



**PHALCON'S
PHENOMENAL
ASSEMBLAGE**

**NPC
Collection I**



Phalcon's Phenomenal Assemblage

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Introduction: Sometimes DM's need a bit of help. We have a busy week, can't gather inspiration, or maybe we just need a break. It happens. Creating NPCs is fun, but it can be tiring and sometimes it is nice to just look at someone else work and change a few names and go with it. That is what this book is for a collection of NPCs with varied lives ranging from aged wizards, to trade princes, to farmers, to assassins.

by William W Cooper Jr.



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Introduction

Hi, I love NPCs do you love NPCs? Lets just assume you do. Else why did you download this. So, I made some NPCs for a friends town. I liked it so much that I decided to really expand upon them NPCs. I build this more like a town then a NPC book I guess. There are several locations. I tried to really capture the personalities of each character to make your life have less work. There is also a few new arrow types.

About the author

My name is Will aka Phalcon. I am a long time gamer and over the past 6 years hard working DM. I love coming up with new concepts and reviving old fragments of the past. I won't bore you with my situation, but know if you like this and decide you have a few dollars to spare, that I am greatly thankful. I have a few other works and am trying to work on a plan to release things faster.

I would love to just give everything away for free, but when it comes down to it, we all got bills to pay. I offer as much as I can as pay what you want. Anything that I have to put a ton of time into I charge \$0.10 a page. I have learned that I really prefer to release the first edition of something for pay what you want and then further editions as paid. This way people can see the idea of what I am doing. Also I have no pictures as I can not afford to pay anyone and stick figures do not do justice.

[Phalcon777](#) A link to my twitter.

[Remedeez](#) Is a close friend and someone you should check out.

[Discord](#) Come hang out with me and lets talk about D&D

Other Publications

Pay what you want

[Races, Subraces, and Cultures](#) My work to turn Wizards 5th edition races into something more.

[School of the Wands](#) A wizard archetype that focuses on using wands. You're a wizard Harry.

Wu Jen A wizard archetype that focuses on the super natural world. An updated version of the 3.5 Wu Jen.

Paid

[Training downtime and traits](#) I loved 3.5e traits. I was going through my old excel sheet when updating to 5e and felt it a waste. So I spent time converting them and using them as a downtime option to allow players to train using downtime to better their characters. (I made the mistake of not making this one pay what you want at first, but I sold some and don't want to remove the cost)

Library

As you enter the library you hear the riffling of paper, the mutter of near gibberish and strangely as you near the counter, you see no one behind it. As you ring the bell on the counter the notice from behind it goes quite. A calico cat leaps from the ground and onto the counter, then appears a balding, with just the hint of white hair around the back portion of the head. Climbing a small ladder the gnome reaches the top, he is clean shaved and has a pair of goggles strapped to his forehead.

Quizzion Falnderfin

This is Quizzion Falnderfin “The Librarian” and he is a curious type who has all the skills one could ever need to run a library. He has few real combat related spells and prefers focusing purely on his studies. Though he is more than happy to engage anyone about a number of fields he is a master calligrapher and a cartographer to boot. He sells many of his services for the right price.

He also has several other spells he can prepare given a days notice in advance: *silent image*, *find familiar*, and *Tenser's floating disk*. While he is not into adventuring or any form of physical labor, he has been known to go out in the field for the right price to help adventures haul some treasure or he gladly offers his services to his fellow citizens to transport heavy goods with *Tenser's floating disk*. He may be reclusive, but as a gnome he values and loves his community.

Quizzion's Quest

Quizzion is not the type to harm a fly, unless it lands on his book as he is closing it, in which he will then complain that about it staining the book. This leads to a problem with him inquiring the late fees and finding stolen books. He doesn't like violence and normally the type to rent books from the library are not the kinda people who might need to be roughed up.

Quizzion offers 5 silver to any player who goes delivering a message to someone who has a late fee or goes and locates any book that has been stolen or as Quizzion likes to call it “forgotten”. If trouble comes because of such requests, Quizzion will compensate the PC's for such troubles.

Other than this Quizzion is always searching for new books to read and add to the library he is working at. He offers 5 gold for any book that is brought to him that is about Arcane, History, or Religion. Rare books, especially gnomish books maybe bought at higher prices. He will also pay 10 gold per spell in a spell book that he does not already know.

Design Thoughts.

I picture Quizzion being the Doc Brown of the library. I think that says it all about him.

Quizzion Falnderfin

Small Humanoid (Rock Gnome), Chaotic Neutral
Expert 1, Spellcaster 3

Armor Class 10 (natural armor)

Hit Points 22 (3d6 +8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (0)	14 (+2)	18 (+4)	15 (+2)	12 (+1)

Saving Throws Int +6 , Wis +4

Skills Arcana +8, History +6, Insight +4, Investigation +6, Religion +6

Senses Darkvision 60, Passive Perception 14

Languages Common, Gnomish, Elvish

Challenge ½ (100 XP)

Spellcasting. Quizzion is a 3rd level-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He has the following Wizard spells prepared:

Cantrips: *light, mage hand, prestidigitation*

1st level (4 slots): *alarm, comprehend language, detect magic, identify, sleep*

2nd level (2 slots): *darkness, locate object*

Artificer's Lore: Whenever Quizzion makes an Intelligence (History) check related to magical items, alchemical objects, or technological devices, he has a +8 with the history skill)

Calligrapher's Tools: An expert in the arts of calligraphy Quizzion has a +8 with these tools.

Cartographer's Tools: An expert in the arts of cartography Quizzion has a +8 with these tools.

Gnome Cunning: Quizzion has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Tinker's Tools: Quizzion is proficient with these tools.

Quizzion's Services

Service	Price	Time
Buy Book	5-20g	-
Copy Book	10g	1 week
Copy Map	5g	3 days
Decipher Book	20g	1 week
Decipher Map	2g	1 hour
Identify Item	5g	1 hour
Locate Object	10g	-
Map of the Area	2g	-
Rent Book	5s/day	-
Study Item	5g	1 hour
Translate Text	2g	1 week

Quizzion offers all the services above. Deciphering arcane books is dangerous, so the cost is high. He can use his artificer's lore to study related items. He has mastered a secret way to create many copies of a map of the local area. He also sells any book that is in the library, he of course has already made a copy of each, that he has stored in a bag of holding.

Livia

As you look around the library you spot a young half-elf sorting through books and replacing them. She has long black hair, pulled up into a tight bun, glasses and scholarly robes. She happens to look up and see your group. She doesn't smile, she gives a perplex look before quickly going back to work. She finishes quickly before disappearing among the many shelves.

Livia is Quizzion's assistant and his pupil. Her past is a mystery to even him. He swears she eats for three half-elves her size. However she is always kind to him and never causes a full about anything. He thinks she is good natured. While this is all true, what he does not know is that she is harboring someone who's very presence is a crime. Even if they have done nothing wrong. She has taken up the art of Forgery and using her map making skills from her days in the military to earn extra coin. Unlike Quizzion she is ready to defend herself or her mentor if she must. She is a skillful liar and sneak, only because that is how she survived the war.

Livian refuses to forge anything that she believes can cause true harm. Most of the time her skills are used to detect if someone is fake not her actually doing the forgery.

She is quick to use disguise self if anyone enters that she does recognize from her past and uses *minor illusion* to keep people off her trail.

If necessary Livia can prepare: *alarm* or *expeditious retreat*

Livia's Quest

To Livia there is only one that that matters to her and that is the person she is hiding back to their homeland. If Livia believes that the PC's can the trusted she uses her *message* cantrip to require to meet with the most goodhearted player in the back and that she needs their help.

Livia knows she can't go with the players. She is still on the run for the military for being a deserter. She offers X amount of gold in advance and X amount of gold when they return to sneak the person she is hiding back to their homeland.

Design Thoughts

Livia's quest is an excellent chance to really throw the players some curve balls. It might not be their homeland they are taking the NPC to either. They could be taking the true prince of the kingdom they are in to his paladin uncle, a priestess of a certain faith that is being persecuted to an out of country chapel. This is a great chance to throw some darker subjects at your players without it being too dark. The dark dealings of politics and racism, religious persecution are all compiling ways light a fire in your players. It is dark, but it is something that exists. Or It could just be a soldier that was captured and Livia fell in love.

Livia

*Medium Humanoid (Half-Elf), Chaotic Good
Expert 1, Spellcaster 1*

Armor Class 13 (natural armor)

Hit Points 10 (2d6)

Speed 30 ft.

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

Saving Throws Dex +4, Int +6

Skills Arcana +5, Deception +6, Insight +3, Investigation +6, Medicine +3, Nature +5, Slight of hand +5, Stealth +5, Survival +3

Senses Darkvision 60, Passive Perception 11

Languages Common, Gnomish, Elvish

Challenge 1 (200 XP)

Spellcasting. Livia is a 1st level-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). She has the following Wizard spells prepared:

Cantrips: *fire bolt, message, minor illusion*

1st level (4 slots): *charm person, chromatic orb, detect magic, disguise self*

Fey Ancestry: You have advantage on saving throws against being charmed, and and magic can't put you to sleep

Cartographer's Tools: An expert in the arts of cartography Livia has a +7 with these tools.

Forgery Kit: An expert in the arts of forgery Livia has a +7 with these tools.

Livia's Services

Service	Price	Time
Appraise Item	2g	-
Copy Map	5g	1 week
Decipher Map	2g	3 days
Forge Documents	10-20g	2-5days
Forge Map	5g	5 days

Like Quizzion Livia has great interests in maps. She also is able to appraise an item and learn their value and if they are fake or the true deal. Rarely does she do forging. Most of her forging skills she puts to use to move people that need to be moved and help them reach a better life. The more important the documents the greater the difficulty and the cost. Forging the signature or seal of a mayor or baron is a lot easier then forging the signature of the king. People are less likely to exam it to a fault.

Calvin Bobbins

As you go about the library you find an open sitting area with a large window. There you see sitting in rocking chair, and old gray haired, but mostly balled human. As he sees you he lifts his hand and begins to get up, but the pains of old age cause him to remember that he can't do things he use to. He beacons you over.

This is Calvin Bobbins the retired librarian and owner of the library that you are in. Many of the children in the city call him grandpa, though he is not akin to any of

them. He is a story teller and a wealth of knowledge, provided you can stand his extremely long stories.

The truth behind Calvin is that he is not actually a human, but instead a very ancient and very slowly dying gold dragon. Chances are he never lets anyone know about this, however if the town is in dire straights, he will defend it with the last of his strength. Until then he is set to spread the stories of old, that he can remember.

Treat conversations with Calvin to be as if casting the *legend lore*, except roll a d6, on 1 or 2, he fumbles up minor details and either way his stories are long and full of pointless details. Chances are he will ask several times what they were talking about as well. Dixon has a bad left leg, from his time in the military and moves slower because of it.

Dixon's General Store

As you walk under the cobbled together general store sign and enter the establishment, you see before you a massive collection of goods, picks and other tools hanging from the walls, everything is neat and tidy. Once your eyes fully adjust you see a well dressed human that looks like he is in his mid twenties. He is clean shaved and has short blond hair.

Dixon Drandale

This is Dixon Drandale the owner of Dixon's and a very good carpenter. He has a laid back attitude and is calm and peaceful. Often times he is the one who is the peacemaker in his community. Dixon is married to Tel'adara, who assists in the store when she is around. Dixon was once a ranger for the military, before he settled down with his wife to have a family.

Dixon's Services

Service	Price	Time
Appraise Item	2g	-
Copy Map	5g	1 week
Decipher Map	2g	3 days
Forge Documents	10-20g	2-5days
Forge Map	5g	5 days

Dixon's general store carries any adventuring gear that is under 15 gold except they do carry hunter traps. He also has an a number of special arrows that his wife has designed for the store to sell. At any given time they carry one bundle of 20 of each. See below and the appendix for more details.

Dixon's Services

Service	Price	Range	Type
Blunt	2g	-50ft.	Bludgeoning
Dragonsbreath	25g	0	Piercing
Serpentstongue	5g	0	Piercing / Slashing
Swiftwing	10g	0	Piercing

Dixon

Medium Humanoid (Human), Chaotic Good

Expert 1, Ranger 1

Armor Class 14 (Leather)

Hit Points 12 (1d6+1d10)

Speed 25 ft.

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

Saving Throws Str +4, Dex +6

Skills Insight +3, Perception +3, Stealth +5

Senses Passive Perception 11

Languages Common, Elvish, Gnoll, Orc

Challenge 1 (200 XP)

Favored Enemy. Dixon's favored enemies are gnolls and orcs. He gains advantage on Wisdom (Survival) checks to track them as well as on Intelligence checks to recall information with them.

Natural Explorer. Dixon is very familiar with forests. When he makes an Intelligence or Wisdom check related to forests is doubled if you are using a skill that you are proficient in.

While traveling inside a forest Dixon gets the following benefits. Difficult terrain does not slow his group, he remains alert while engaged in other activities while traveling, if he is alone he moves stealthily at a normal pace, when foraging he finds twice as much food, when tracking other creatures he learns their exact numbers, size and how long ago they passed through the area.

Actions

Multiattack. Dixon makes two attacks: one with his rapier and a second with his offhand rapier.

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

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

Longbow. *Ranged Weapon Attack:* +5, reach 150/600 ft., one target. Hit: 5 (1d8+3) piercing damage.

Tel'adara Nosrtil Ravenlot Drandale

Tel'adara can be encountered in several locations. She can be found hunting in the woods, on the road traveling back to town, or in her husbands shop.

Tel'adara originally comes from the Nosrtil Elven family in a distant city. She was part of an arranged marriage to another family the Ravenlots, however upon learning the dark secrets of the Ravenlots, she did what is rare in Elven society, she requested a divorce from the family in exchange for not revealing their secrets. They had plotted to kill her, however she successfully fled and the Ravenlots are as far as known been destroyed. Tel'adara left, refusing to wed again and struct out on her own. She happened upon Dixon, who was ambushed by an ogre and she came to his aid. She fell in love and he took her with him when he was able to leave the military. Tel'adara hunts and brings in pelts and the such so that she can help her family in her own way. Later, even though her parents did not approve of her choices, they sent their youngest daughter Car'lanis, to study under her sister. On top of being a ranger Tel'adara is also a paladin of

Sehanine Moonbow, the elven goddess of the moon. She has a small shrine inside the city, there are four alters there. One for Sehanine Moonbow, one for Rillifane Rallathil, one for Corellon Lanrethian, and lastly one for Mielikki. She is a lover of nature and the moon and still pays respects to a number of other gods and goddess. She welcomes any who are believers of any of the four and allows them into her sacred alter room.

Tel'adara is one of the most capable fighters in the town. She tends to spend most of her time roaming and patrolling the woods for orcs, gnolls and goblins who tend to be the most common enemy of the town. She is an expert fetcher and can make many unusual arrows. She keeps black hair short and choppy and is in her mid 300's.

Tel'adara

*Medium Humanoid (Wood Elf), Neutral Good
Ranger 5 (Hunter), Paladin 3(Oath of the Ancients)*

Armor Class 15 (Leather, with shield 16.)

Hit Points 52 (8d10)

Speed 35 ft.

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

Saving Throws Str +2 Dex +7

Skills Insight +5, Perception +5, Stealth +7

Condition Immunity. Disease

Senses Passive Perception 15

Languages Common, Elvish, Gnoll, Orc

Challenge 4 (200 XP)

Spellcasting. Livia is a 4th level-level spellcaster. her spellcasting ability is Wisdom or Charisma(spell save DC 13, +5 to hit with spell attacks for both). She has the following Ranger and Paladins spells prepared (Paladins spells are denoted with a *):

1st level (4 slots): *alarm, cure wounds*, detect magic, ensnaring strike*, hunters mark, fog cloud, speak with animals*,*

2nd level (3 slots): *find steed*, silence*

Fey Ancestry: You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Mask of the Wild. Tel'adara can attempt to hide even when she is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Favored Enemy. Tel'adara favored enemies are gnolls and orcs. She gains advantage on Wisdom (Survival) checks to track them as well as on Intelligence checks to recall information with them.

Natural Explorer. Tel'adara is very familiar with forests. When she makes an Intelligence or Wisdom check related to forests is doubled if she are using a skill that you are proficient in.

While traveling inside a forest Tel'adara gets the following benefits. Difficult terrain does not slow her group, she remains alert while engaged in other activities while traveling, if she is alone he moves stealthily at a normal pace, when foraging she finds twice as much food, when tracking other creatures she learns their exact

numbers, size and how long ago they passed through the area.

Primeval Awareness. Tel'adara can use her action and expend one spell slot to to determine if the following are within 1 mile of her or 6 miles if she is in her favorite terrain: aberrations, celestials, dragons, elementals, fey, fiends and undead.

Lay on Hands. Tel'adara can heal up to 15 hit points to a creature.

Channel Divinity Tel'adara can use the following options, she has a DC of 13.

Nature's Wrath. See PHB pg. 87.

Turn the Faithless. See PHB pg. 87.

Actions

Multiattack. Tel'adara makes two attacks: two with her rapier or her bow.

Rapier. *Melee Weapon Attack:* +5, reach 5 ft., one target. Hit: 8 (1d8+6) piercing damage and when you hit a creature you can expend one of your spell slots to deal 2d8 radiant damage for a 1st level spell slot or 3d8 for a second level spell slot. The damage increases by another 1d8 if the target is an undead or fiend.

Longbow. *Ranged Weapon Attack:* +5, reach 150/600 ft., one target. Hit: 5 (1d8+6) piercing damage or if could use: blunt, dragonsbreath, or serpentstongue. By default she uses swiftwing. See appendix.

Tel'adara charges the same price to create a batch of 20 arrows as her husband sells them for.

Dixion Jr. Daisy, Dah'lina, and Dividon

Male, Female, Female, and Male Half-elves (Wood)

Ages 6,5,4,3 with two blond and 2 with black hair.

These are the pride and joy of both Tel'adara and Dixion. They are a handful as children with tons of energy are.

Car'lanis Nostril

Car'lanis is Tel'adara's younger sister and also a follower of Sehanine Moonbow. She is also the shops assistant and the baby sitter for Dixion. She studies under Tel'adara in both her Ranger and Paladin studies. She has choppy black hair like her sister and is only around 40 years of age. She uses the stat block of the Scout found in the Monster Manual with Fey Ancestry, 35 feet of movement, and Mask of the Wild. She also uses swiftwing arrows made by her sister. When found inside the story she is normally chasing the children around.

The Cheering Vial

You walk into a store called "The Cheering Vial", the stiff odors of mushrooms and other earthy smells assault your nose. As your eyes adjust to the room you see all kinds of plants and herbs being dried and growing inside of pots. You locate the counter and see a human sitting behind it. His eyes are closed, but he greets you. Then you notice what appears to be a mushroom growing on his shoulder.

Rathianul

This is Rathianul, human with long wild brown hair, minus the hair and a few various mushrooms that appear to be growing on him, he is very clean and well kept. Rathianul is a Druid of the Spore. He is a interesting fellow to say the least. If players are able to gain his trust he might be willing to share his secret. In his basement there is a hidden passage in the earth that leads 100's of yards down into the earth. This is where he grows his mushrooms and other plants that don't require sunlight. This is also where he has 4 myconid's hidden that tend his guardians. They were part of a colony that were attacked by a group of drow, and somehow made it to the surface at night. Rath found them and lead them to his farms. They have been happy to stay ever sense. Having slowly expanded the area, it has become a perfect home for them and they are thinking of starting a new colony.

Rathinul sells many types of lower level potions and can brew ones that he doesn't have. He also carries healers kits as well as antitoxins.

Rathianul Quests

Rathianul always buys herbs and other types of flora from adventures. Rathianul is well off and his stock of potions can make for excellent barter for expensive goods. If he finds that he can trust a group of adventures, he is willing to tell them about the myconids that live below. He will pay any adventure 5 gold per day to help expand the cavern below. Once there are a total of 50 days total moved (Party of 4 moves 4 days worth). The myconids are able to expand and increase Rathianuls mushroom supply. Doing this can either allow him to certain potions cheaper to the players, or allow him to make greater potions.

Leek, Teek, Jeek, Peek

Leek and Teek are adults, while Jeek and Peek are sprouts. They have greatly helped Rathianul with his mushroom production.. Leek plans to become an elder once this colony is big enough.

There is a small stream that cuts through the back side of the cavern. They are fine with the smell of the cave, however adventures may not be. Surprisingly even though they are separated from the possible other myconids, Leek and Teek are pretty happy. The cavern is safe for them to grow as long as they can move enough rock and dirt to expand.

Barracks

As you approach the barracks you see a female dwarf. You would first assume nothing of the dwarf if it was not for the impressive dwarven made splint mail that she is wearing. She has a long flowing cape that has a beardly on it, one part of it matches the country or empire you are in and the other seems to be some dwarven clan. You see she is saddling up a mountain ram.

Captain Holly O'Toole Tide'well

This is Captain Holly Anna O'Toole Tide'well. She is captain of the barracks here and a member of the O'Toole mountain dwarven clan. Holly is a also one of the most decorated members of the Shieldsplitter cavalier units. She has of course settled down with her husband Stev Tide'well who is a fellow member of the Shieldsplitters. Holly an an expert fighter on and off her trusted ram, Harley and sometimes even rides her husbands ram Davis to keep it in shape since her husband injured himself.

Holly can also be found patrolling the woods and often runs into adventures as they pass through town. If a situation happens in town and she is needed, she has been known to accompany adventures into battle.

Captain Holly O'Toole Tide'well

Medium Humanoid (Mountain Dwarf), Neutral Good

Fighter 5 (Cavalier)

Armor Class 19 (Splint + Shield.)

Hit Points 44 (5d10 +10)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (+4)	14 (+2)	11 (+1)	13 (+1)	10 (+0)

Saving Throws Str +8, Con +5

Skills Animal Handling +4, Athletics +8, Insight +4, Perception +4, Survival +4

Senses Passive Perception 14

Languages Common, Dwarvish

Challenge 4 (200 XP)

Action Surge. Holly can gain one additional action on top of her regular action and a possible bonus action. She requires a short or long rest before she can use this ability again.

Born in the Saddle. Holly has advantage on saving throws made to avoid falling off her mount. If she falls off her mount and descends no more then 10 feet, she lands on her feet if she is not incapacitated.

Unwavering Mark. See Xanathar's Guide to Everything pg. 30 or you can use the Unearthed Arcana Fighter PDF and use Implacable Mark.

Actions

Multiattack. Holly makes two attacks: Two with her lance, longsword, or javelin or she makes 3 attacks 2 with her longsword and one with her shortsword (if she discards her shield)

Longsword. *Melee Weapon Attack:* +8, reach 5 ft., one target. Hit: 12 (1d8+7) slashing damage.

Lance. *Melee Weapon Attack:* +8, reach 5 ft., one target. Hit: 14 (1d12+7) piercing damage.

Javelin. *Melee Weapon Attack:* +8, reach 30/120 ft., one target. Hit: 9 (1d6+5) piecing damage.

Bonus Actions

Shortsword. *Melee Weapon Attack:* +8, reach 5 ft., one target. Hit: 4 (1d6) slashing damage.

Second Wind. Regain hit points equal to 1d10 + 5. Must finish short or long rest to use this again.

There are 20 other soldiers inside of the Barracks. 4 Knights, 10 Guards, 2 Priests 3 Scouts and 1 Veteran all under Captain Holly's command.

The Tilted Anvil

As you come near the tilted anvil, a large dragon head with an anvil smashed into its skull catches your eye. The sound of metal being worked on an anvil echo's through your ears, the smell of burning coals flares into your nose. As you enter the forge you see in the far corner an ancient looking dwarf hammering away at a piece of metal. Next to him you see a halfling nodding in glee. You are then greeted by another ancient looking dwarf, this one female. This is two members of the Dragonbane clan and their apprentice blacksmith Malion Fu.

Brumor Dragonbane

Brumor Dragonbane is a member of the proud drag Dragonbane clan. Their original name was lost when the mighty red dragon Cindermau attacked their clan with his kobold and half-dragon kin. Brumor was roughly 40 years old when it happened. After the dragon took their home the clan traveled, learning techniques on fighting dragons of all types. When Brumor was 100, his clan had felled dozens of chromatic dragons that attacked and ravaged villages. They always parlayed with the metallic dragons, even befriending some of them.

The leader of the Dragonbane clan Theramore Dragonbane, lead his people to battle against the red dragon that took their home. By chance deep in the mines the fight took place. Brumor was up high above fighting kobolds. Theramore was leading the fight against the dragon and was greatly wounded. Brumor was too far away to be any aid to his king, so he used the only weapon he could find. A 300 pound anvil that were used on near by forges. The anvil fell and by chance or the luck of Moradin himself the anvil struck true, smashing into the beasts head and embedding in right as it was about to breath its flames of death upon Theramore.

Burmor is a proud and able smith, however his fighting days are long past. He can still teach a youngen a thing or two though. Burmor found Malion Fu on his journey to find a new home. In his old age, the mines were doing nothing good for him. He vowed he would turn Malion into a master blacksmith before he died, and he is a dwarf of his word.

Glenda Dragonbane

Glenda Dragonbane is married to Brumor Dragonbane. She is the daughter of Theramore Dragonbane and had no clue who he was really until they were fighting together against kobolds. Her father insisted that she stay out of the fight, but as with all dwarves her stubbornness won.

During the battle she argues that it was her idea to use the anvil to try and help their kin down below. Either way the deed was done and the two fell in love. In rare tradition Brumor took on her clan name as a matter of

extra prestige. After spending 100 years in their home they decided to travel around and see the world before they passed away. A long the way and a number of years later, they found a caravan that had been ambushed by goblins. They and their escorts found the sole survivor Malion Fu a stout halfling.

After they found her, she was brought with them to the forge where Brumor has her learn the trade of blacksmithing, while Glenda sits back and watches with glee.

Glenda sells any weapon and armor except half-plate and plate and has two of most of them.

Brumor and Glenda's Quest

Before getting into the quest there are a couple of things that should be noted to you the GM. Brumor and Glenda should be roleplayed as never interacting with anything. They have the players leave the money on the counter, have Malion come count the money and give change if needed, have her fetch everything, fix dinner and create everything the shop sells. This is because hopefully as best as you can role-play it They are both dead. They are ghosts. Guardian spirits to be exact. When they found the caravan they were killed, near the child. Their spirits saw this child and were bound to her. They look exactly like the dwarves they were before, but anyone who really thinks about it realizes a large number of signs. Even Malion does not know they are ghosts. Though all the signs have been in front of her. Hopefully the players don't figure out the signs.

Brumor tasks the players to obtain a number of items in order to test Malion's mantle. They require mithril from their homeland. Glenda sends Malion to obtain her seal and gives it to the party.

When the party returns have them be rewarded with some coin. When the players reach level 5 or 6, have them sent for by the Malion. They are invited to spectate her trial of becoming a master blacksmith. This takes place during a full moon, starting right as nighttime starts and finishes at midnight. Have Malion forge a weapon that the players can use, hopefully for a player who hasn't been lucky enough to get a weapon or other loot. Once the weapon is finished she places several runes upon the weapon (on the axe head, hammer head, or a blade). When she finishes she takes a handful of diamond dust and throws it in the air near the blade and the dust appears to fuse into the weapon.

Malion passes out from exhaustion. If the players are good nature and help Malion when she wakes, Burmor and Glenda explain that that they are in fact dead. Malion perhaps has a few flash backs where she tries to denies it, but in the end she sees the signs. They then tell her how proud they are and Glenda by her birthright name Malion a Dragonbane and uses the players as witnesses along with the dwarven gods themselves. Burmor tells Malion to give the weapon she created to the players and tells her that in

his things, she will find a warhammer and his smithing tools a long with his armor, which she will need to fit to her.

She goes on about it isn't fair. Burmor gets a bit harsh saying the world isn't fair, but the choices you make are what determine how you live your life. She settles down and then they ask the players to help her as she adjusts and figures out what she is going to do. (this bit is just how I envision it all going down. Feel free to of course change it. I am a sap for a bit of a sad, but inspirational store)

They recommend all of them head back to their homeland and if Malion decides to leave have her new kin retrieve the dragonhead with anvil intact to move where ever she desires to stay.

Malion Fu

Malion Fu is a member of the Fu family from a far away land. Her family are traders and merchants. While traveling to another location they were ambushed by goblins. The family she knew were all killed. Malion was 9 when this happened.

Saved by the Dragonbanes Malion was inspired by their stories of dragonslaying, but more so with their stories of crafting. By the age of 11 she was wielding a blacksmithing hammer and beating up scraps. Burmor had several apprentices work under him and had them help teach her the basics. Once she was 15, she was outshining all the other apprentices. Burmor taught her how to fight like a dwarf. By age 19 she became the pride of Burmor and Glenda, neither of whom were able to have kids. Players show up around this time. She is still learning things from Burmor when the players show up and if they take part in Burmor and Glenda's quest, she still is learning even more.

She doesn't believe it, but she is already a master blacksmith at this point. She still has room to improve, beyond being just a simple master, but she is there. The test is nothing more then a right of passage. If you use the quest, there are many options of what to do with Malion, she still has family back "east", which could lead players there, she could return to the Dragonbane's homeland, she could go with the party and set up a shop where they make base. She could stay where she is. That is the beauty of Malion Wu.

Little Turnip Ranch

As you head toward what you were told was the Little Turnip Ranch, you first notice the finely crafted wooden fence, then off to your left you see sitting in the ground with a fence around it a turnip the size of a grizzly bear and that is just the bit that is above the ground. As you walk further on you reach the fence gate leading in. You see two figures riding toward you from inside. One appears to be half-elfen and the other a half-orc. Behind them you see a human in roughly his late 30s as far as you can tell.

Theo Longsaddle

Theo Longsaddle was once quartermaster for the local army. During his time in, he saw many things that did not sit right with him. Half-orcs and half-elves were treated like trash because of their mix heritage. While the ranch itself hosts about a half dozen others, there are two that are so close to Theo that he has adopted them as his own.

Theo is a man of few words, his choppy black hair is starting to show some white and he remains rugged, but clean shaved. He is down to earth, and perhaps a bit too accepting that things sometimes just go wrong. He has trained all those children who have stay at the ranch, not only the art of being a rancher, but also how to fight as well. Besides Tisel and Ograt, all the other children count as guards.

The main thing that Theo has to offer is transportation. He raises many different types of animals and grows many types of crops mainly giant turnips. No one knows exactly why the turnips are growing as large as they are, but nothing else grown there does it. It isn't the turnips either, even imported turnips do it as well.

Ograt Longsaddle

Having been rescude by Theo from his abusive uncle, Ograt has used his strength to make the lives of all around him easier. His bald head shines bright on the when the sun is out and his small tusks make him appear to be more human then he is at a distance. For a half-orc he is quite intelligent and acts not as Tisel's body guard, but perhaps even more hides behind the gentle giants keen eyes.

Ograt uses the beserkers statistics from the Monster Manual. When not on the farm, Ograt can be found in the library.

Tisel Longsaddle

Being the decedent of a wood elf Tisel was treated as neither elf nor human. She found herself in a small town having unspeakable acts done to her. (If you want a lighter mood you can go with she was treated poorly as a server else it is up to your interpretation). When Theo found her she was broken, physically and emotionally. It took years before she even trusted Theo was not attempting to just use her. She can come off as cold and has a slight limp as she walks.

She uses the statistics of an spy. While Theo was not a fan of her choice of skills, he supported her which has led to her being conflicted in how to go about things.

Appendix

Arrow, Dragonsbreath. A dragonsbreath arrow has a shaft soaked in resin or pitch and a slightly enlarged head that is filled with a dab of alchemist's fire. Slots in the head force air into the chamber and ignite the alchemist's fire. A dragon's breath arrow deals normal damage + 1d4 fire damage when the target is hit, and that target must make a DC 15 Dexterity save or catch on fire. These arrows can not be reused.

Arrow, Hawkscry. These projectiles have intricate carvings on the arrowhead and shaft that cause it to emulate a hawk's cry.

Arrow, Ramshorn. These projectiles have blunt tips wrapped in leather instead of pointed arrowheads. They deal non-lethal damage.

Arrow, Serpentstongue. Arrows are terrible at attacking objects, so elves developed the serpentstongue arrow, which has a forked point with sharp edges on the tips and inside prongs. These arrows can be used to sever a rope or leather straps.

Serpentstongue arrows deal both slashing and piercing damage and deal full damage to objects with a hardness of 5 or less. Serpentstongue arrows can also be used in hand, like a dagger. They break however when they land a hit.

Arrow, Swiftwing. These arrows are made slightly longer than normal, with small arrow dynamic head and enlarged fletching. The swiftwing arrow removes disadvantage from bows second range increment.