throws** Dex +6, Int +4

**Skills** Acrobatics +6, Deception +4, Perception +4, Stealth +9

**Damage Resistances** poison, fire

**Senses** passive Perception 14, Darkvision 60 feet

**Languages** Thieves' cant, Common, Infernal

**Challenge** 8 (3,900 XP)

**Darkness** Gix can cast Darkness once per day

**Hellish Rebuke** Gix can cast Hellish Rebuke as a 2nd-level spell once per day

**Thaumaturgy** Gix can cast the thaumaturgy cantrip at will

**Assassinate** During her first turn, Gix Trill has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Gix scores against a surprised creature is a critical hit.

**Evasion** If Gix is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

**Sneak Attack** Once per turn, Gix deals an extra 14 (4d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and Gix doesn't have disadvantage on the attack roll.

#### Actions

**Multiattack** The Gix makes two shortsword attacks.

**Shortsword** *Melee Weapon Attack* +6 to hit, reach 5 ft., (one creature) Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Gix first appeared in Founder's Fen. Gix lives a double life, she was once an assassin in a guild known as the Final Door, until her reach for power exceeded her grasp and she was forced to flee. Now Gix runs a general store in a small town or village. She can play the role of merchant, rumor monger, and contact to rogues.

#### Treasure

Hidden in the store, Gix has a **dagger of venom** and a **chest containing 356 gp in various coins**.

#### Further Adventure™

Gix hires the PCs to guard a caravan through the swamp...

Nyloth, a young black dragon, attacks the store, looking for vengeance against Gendry, an adventurer that owned the store before Gix...

Agents of the Final Door come looking for Gix...

## Jorin the Ovenmaster

"The ovenmaster is a short round man with flour-stained apron. He has a kindly face and a friendly manner."

### Creature(s)

#### Jorin the Ovenmaster (CR 0)

Medium Humanoid (human), Lawful Good

**Armor Class:** 10

**Hit Points:** 5 (1d4)

**Speed** 30 ft.

**Skills** History +2

**Senses** passive Perception 10

**Languages** Common

**Challenge** 0 (10 XP)

STR	DEX	CON	INT	WIS	CHA
11(+0)	11(+0)	11(+0)	10(+0)	11(+0)	12(+1)

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Joran first appeared in Founder's Fen. He can be found in any town or city running a small brick oven. He charges people to bake their bread in a safe, cool location. He can fill the role merchant or contact.

### Available Products

Jorin's specialties

Spiced pork pies 2 sp

Hot cross buns 1 cp

Rye bread loaf 2 cp

Ember Day Tarts 2 cp (see below)

### Further Adventure™

Jorin sent a young man, Kent, to collect firewood in exchange for a few loaves, but Kent has not returned...

A fire mephit has taken up residence in the oven and delights in burning the loaves...

Bandits have stolen the flour from the mill and winter approaches...

### Ember Day Tart

4 Tbsp. butter, melted

1/2 tsp. salt

pinch saffron

6 eggs

1/2 medium onion, coarsely chopped

1/2 lb. soft cheese, grated

1/2 cup currants (zante currants)

1 Tbsp. sugar

1 tsp. parsley

1 tsp. sage

1 tsp. hyssop

1 tsp. powder douce

Grind saffron with salt, mix with butter, and set aside.

Place onions into boiling water and cook until just tender and drain.

Beat eggs and combine with saffron-butter, onions, and remaining ingredients, pour into pastry shell, and bake at 350°F/180°C for one hour.



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