

A
MOTLEY
CREW



THE VELKYNVELVE PRISONERS AS PCs

A Motley Crew

The Velkynvelve Prisoners as PCs for Out of the Abyss

Introduction: A campaign aid featuring the prisoners of Velkynvelve—Buppido, Derendil, Eldeth, Jimjar, Ront, Sarith, Shuushar, Topsy, and Turvy—reimagined as player characters. Each one is presented at each level, 1st to 7th. That's 63 stat blocks total!

Readers will also find three new playable Underdark races as well as guidelines for leveling up the strange myconid Stool without using character classes.

by ADAM HANCOCK



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A MOTLEY CREW

Hll have good reason to cooperate in order to escape and survive. So says the *Out of the Abyss* adventure module, which brings together an eclectic group of lunatics, heroes, gamblers, murderers, brutes, and the cursed. They would not work together under any other set of circumstances. Yet here they are in Velkynvelve, ten would-be enemies willing to band together to escape prison and survive in the Underdark.

With the information in this book, this motley crew is now yours. This campaign aid features the prisoners of Velkynvelve—Buppido, Derendil, Eldeth, Jimjar, Ront, Sarith, Shuushar, Topsy, and Turvy—reimagined as player characters. Each one is presented at each level, 1st to 7th. Sixty-three stat blocks total!

HOW TO USE THIS BOOK

This book has various uses. Players might use this collection for pregenerated character options either at the outset of *Out of the Abyss* or in case of player character death. DMs might want to level up any NPCs that may accompany the player characters on their trek to the surface. Or anyone might want to mine this tome for character concepts to play in any Underdark campaign.

PREGENERATED PLAYER CHARACTERS

With the DM's permission, a player might choose one of the characters within and make it his or her own from the very beginning of the *Out of the Abyss* adventure. Doing so provides a thematically appropriate character complete with history, interesting personality, and quirky complications.

Not every player enjoys creating their own character from scratch. Or one might feel a little uninspired from time to time. Consider all of these characters as options for players to choose from, stoking their imagination and providing an unusual and rewarding roleplaying opportunity.

BACKUP PLAYER CHARACTERS

Out of the Abyss is a decidedly deadly adventure module. Even should the player characters escape the bestial quaggoth, deadly drow, and lurking giant spiders of Velkynvelve, the pathway ahead is full of dangers. PC death is definitely within the realm of possibility.

The adventure module suggests making death sting a little less by making *raise dead* and other spells readily available. Another possibility is to introduce a wholly new character. But I find both options a bit forced.

Why not have your next character be one that has been with them since the beginning? A player who finds his PC has bled out could take over a character that has already accompanied the heroes on their quest for survival: a fellow Velkynvelve ex-convict.

DM AID

Dungeon Masters might also find these stat blocks useful, especially if they find that the more duplicitous NPCs within this tome are biding their time. Or DMs may want the nicer NPCs to be comrades in arms, not mere baggage quickly losing its purpose.

If DMs want the Velkynvelve prisoners to level up alongside the PCs, this book has you covered.

UNDERDARK CHARACTERS

Even if you have no plans to run or play in an *Out of the Abyss* campaign, this book may prove useful. Any campaign set in part or wholly in the Underdark could make use of these strange characters.

Players might use them for their next character. DMs might use them as villains, allies, or NPCs to populate the Underdark.

WHY ONLY TO 7TH LEVEL?

Not to give too much away here, but there is a major transition at 7th level and certain Underdark denizens might not continue past that plot point.

SPOILERS AHEAD!

A quick caution to players who are going to be playing in an *Out of the Abyss* campaign. The backstory and motivations of the Velkynvelve prisoners is laid bare here. Ask your DM for permission not only to play on of these characters, but also to even skim this book. It may reveal a secret character motivation or plot that players shouldn't necessarily know.

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BUPPIDO (1ST LEVEL)

"I am the god Diinkarazan! I will create a path of carnage through the Underdark for the derro race to follow to glory!"

Your pleasant facade conceals the soul of an insane killer. You secretly believe you are the living incarnation of the derro god Diinkarazan—an avatar of murder who offers bloody sacrifice. Although mad, you are cunning and capable of hiding your true nature to serve your own needs.

BACKGROUND (CRIMINAL)

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You have survived up to this point by flouting the rules and regulations of society. Your expertise is murder.

Underdark Experience. You are no casual visitor to the Underdark, but instead have spent considerable time there learning its ways. You are familiar with the various races, civilizations, and settlements of the Underdark, as well as its major routes for travel. If you fail an Intelligence check to recall some piece of Underdark lore, you know a source you can consult for the answer unless the DM rules that the lore is unknown.

Personality Trait. You're surprisingly gregarious and talkative, demonstrating a keen mind and a disarming manner. Unfortunately, you are also criminally insane.

Ideal. People must be ritualistically killed, sacrificed for your greater glory.

Bond. You must escape all bands so that you may continue your holy work.

Flaw. Because you believe you are a god, you are convinced that you can't be killed (or at least the death of your mortal form means nothing to you), so you are completely fearless.

DERRO TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

SORCERER FEATURES

Spellcasting. Charisma is your spellcasting ability for your sorcerer spells. You use your Charisma whenever a spell refers to your spellcasting ability. To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell save DC: 12

Spell attack modifier: +4

SORCEROUS ORIGIN: WILD MAGIC

Wild Magic Surge. Your spellcasting can unleash surges of untamed magic. Immediately after you cast a 1st-level or higher spell, roll a d20. If you roll a 1, roll on the Wild Magic Surge table to create a random magical effect.

Small humanoid (derro), chaotic evil

Armor Class 13

Hit Points 8 (Hit Dice 1d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	15 (+2)	11 (+0)	8 (-1)	15 (+2)

Proficiencies (+2 proficiency bonus)

Saving Throws Con +4, Cha +4; advantage on saves against being charmed or frightened and against spells and other magical effects

Skills Deception +4, Persuasion +4, Religion +2, Stealth +5

Tools dice set, thieves' tools

Weapons daggers, darts, hooked shortspears, light crossbows, quarterstaves, slings

Senses superior darkvision, passive Perception 9

Languages Dwarvish, Undercommon

ACTIONS

Attack. You can attack when you take this action, using the following:

Unarmed Strike. *Melee Weapon Attack:* -1 to hit, reach 5 ft., one target.

Hit: 1 bludgeoning damage.

OPTIONS

Spellcasting. Sorcerer feature

Spell Save DC: 12

Spell Attack Modifier: +4

Spell Slots: 1st-level (2)

Wild Magic Surge. Wild Magic feature

Tides of Chaos. Wild Magic feature

Tides of Chaos. You can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must roll on the Wild Magic Surge table as a result of casting a 1st-level spell or higher or finish a long rest before you can use this feature again.

SPELLS KNOWN

Cantrips (at will): *acid splash, mage hand, message, ray of frost*

1st level (2 slots): *chromatic orb, sleep*

WHERE'S MY STUFF?

The drow slavers have stolen your weapons and gear. If you recover what you lost, you can add the following information to your character sheet:

Hooked Shortspear. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target.

Hit: 1d4 - 1 piercing damage. If the target is a creature, you can choose to deal no damage and try to trip the target instead, in which case the target must succeed on a DC 9 Strength saving throw or fall prone.

Light Repeating Crossbow. *Ranged Weapon Attack:* +5 to hit, range 40/160 ft., one target.

Hit: 1d8 + 3 piercing damage.

EQUIPMENT

belt pouch containing 15 gp, crowbar, crystal (arcane focus), dark common clothes including a hood, dungeoneer's kit, hooked shortspear, leather armor, light repeating crossbow (with 20 bolts).

BUPPIDO (2ND LEVEL)

"I am the god Diinkarazan! I will create a path of carnage through the Underdark for the derro race to follow to glory!"

Your pleasant facade conceals the soul of an insane killer. You secretly believe you are the living incarnation of the derro god Diinkarazan—an avatar of murder who offers bloody sacrifice. Although mad, you are cunning and capable of hiding your true nature to serve your own needs.

BACKGROUND (CRIMINAL)

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You have survived up to this point by flouting the rules and regulations of society. Your expertise is murder.

Underdark Experience. You are no casual visitor to the Underdark, but instead have spent considerable time there learning its ways. You are familiar with the various races, civilizations, and settlements of the Underdark, as well as its major routes for travel. If you fail an Intelligence check to recall some piece of Underdark lore, you know a source you can consult for the answer unless the DM rules that the lore is unknown.

Personality Trait. You're surprisingly gregarious and talkative, demonstrating a keen mind and a disarming manner. Unfortunately, you are also criminally insane.

Ideal. People must be ritualistically killed, sacrificed for your greater glory.

Bond. You must escape all bands so that you may continue your holy work.

Flaw. Because you believe you are a god, you are convinced that you can't be killed (or at least the death of your mortal form means nothing to you), so you are completely fearless.

DERRO TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

SORCERER FEATURES

Spellcasting. Charisma is your spellcasting ability for your sorcerer spells. You use your Charisma whenever a spell refers to your spellcasting ability. To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell save DC: 12

Spell attack modifier: +4

Font of Magic (Recharges after You Finish a Long Rest).

You have 2 sorcery points, which you can spend on a variety of magical effects (listed under this feature).

Small humanoid (derro), chaotic evil

Armor Class 13

Hit Points 14 (Hit Dice 2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	15 (+2)	11 (+0)	8 (-1)	15 (+2)

Proficiencies (+2 proficiency bonus)

Saving Throws Con +4, Cha +4; advantage on saves against being charmed or frightened and against spells and other magical effects

Skills Deception +4, Persuasion +4, Religion +2, Stealth +5

Tools dice set, thieves' tools

Weapons daggers, darts, hooked shortspears, light crossbows, quarterstaves, slings

Senses superior darkvision, passive Perception 9

Languages Dwarvish, Undercommon

ACTIONS

Attack. You can attack when you take this action, using the following:

Hooked Shortspear. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target.

Hit: 1d4 - 1 piercing damage. If the target is a creature, you can choose to deal no damage and try to trip the target instead, in which case the target must succeed on a DC 9 Strength saving throw or fall prone.

Light Repeating Crossbow. *Ranged Weapon Attack:* +5 to hit, range 40/160 ft., one target.
Hit: 1d8 + 3 piercing damage.

BONUS ACTIONS

Flexible Casting. Sorcerer feature

OPTIONS

Spellcasting. Sorcerer feature

Spell Save DC: 12

Spell Attack Modifier: +4

Spell Slots: 1st-level (3)

Wild Magic Surge. Wild Magic feature

Tides of Chaos. Wild Magic feature

Flexible Casting. You can transform 2 unexpended sorcery points into one 1st-level spell slot as a bonus action on your turn.

As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the spell's level.

SORCEROUS ORIGIN: WILD MAGIC

Wild Magic Surge. Your spellcasting can unleash surges of untamed magic. Immediately after you cast a 1st-level or higher spell, roll a d20. If you roll a 1, roll on the Wild Magic Surge table to create a random magical effect.

Tides of Chaos. You can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must roll on the Wild Magic Surge table as a result of casting a 1st-level spell or higher or finish a long rest before you can use this feature again.

SPELLS KNOWN

Cantrips (at will): *acid splash, mage hand, message, ray of frost*

1st level (3 slots): *burning hands, chromatic orb, sleep*

EQUIPMENT

belt pouch containing 15 gp, crowbar, crystal (arcane focus), dark common clothes including a hood, dungeoneer's kit, hooked shortspear, leather armor, light repeating crossbow (with 20 bolts).

BUPPIDO (3RD LEVEL)

"I am the god Diinkarazan! I will create a path of carnage through the Underdark for the derro race to follow to glory!"

Your pleasant facade conceals the soul of an insane killer. You secretly believe you are the living incarnation of the derro god Diinkarazan—an avatar of murder who offers bloody sacrifice. Although mad, you are cunning and capable of hiding your true nature to serve your own needs.

BACKGROUND (CRIMINAL)

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You have survived up to this point by flouting the rules and regulations of society. Your expertise is murder.

Underdark Experience. You are no casual visitor to the Underdark, but instead have spent considerable time there learning its ways. You are familiar with the various races, civilizations, and settlements of the Underdark, as well as its major routes for travel. If you fail an Intelligence check to recall some piece of Underdark lore, you know a source you can consult for the answer unless the DM rules that the lore is unknown.

Personality Trait. You're surprisingly gregarious and talkative, demonstrating a keen mind and a disarming manner. Unfortunately, you are also criminally insane.

Ideal. People must be ritualistically killed, sacrificed for your greater glory.

Bond. You must escape all bands so that you may continue your holy work.

Flaw. Because you believe you are a god, you are convinced that you can't be killed (or at least the death of your mortal form means nothing to you), so you are completely fearless.

DERRO TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

SORCERER FEATURES

Spellcasting. Charisma is your spellcasting ability for your sorcerer spells. You use your Charisma whenever a spell refers to your spellcasting ability. To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell save DC: 12

Spell attack modifier: +4

Font of Magic (Recharges after You Finish a Long Rest)

You have 3 sorcery points, which you can spend on a variety of magical effects (listed under this feature).

Small humanoid (derro), chaotic evil

Armor Class 13

Hit Points 20 (Hit Dice 3d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	15 (+2)	11 (+0)	8 (-1)	15 (+2)

Proficiencies (+2 proficiency bonus)

Saving Throws Con +4, Cha +4; advantage on saves against being charmed or frightened and against spells and other magical effects

Skills Deception +4, Persuasion +4, Religion +2, Stealth +5

Tools dice set, thieves' tools

Weapons daggers, darts, hooked shortspears, light crossbows, quarterstaves, slings

Senses superior darkvision, passive Perception 9

Languages Dwarvish, Undercommon

ACTIONS

Attack. You can attack when you take this action, using the following:

Hooked Shortspear. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target.

Hit: 1d4 - 1 piercing damage. If the target is a creature, you can choose to deal no damage and try to trip the target instead, in which case the target must succeed on a DC 9 Strength saving throw or fall prone.

Light Repeating Crossbow. *Ranged Weapon Attack:* +5 to hit, range 40/160 ft., one target.
Hit: 1d8 + 3 piercing damage.

BONUS ACTIONS

Flexible Casting. Sorcerer feature

OPTIONS

Spellcasting. Sorcerer feature

Spell Save DC: 12

Spell Attack Modifier: +4

Spell Slots: 1st-level (4), 2nd-level (2)

Metamagic. Sorcerer feature

Wild Magic Surge. Wild Magic feature

Tides of Chaos. Wild Magic feature

Flexible Casting. You can transform 2 unexpended sorcery points into one spell slot as a bonus action on your turn.

CREATING SPELL SLOTS

Spell Slot Level	Sorcery Point Cost
1st	2
2nd	3

As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the spell's level.

Metamagic. You have the following Metamagic options. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

Heightened Spell: When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

Subtle Spell: When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

SORCEROUS ORIGIN: WILD MAGIC

Wild Magic Surge. Your spellcasting can unleash surges of untamed magic. Immediately after you cast a 1st-level or higher spell, roll a d20. If you roll a 1, roll on the Wild Magic Surge table to create a random magical effect.

Tides of Chaos. You can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must roll on the Wild Magic Surge table as a result of casting a 1st-level spell or higher or finish a long rest before you can use this feature again.

SPELLS KNOWN

Cantrips (at will): *acid splash, mage hand, message, ray of frost*

1st level (4 slots): *burning hands, chromatic orb, sleep*

2nd level (2 slots): *invisibility*

EQUIPMENT

belt pouch containing 15 gp, crowbar, crystal (arcane focus), dark common clothes including a hood, dungeoneer's kit, hooked shortspear, leather armor, light repeating crossbow (with 20 bolts).

BUPPIDO (4TH LEVEL)

"I am the god Diinkarazan! I will create a path of carnage through the Underdark for the derro race to follow to glory!"

Your pleasant facade conceals the soul of an insane killer. You secretly believe you are the living incarnation of the derro god Diinkarazan—an avatar of murder who offers bloody sacrifice. Although mad, you are cunning and capable of hiding your true nature to serve your own needs.

BACKGROUND (CRIMINAL)

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You have survived up to this point by flouting the rules and regulations of society. Your expertise is murder.

Underdark Experience. You are no casual visitor to the Underdark, but instead have spent considerable time there learning its ways. You are familiar with the various races, civilizations, and settlements of the Underdark, as well as its major routes for travel. If you fail an Intelligence check to recall some piece of Underdark lore, you know a source you can consult for the answer unless the DM rules that the lore is unknown.

Personality Trait. You're surprisingly gregarious and talkative, demonstrating a keen mind and a disarming manner. Unfortunately, you are also criminally insane.

Ideal. People must be ritualistically killed, sacrificed for your greater glory.

Bond. You must escape all bands so that you may continue your holy work.

Flaw. Because you believe you are a god, you are convinced that you can't be killed (or at least the death of your mortal form means nothing to you), so you are completely fearless.

DERRO TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

SORCERER FEATURES

Spellcasting. Charisma is your spellcasting ability for your sorcerer spells. You use your Charisma whenever a spell refers to your spellcasting ability. To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell save DC: 13

Spell attack modifier: +5

Font of Magic (Recharges after You Finish a Long Rest)

You have 4 sorcery points, which you can spend on a variety of magical effects (listed under this feature).

Small humanoid (derro), chaotic evil

Armor Class 13

Hit Points 30 (Hit Dice 4d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	16 (+3)	11 (+0)	8 (-1)	16 (+3)

Proficiencies (+2 proficiency bonus)

Saving Throws Con +5, Cha +5; advantage on saves against being charmed or frightened and against spells and other magical effects

Skills Deception +5, Persuasion +5, Religion +2, Stealth +5

Tools dice set, thieves' tools

Weapons daggers, darts, hooked shortspears, light crossbows, quarterstaves, slings

Senses superior darkvision, passive Perception 9

Languages Dwarvish, Undercommon

ACTIONS

Attack. You can attack when you take this action, using the following:

Hooked Shortspear. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target.

Hit: 1d4 - 1 piercing damage. If the target is a creature, you can choose to deal no damage and try to trip the target instead, in which case the target must succeed on a DC 9 Strength saving throw or fall prone.

Light Repeating Crossbow. *Ranged Weapon Attack:* +5 to hit, range 40/160 ft., one target.

Hit: 1d8 + 3 piercing damage.

BONUS ACTIONS

Flexible Casting. Sorcerer feature

OPTIONS

Spellcasting. Sorcerer feature

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (4), 2nd-level (3)

Metamagic. Sorcerer feature

Wild Magic Surge. Wild Magic feature

Tides of Chaos. Wild Magic feature

Flexible Casting. You can transform 2 unexpended sorcery points into one spell slot as a bonus action on your turn.

CREATING SPELL SLOTS

Spell Slot Level	Sorcery Point Cost
1st	2
2nd	3

As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the spell's level.

Metamagic. You have the following Metamagic options. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

Heightened Spell: When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

Subtle Spell: When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

SORCEROUS ORIGIN: WILD MAGIC

Wild Magic Surge. Your spellcasting can unleash surges of untamed magic. Immediately after you cast a 1st-level or higher spell, roll a d20. If you roll a 1, roll on the Wild Magic Surge table to create a random magical effect.

Tides of Chaos. You can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must roll on the Wild Magic Surge table as a result of casting a 1st-level spell or higher or finish a long rest before you can use this feature again.

SPELLS KNOWN

Cantrips (at will): *acid splash, light, mage hand, message, ray of frost*

1st level (4 slots): *burning hands, chromatic orb, sleep*

2nd level (3 slots): *invisibility, spider climb*

EQUIPMENT

belt pouch containing 15 gp, crowbar, crystal (arcane focus), dark common clothes including a hood, dungeoneer's kit, hooked shortspear, leather armor, light repeating crossbow (with 20 bolts).

BUPPIDO (5TH LEVEL)

"I am the god Diinkarazan! I will create a path of carnage through the Underdark for the derro race to follow to glory!"

Your pleasant facade conceals the soul of an insane killer. You secretly believe you are the living incarnation of the derro god Diinkarazan—an avatar of murder who offers bloody sacrifice. Although mad, you are cunning and capable of hiding your true nature to serve your own needs.

BACKGROUND (CRIMINAL)

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You have survived up to this point by flouting the rules and regulations of society. Your expertise is murder.

Underdark Experience. You are no casual visitor to the Underdark, but instead have spent considerable time there learning its ways. You are familiar with the various races, civilizations, and settlements of the Underdark, as well as its major routes for travel. If you fail an Intelligence check to recall some piece of Underdark lore, you know a source you can consult for the answer unless the DM rules that the lore is unknown.

Personality Trait. You're surprisingly gregarious and talkative, demonstrating a keen mind and a disarming manner. Unfortunately, you are also criminally insane.

Ideal. People must be ritualistically killed, sacrificed for your greater glory.

Bond. You must escape all bands so that you may continue your holy work.

Flaw. Because you believe you are a god, you are convinced that you can't be killed (or at least the death of your mortal form means nothing to you), so you are completely fearless.

DERRO TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

SORCERER FEATURES

Spellcasting. Charisma is your spellcasting ability for your sorcerer spells. You use your Charisma whenever a spell refers to your spellcasting ability. To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell save DC: 14

Spell attack modifier: +6

Font of Magic (Recharges after You Finish a Long Rest)

You have 5 sorcery points, which you can spend on a variety of magical effects (listed under this feature).

Small humanoid (derro), chaotic evil

Armor Class 13

Hit Points 37 (Hit Dice 5d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	16 (+3)	11 (+0)	8 (-1)	16 (+3)

Proficiencies (+3 proficiency bonus)

Saving Throws Con +6, Cha +6; advantage on saves against being charmed or frightened and against spells and other magical effects

Skills Deception +6, Persuasion +6, Religion +3, Stealth +6

Tools dice set, thieves' tools

Weapons daggers, darts, hooked shortspears, light crossbows, quarterstaves, slings

Senses superior darkvision, passive Perception 9

Languages Dwarvish, Undercommon

ACTIONS

Attack. You can attack when you take this action, using the following:

Hooked Shortspear. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 1d4 - 1 piercing damage. If the target is a creature, you can choose to deal no damage and try to trip the target instead, in which case the target must succeed on a DC 9 Strength saving throw or fall prone.

Light Repeating Crossbow. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target.

Hit: 1d8 + 3 piercing damage.

BONUS ACTIONS

Flexible Casting. Sorcerer feature

OPTIONS

Spellcasting. Sorcerer feature

Spell Save DC: 14

Spell Attack Modifier: +6

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (2)

Metamagic. Sorcerer feature

Wild Magic Surge. Wild Magic feature

Tides of Chaos. Wild Magic feature

Flexible Casting. You can transform 2 unexpended sorcery points into one spell slot as a bonus action on your turn.

CREATING SPELL SLOTS

Spell Slot Level	Sorcery Point Cost
1st	2
2nd	3
3rd	5

As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the spell's level.

Metamagic. You have the following Metamagic options. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

Heightened Spell: When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

Subtle Spell: When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

SORCEROUS ORIGIN: WILD MAGIC

Wild Magic Surge. Your spellcasting can unleash surges of untamed magic. Immediately after you cast a 1st-level or higher spell, roll a d20. If you roll a 1, roll on the Wild Magic Surge table to create a random magical effect.

Tides of Chaos. You can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must roll on the Wild Magic Surge table as a result of casting a 1st-level spell or higher or finish a long rest before you can use this feature again.

SPELLS KNOWN

Cantrips (at will): *acid splash, light, mage hand, message, ray of frost*

1st level (4 slots): *burning hands, chromatic orb, sleep*

2nd level (3 slots): *invisibility, spider climb*

3rd level (2 slots): *blink*

EQUIPMENT

belt pouch containing 15 gp and 50 gp diamond, crowbar, crystal (arcane focus), dark common clothes including a hood, dungeoneer's kit, silvered hooked shortspear, leather armor, light repeating crossbow (with 60 bolts and 20 silvered bolts), *potions of healing* (2), vial of acid.

BUPPIDO (6TH LEVEL)

"I am the god Diinkarazan! I will create a path of carnage through the Underdark for the derro race to follow to glory!"

Your pleasant facade conceals the soul of an insane killer. You secretly believe you are the living incarnation of the derro god Diinkarazan—an avatar of murder who offers bloody sacrifice. Although mad, you are cunning and capable of hiding your true nature to serve your own needs.

BACKGROUND (CRIMINAL)

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You have survived up to this point by flouting the rules and regulations of society. Your expertise is murder.

Underdark Experience. You are no casual visitor to the Underdark, but instead have spent considerable time there learning its ways. You are familiar with the various races, civilizations, and settlements of the Underdark, as well as its major routes for travel. If you fail an Intelligence check to recall some piece of Underdark lore, you know a source you can consult for the answer unless the DM rules that the lore is unknown.

Personality Trait. You're surprisingly gregarious and talkative, demonstrating a keen mind and a disarming manner. Unfortunately, you are also criminally insane.

Ideal. People must be ritualistically killed, sacrificed for your greater glory.

Bond. You must escape all bands so that you may continue your holy work.

Flaw. Because you believe you are a god, you are convinced that you can't be killed (or at least the death of your mortal form means nothing to you), so you are completely fearless.

DERRO TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

SORCERER FEATURES

Spellcasting. Charisma is your spellcasting ability for your sorcerer spells. You use your Charisma whenever a spell refers to your spellcasting ability. To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell save DC: 14

Spell attack modifier: +6

Font of Magic (Recharges after You Finish a Long Rest)

You have 6 sorcery points, which you can spend on a variety of magical effects (listed under this feature).

Small humanoid (derro), chaotic evil

Armor Class 13

Hit Points 44 (Hit Dice 6d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	16 (+3)	11 (+0)	8 (-1)	16 (+3)

Proficiencies (+3 proficiency bonus)

Saving Throws Con +6, Cha +6; advantage on saves against being charmed or frightened and against spells and other magical effects

Skills Deception +6, Persuasion +6, Religion +3, Stealth +6

Tools dice set, thieves' tools

Weapons daggers, darts, hooked shortspears, light crossbows, quarterstaves, slings

Senses superior darkvision, passive Perception 9

Languages Dwarvish, Undercommon

ACTIONS

Attack. You can attack when you take this action, using the following:

Hooked Shortspear. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 1d4 - 1 piercing damage. If the target is a creature, you can choose to deal no damage and try to trip the target instead, in which case the target must succeed on a DC 9 Strength saving throw or fall prone.

Light Repeating Crossbow. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target.
Hit: 1d8 + 3 piercing damage.

BONUS ACTIONS

Flexible Casting. Sorcerer feature

REACTIONS

Bend Luck. Wild Magic feature

OPTIONS

Spellcasting. Sorcerer feature

Spell Save DC: 14

Spell Attack Modifier: +6

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (3)

Metamagic. Sorcerer feature

Wild Magic Surge. Wild Magic feature

Tides of Chaos. Wild Magic feature

Flexible Casting. You can transform 2 unexpended sorcery points into one spell slot as a bonus action on your turn.

CREATING SPELL SLOTS

Spell Slot Level	Sorcery Point Cost
1st	2
2nd	3
3rd	5

As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the spell's level.

Metamagic. You have the following Metamagic options. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

Heightened Spell: When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

Subtle Spell: When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

SORCEROUS ORIGIN: WILD MAGIC

Wild Magic Surge. Your spellcasting can unleash surges of untamed magic. Immediately after you cast a 1st-level or higher spell, roll a d20. If you roll a 1, roll on the Wild Magic Surge table to create a random magical effect.

Tides of Chaos. You can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must roll on the Wild Magic Surge table as a result of casting a 1st-level spell or higher or finish a long rest before you can use this feature again.

Bend Luck. You have the ability to twist fate using your wild magic. When another creature you can see makes an attack roll, an ability check, or a saving throw, you can use your reaction and spend 2 sorcery points to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the creature's roll. You can do so after the creature rolls but before any effects of the roll occur.

SPELLS KNOWN

Cantrips (at will): *acid splash, light, mage hand, message, ray of frost*

1st level (4 slots): *burning hands, chromatic orb, sleep*

2nd level (3 slots): *invisibility, spider climb*

3rd level (3 slots): *blink, lightning bolt*

EQUIPMENT

belt pouch containing 15 gp and 50 gp diamond, crowbar, crystal (arcane focus), dark common clothes including a hood, dungeoneer's kit, silvered hooked shortspear, leather armor, light repeating crossbow (with 60 bolts and 20 silvered bolts), *potions of healing* (2), thieves' tools, vial of acid.

BUPPIDO (7TH LEVEL)

"I am the god Diinkarazan! I will create a path of carnage through the Underdark for the derro race to follow to glory!"

Your pleasant facade conceals the soul of an insane killer. You secretly believe you are the living incarnation of the derro god Diinkarazan—an avatar of murder who offers bloody sacrifice. Although mad, you are cunning and capable of hiding your true nature to serve your own needs.

BACKGROUND (CRIMINAL)

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You have survived up to this point by flouting the rules and regulations of society. Your expertise is murder.

Underdark Experience. You are no casual visitor to the Underdark, but instead have spent considerable time there learning its ways. You are familiar with the various races, civilizations, and settlements of the Underdark, as well as its major routes for travel. If you fail an Intelligence check to recall some piece of Underdark lore, you know a source you can consult for the answer unless the DM rules that the lore is unknown.

Personality Trait. You're surprisingly gregarious and talkative, demonstrating a keen mind and a disarming manner. Unfortunately, you are also criminally insane.

Ideal. People must be ritualistically killed, sacrificed for your greater glory.

Bond. You must escape all bands so that you may continue your holy work.

Flaw. Because you believe you are a god, you are convinced that you can't be killed (or at least the death of your mortal form means nothing to you), so you are completely fearless.

DERRO TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

SORCERER FEATURES

Spellcasting. Charisma is your spellcasting ability for your sorcerer spells. You use your Charisma whenever a spell refers to your spellcasting ability. To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell save DC: 14

Spell attack modifier: +6

Font of Magic (Recharges after You Finish a Long Rest)

You have 7 sorcery points, which you can spend on a variety of magical effects (listed under this feature).

Small humanoid (derro), chaotic evil

Armor Class 13

Hit Points 51 (Hit Dice 7d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	16 (+3)	11 (+0)	8 (-1)	16 (+3)

Proficiencies (+3 proficiency bonus)

Saving Throws Con +6, Cha +6; advantage on saves against being charmed or frightened and against spells and other magical effects

Skills Deception +6, Persuasion +6, Religion +3, Stealth +6

Tools dice set, thieves' tools

Weapons daggers, darts, hooked shortspears, light crossbows, quarterstaves, slings

Senses superior darkvision, passive Perception 9

Languages Dwarvish, Undercommon

ACTIONS

Attack. You can attack when you take this action, using the following:

Hooked Shortspear. Melee Weapon Attack: +2 to hit, reach 5 ft., one target.

Hit: 1d4 - 1 piercing damage. If the target is a creature, you can choose to deal no damage and try to trip the target instead, in which case the target must succeed on a DC 9 Strength saving throw or fall prone.

Light Repeating Crossbow. Ranged Weapon Attack: +6 to hit, range 40/160 ft., one target.
Hit: 1d8 + 3 piercing damage.

BONUS ACTIONS

Flexible Casting. Sorcerer feature

REACTIONS

Bend Luck. Wild Magic feature

OPTIONS

Spellcasting. Sorcerer feature

Spell Save DC: 14

Spell Attack Modifier: +6

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (1)

Metamagic. Sorcerer feature

Wild Magic Surge. Wild Magic feature

Tides of Chaos. Wild Magic feature

Flexible Casting. You can transform 2 unexpended sorcery points into one spell slot as a bonus action on your turn.

CREATING SPELL SLOTS

Spell Slot Level	Sorcery Point Cost
1st	2
2nd	3
3rd	5
4th	6

As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the spell's level.

Metamagic. You have the following Metamagic options. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

Heightened Spell: When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

Subtle Spell: When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

SORCEROUS ORIGIN: WILD MAGIC

Wild Magic Surge. Your spellcasting can unleash surges of untamed magic. Immediately after you cast a 1st-level or higher spell, roll a d20. If you roll a 1, roll on the Wild Magic Surge table to create a random magical effect.

Tides of Chaos. You can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must roll on the Wild Magic Surge table as a result of casting a 1st-level spell or higher or finish a long rest before you can use this feature again.

Bend Luck. You have the ability to twist fate using your wild magic. When another creature you can see makes an attack roll, an ability check, or a saving throw, you can use your reaction and spend 2 sorcery points to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the creature's roll. You can do so after the creature rolls but before any effects of the roll occur.

SPELLS KNOWN

Cantrips (at will): acid splash, light, mage hand, message, ray of frost

1st level (4 slots): burning hands, chromatic orb, sleep

2nd level (3 slots): invisibility, spider climb

3rd level (3 slots): blink, lightning bolt

4th level (1 slot): greater invisibility

EQUIPMENT

belt pouch containing 15 gp and 50 gp diamond, crowbar, crystal (arcane focus), dark common clothes including a hood, dungeoneer's kit, silvered hooked shortspear, leather armor, light repeating crossbow (with 60 bolts and 20 silvered bolts), *potions of healing* (2), thieves' tools, vial of acid.

DERENDIL (1ST LEVEL)

"I am not, in fact, a quaggoth, but a gold elf prince polymorphed into quaggoth form by a curse."

You are a hulking quaggoth, the most menacing-looking prisoner in the slave pens. Other prisoners give you a wide berth. But, oddly, when spoken to, you only answer in urbane Elvish. You claim to be Prince Derendil of the kingdom of Nelrindenvane in the High Forest. You believe your crown was taken from you by the evil wizard Terrestor, who trapped you in your current form and exiled you from your people.

Unfortunately, none of that is true. You are simply mad. You are not an elf prince. There is no wizard Terrestor. And even the kingdom Nelrindenvane is a fabrication of your delusional mind.

BACKGROUND (INSANE)

You have had a case of indefinite madness for so long it has become an ingrained part of your personality.

False Identity. You have fabricated a second identity that involves a delusion so complete that it allows you to entirely assume that persona. Your backstory is so involved and your assertions so sincere—because you really believe them—that no one can discern the truth of your nature with anything short of a DC 25 Wisdom (Insight) check.

Personality Trait. Although you behave like the highborn prince you believe yourself to be, you respond to stress—and particularly threats—like a quaggoth: violently tearing foes limb from limb and rending their flesh with sharp claws and teeth. You come back to yourself only after battle, or when someone reinforces your "true identity" to snap you out of it. You lament that you are slowly but surely losing yourself to the savagery of your quaggoth form.

Ideal. Blood runs thicker than water.

Bond. The common folk must see me as a hero of the people.

Flaw. You convince yourself that things are true, even in the face of overwhelming evidence to the contrary. Any incontrovertible evidence as to your real nature sends you into a murderous rage.

QUAGGOTH TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Wounded Fury. When an enemy injures you and, as a result, you have 10 hit points or fewer, you gain advantage on attack rolls until the end of your next turn. In addition, for the duration you deal an extra 2d6 damage to any target you hit with a melee attack.

BARBARIAN FEATURES

Rage. (Recharges after You Finish a Long Rest) Two times, you can enter a rage as a bonus action. While raging, the following parameters apply:

- You have advantage on Strength checks and Strength saving throws.

Medium humanoid (quaggoth), chaotic evil

Armor Class 14 (Unarmored Defense)

Hit Points 15 (Hit Dice 1d12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	8 (-1)	12 (+1)	8 (-1)

Proficiencies (+2 proficiency bonus)

Saving Throws Str +5, Con +5

Armor light armor, medium armor, shields

Skills Athletics +5, Deception +1, Intimidation +1, Survival +3

Weapons simple, martial

Damage Immunities poison

Condition Immunities poisoned

Senses superior darkvision, passive Perception 11

Languages Elvish

ACTIONS

Attack. You can attack when you take this action, using the following:

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 slashing damage.

BONUS ACTIONS

Rage. Barbarian feature

- When you make a melee weapon attack using Strength, you gain a +2 bonus to the damage roll.
- You have resistance to bludgeoning, piercing, and slashing damage.
- You can't cast or concentrate on spells.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage as a bonus action.

Unarmored Defense. While you are wearing no armor, but even if you're using a shield, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier.

WHERE'S MY STUFF?

You're not really a polymorphed elf; you're a quaggoth. You never had any stuff.

DERENDIL (2ND LEVEL)

"I am not, in fact, a quaggoth, but a gold elf prince polymorphed into quaggoth form by a curse."

You are a hulking quaggoth, the most menacing-looking prisoner in the slave pens. Other prisoners give you a wide berth. But, oddly, when spoken to, you only answer in urbane Elvish. You claim to be Prince Derendil of the kingdom of Nelrindenvane in the High Forest. You believe your crown was taken from you by the evil wizard Terrestor, who trapped you in your current form and exiled you from your people.

Unfortunately, none of that is true. You are simply mad. You are not an elf prince. There is no wizard Terrestor. And even the kingdom Nelrindenvane is a fabrication of your delusional mind.

BACKGROUND (INSANE)

You have had a case of indefinite madness for so long it has become an ingrained part of your personality.

False Identity. You have fabricated a second identity that involves a delusion so complete that it allows you to entirely assume that persona. Your backstory is so involved and your assertions so sincere—because you really believe them—that no one can discern the truth of your nature with anything short of a DC 25 Wisdom (Insight) check.

Personality Trait. Although you behave like the highborn prince you believe yourself to be, you respond to stress—and particularly threats—like a quaggoth: violently tearing foes limb from limb and rending their flesh with sharp claws and teeth. You come back to yourself only after battle, or when someone reinforces your "true identity" to snap you out of it. You lament that you are slowly but surely losing yourself to the savagery of your quaggoth form.

Ideal. Blood runs thicker than water.

Bond. The common folk must see me as a hero of the people.

Flaw. You convince yourself that things are true, even in the face of overwhelming evidence to the contrary. Any incontrovertible evidence as to your real nature sends you into a murderous rage.

QUAGGOTH TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Wounded Fury. When an enemy injures you and, as a result, you have 10 hit points or fewer, you gain advantage on attack rolls until the end of your next turn. In addition, for the duration you deal an extra 2d6 damage to any target you hit with a melee attack.

BARBARIAN FEATURES

Rage. (Recharges after You Finish a Long Rest) Two times, you can enter a rage as a bonus action. While raging, the following parameters apply:

- You have advantage on Strength checks and Strength saving throws.

Medium humanoid (quaggoth), chaotic evil

Armor Class 14 (Unarmored Defense)
Hit Points 25 (Hit Dice 2d12)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	8 (-1)	12 (+1)	8 (-1)

Proficiencies (+2 proficiency bonus)

Saving Throws Str +5, Con +5; see the Danger Sense barbarian feature

Armor light armor, medium armor, shields

Skills Athletics +5, Deception +1, Intimidation +1, Survival +3

Weapons simple, martial

Damage Immunities poison

Condition Immunities poisoned

Senses superior darkvision, passive Perception 11

Languages Elvish

ACTIONS

Attack. You can attack when you take this action, using the following:

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 slashing damage.

BONUS ACTIONS

Rage. Barbarian feature

OPTIONS

Reckless Attack. Barbarian feature.

- When you make a melee weapon attack using Strength, you gain a +2 bonus to the damage roll.
- You have resistance to bludgeoning, piercing, and slashing damage.
- You can't cast or concentrate on spells.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage as a bonus action.

Unarmored Defense. While you are wearing no armor, but even if you're using a shield, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier.

Danger Sense. You have advantage on Dexterity saving throws against effects that you can see. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Reckless Attack. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

DERENDIL (3RD LEVEL)

"I am not, in fact, a quaggoth, but a gold elf prince polymorphed into quaggoth form by a curse."

You are a hulking quaggoth, the most menacing-looking prisoner in the slave pens. Other prisoners give you a wide berth. But, oddly, when spoken to, you only answer in urbane Elvish. You claim to be Prince Derendil of the kingdom of Nelrindenvane in the High Forest. You believe your crown was taken from you by the evil wizard Terrestor, who trapped you in your current form and exiled you from your people.

Unfortunately, none of that is true. You are simply mad. You are not an elf prince. There is no wizard Terrestor. And even the kingdom Nelrindenvane is a fabrication of your delusional mind.

BACKGROUND (INSANE)

You have had a case of indefinite madness for so long it has become an ingrained part of your personality.

False Identity. You have fabricated a second identity that involves a delusion so complete that it allows you to entirely assume that persona. Your backstory is so involved and your assertions so sincere—because you really believe them—that no one can discern the truth of your nature with anything short of a DC 25 Wisdom (Insight) check.

Personality Trait. Although you behave like the highborn prince you believe yourself to be, you respond to stress—and particularly threats—like a quaggoth: violently tearing foes limb from limb and rending their flesh with sharp claws and teeth. You come back to yourself only after battle, or when someone reinforces your "true identity" to snap you out of it. You lament that you are slowly but surely losing yourself to the savagery of your quaggoth form.

Ideal. Blood runs thicker than water.

Bond. The common folk must see me as a hero of the people.

Flaw. You convince yourself that things are true, even in the face of overwhelming evidence to the contrary. Any incontrovertible evidence as to your real nature sends you into a murderous rage.

QUAGGOTH TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Wounded Fury. When an enemy injures you and, as a result, you have 10 hit points or fewer, you gain advantage on attack rolls until the end of your next turn. In addition, for the duration you deal an extra 2d6 damage to any target you hit with a melee attack.

BARBARIAN FEATURES

Rage. (Recharges after You Finish a Long Rest) Three times, you can enter a rage as a bonus action. While raging, the following parameters apply:

- You have advantage on Strength checks and Strength saving throws.

Medium humanoid (quaggoth), chaotic evil

Armor Class 14 (Unarmored Defense)

Hit Points 35 (Hit Dice 3d12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	8 (-1)	12 (+1)	8 (-1)

Proficiencies (+2 proficiency bonus)

Saving Throws Str +5, Con +5; see the Danger Sense barbarian feature

Armor light armor, medium armor, shields

Skills Athletics +5, Deception +1, Intimidation +1, Survival +3

Weapons simple, martial

Damage Immunities poison

Condition Immunities poisoned

Senses superior darkvision, passive Perception 11

Languages Elvish

ACTIONS

Attack. You can attack when you take this action, using the following:

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 slashing damage.

BONUS ACTIONS

Rage. Barbarian feature

Frenzy. While raging, you can make a single melee weapon attack as a bonus action. If you do so, when your rage ends, you suffer one level of exhaustion.

OPTIONS

Reckless Attack. Barbarian feature.

- When you make a melee weapon attack using Strength, you gain a +2 bonus to the damage roll.
- You have resistance to bludgeoning, piercing, and slashing damage.
- You can't cast or concentrate on spells.
- You can make a single melee weapon attack as a bonus action. If you do so, when your rage ends, you suffer one level of exhaustion.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage as a bonus action.

Unarmored Defense. While you are wearing no armor, but even if you're using a shield, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier

Danger Sense. You have advantage on Dexterity saving throws against effects that you can see. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Reckless Attack. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

DERENDIL (4TH LEVEL)

"I am not, in fact, a quaggoth, but a gold elf prince polymorphed into quaggoth form by a curse."

You are a hulking quaggoth, the most menacing-looking prisoner in the slave pens. Other prisoners give you a wide berth. But, oddly, when spoken to, you only answer in urbane Elvish. You claim to be Prince Derendil of the kingdom of Nelrindenvane in the High Forest. You believe your crown was taken from you by the evil wizard Terrestor, who trapped you in your current form and exiled you from your people.

Unfortunately, none of that is true. You are simply mad. You are not an elf prince. There is no wizard Terrestor. And even the kingdom Nelrindenvane is a fabrication of your delusional mind.

BACKGROUND (INSANE)

You have had a case of indefinite madness for so long it has become an ingrained part of your personality.

False Identity. You have fabricated a second identity that involves a delusion so complete that it allows you to entirely assume that persona. Your backstory is so involved and your assertions so sincere—because you really believe them—that no one can discern the truth of your nature with anything short of a DC 25 Wisdom (Insight) check.

Personality Trait. Although you behave like the highborn prince you believe yourself to be, you respond to stress—and particularly threats—like a quaggoth: violently tearing foes limb from limb and rending their flesh with sharp claws and teeth. You come back to yourself only after battle, or when someone reinforces your "true identity" to snap you out of it. You lament that you are slowly but surely losing yourself to the savagery of your quaggoth form.

Ideal. Blood runs thicker than water.

Bond. The common folk must see me as a hero of the people.

Flaw. You convince yourself that things are true, even in the face of overwhelming evidence to the contrary. Any incontrovertible evidence as to your real nature sends you into a murderous rage.

QUAGGOTH TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Wounded Fury. When an enemy injures you and, as a result, you have 10 hit points or fewer, you gain advantage on attack rolls until the end of your next turn. In addition, for the duration you deal an extra 2d6 damage to any target you hit with a melee attack.

BARBARIAN FEATURES

Rage. (Recharges after You Finish a Long Rest) Three times, you can enter a rage as a bonus action. While raging, the following parameters apply:

- You have advantage on Strength checks and Strength saving throws.

Medium humanoid (quaggoth), chaotic evil

Armor Class 14 (Unarmored Defense)

Hit Points 45 (Hit Dice 4d12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	8 (-1)	12 (+1)	8 (-1)

Proficiencies (+2 proficiency bonus)

Saving Throws Str +6, Con +5; see the Danger Sense barbarian feature

Armor light armor, medium armor, shields

Skills Athletics +6, Deception +1, Intimidation +1, Survival +3

Weapons simple, martial

Damage Immunities poison

Condition Immunities poisoned

Senses superior darkvision, passive Perception 11

Languages Elvish

ACTIONS

Attack. You can attack when you take this action, using the following:

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 1d6 + 4 slashing damage.

BONUS ACTIONS

Rage. Barbarian feature

Frenzy. While raging, you can make a single melee weapon attack as a bonus action. If you do so, when your rage ends, you suffer one level of exhaustion.

OPTIONS

Reckless Attack. Barbarian feature.

- When you make a melee weapon attack using Strength, you gain a +2 bonus to the damage roll.
- You have resistance to bludgeoning, piercing, and slashing damage.
- You can't cast or concentrate on spells.
- You can make a single melee weapon attack as a bonus action. If you do so, when your rage ends, you suffer one level of exhaustion.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage as a bonus action.

Unarmored Defense. While you are wearing no armor, but even if you're using a shield, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier

Danger Sense. You have advantage on Dexterity saving throws against effects that you can see. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Reckless Attack. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

DERENDIL (5TH LEVEL)

"I am not, in fact, a quaggoth, but a gold elf prince polymorphed into quaggoth form by a curse."

You are a hulking quaggoth, the most menacing-looking prisoner in the slave pens. Other prisoners give you a wide berth. But, oddly, when spoken to, you only answer in urbane Elvish. You claim to be Prince Derendil of the kingdom of Nelrindenvane in the High Forest. You believe your crown was taken from you by the evil wizard Terrestor, who trapped you in your current form and exiled you from your people.

Unfortunately, none of that is true. You are simply mad. You are not an elf prince. There is no wizard Terrestor. And even the kingdom Nelrindenvane is a fabrication of your delusional mind.

BACKGROUND (INSANE)

You have had a case of indefinite madness for so long it has become an ingrained part of your personality.

False Identity. You have fabricated a second identity that involves a delusion so complete that it allows you to entirely assume that persona. Your backstory is so involved and your assertions so sincere—because you really believe them—that no one can discern the truth of your nature with anything short of a DC 25 Wisdom (Insight) check.

Personality Trait. Although you behave like the highborn prince you believe yourself to be, you respond to stress—and particularly threats—like a quaggoth: violently tearing foes limb from limb and rending their flesh with sharp claws and teeth. You come back to yourself only after battle, or when someone reinforces your "true identity" to snap you out of it. You lament that you are slowly but surely losing yourself to the savagery of your quaggoth form.

Ideal. Blood runs thicker than water.

Bond. The common folk must see me as a hero of the people.

Flaw. You convince yourself that things are true, even in the face of overwhelming evidence to the contrary. Any incontrovertible evidence as to your real nature sends you into a murderous rage.

QUAGGOTH TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Wounded Fury. When an enemy injures you and, as a result, you have 10 hit points or fewer, you gain advantage on attack rolls until the end of your next turn. In addition, for the duration you deal an extra 2d6 damage to any target you hit with a melee attack.

BARBARIAN FEATURES

Rage. (Recharges after You Finish a Long Rest) Three times, you can enter a rage as a bonus action. While raging, the following parameters apply:

- You have advantage on Strength checks and Strength saving throws.

Medium humanoid (quaggoth), chaotic evil

Armor Class 14 (Unarmored Defense)

Hit Points 55 (Hit Dice 5d12)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	8 (-1)	12 (+1)	8 (-1)

Proficiencies (+3 proficiency bonus)

Saving Throws Str +7, Con +6; see the Danger Sense barbarian feature

Armor light armor, medium armor, shields

Skills Athletics +7, Deception +2, Intimidation +2, Survival +4

Weapons simple, martial

Damage Immunities poison

Condition Immunities poisoned

Senses superior darkvision, passive Perception 11

Languages Elvish

ACTIONS

Attack. You can attack **twice** when you take this action, using the following:

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 1d6 + 4 slashing damage.

BONUS ACTIONS

Rage. Barbarian feature

Frenzy. While raging, you can make a single melee weapon attack as a bonus action. If you do so, when your rage ends, you suffer one level of exhaustion.

OPTIONS

Reckless Attack. Barbarian feature.

- When you make a melee weapon attack using Strength, you gain a +2 bonus to the damage roll.
- You have resistance to bludgeoning, piercing, and slashing damage.
- You can't cast or concentrate on spells.
- You can make a single melee weapon attack as a bonus action. If you do so, when your rage ends, you suffer one level of exhaustion.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage as a bonus action.

Unarmored Defense. While you are wearing no armor, but even if you're using a shield, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier.

Danger Sense. You have advantage on Dexterity saving throws against effects that you can see. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Reckless Attack. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Fast Movement. Your speed increases by 10 feet while you aren't wearing heavy armor.

DERENDIL (6TH LEVEL)

"I am not, in fact, a quaggoth, but a gold elf prince polymorphed into quaggoth form by a curse."

You are a hulking quaggoth, the most menacing-looking prisoner in the slave pens. Other prisoners give you a wide berth. But, oddly, when spoken to, you only answer in urbane Elvish. You claim to be Prince Derendil of the kingdom of Nelrindenvane in the High Forest. You believe your crown was taken from you by the evil wizard Terrestor, who trapped you in your current form and exiled you from your people.

Unfortunately, none of that is true. You are simply mad. You are not an elf prince. There is no wizard Terrestor. And even the kingdom Nelrindenvane is a fabrication of your delusional mind.

BACKGROUND (INSANE)

You have had a case of indefinite madness for so long it has become an ingrained part of your personality.

False Identity. You have fabricated a second identity that involves a delusion so complete that it allows you to entirely assume that persona. Your backstory is so involved and your assertions so sincere—because you really believe them—that no one can discern the truth of your nature with anything short of a DC 25 Wisdom (Insight) check.

Personality Trait. Although you behave like the highborn prince you believe yourself to be, you respond to stress—and particularly threats—like a quaggoth: violently tearing foes limb from limb and rending their flesh with sharp claws and teeth. You come back to yourself only after battle, or when someone reinforces your "true identity" to snap you out of it. You lament that you are slowly but surely losing yourself to the savagery of your quaggoth form.

Ideal. Blood runs thicker than water.

Bond. The common folk must see me as a hero of the people.

Flaw. You convince yourself that things are true, even in the face of overwhelming evidence to the contrary. Any incontrovertible evidence as to your real nature sends you into a murderous rage.

QUAGGOTH TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Wounded Fury. When an enemy injures you and, as a result, you have 10 hit points or fewer, you gain advantage on attack rolls until the end of your next turn. In addition, for the duration you deal an extra 2d6 damage to any target you hit with a melee attack.

BARBARIAN FEATURES

Rage. (Recharges after You Finish a Long Rest) Four times, you can enter a rage as a bonus action. While raging, the following parameters apply:

- You have advantage on Strength checks and Strength saving throws.

Medium humanoid (quaggoth), chaotic evil

Armor Class 14 (Unarmored Defense)

Hit Points 65 (Hit Dice 6d12)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	8 (-1)	12 (+1)	8 (-1)

Proficiencies (+3 proficiency bonus)

Saving Throws Str +7, Con +6; see the Danger Sense barbarian feature

Armor light armor, medium armor, shields

Skills Athletics +7, Deception +2, Intimidation +2, Survival +4

Weapons simple, martial

Damage Immunities poison

Condition Immunities poisoned

Senses superior darkvision, passive Perception 11

Languages Elvish

ACTIONS

Attack. You can attack **twice** when you take this action, using the following:

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 2d6 + 4 slashing damage.

BONUS ACTIONS

Rage. Barbarian feature

Frenzy. While raging, you can make a single melee weapon attack as a bonus action. If you do so, when your rage ends, you suffer one level of exhaustion.

OPTIONS

Reckless Attack. Barbarian feature.

- When you make a melee weapon attack using Strength, you gain a +2 bonus to the damage roll.
- You have resistance to bludgeoning, piercing, and slashing damage.
- You can't cast or concentrate on spells.
- You can make a single melee weapon attack as a bonus action. If you do so, when your rage ends, you suffer one level of exhaustion.
- You can't be frightened or charmed. If you are already frightened or charmed, you ignore those conditions while you rage.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage as a bonus action.

Unarmored Defense. While you are wearing no armor, but even if you're using a shield, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier.

Danger Sense. You have advantage on Dexterity saving throws against effects that you can see. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Reckless Attack. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Fast Movement. Your speed increases by 10 feet while you aren't wearing heavy armor.

EQUIPMENT

potions of healing (3), silvered greatsword, money (35 pp)

DERENDIL (7TH LEVEL)

"I am not, in fact, a quaggoth, but a gold elf prince polymorphed into quaggoth form by a curse."

You are a hulking quaggoth, the most menacing-looking prisoner in the slave pens. Other prisoners give you a wide berth. But, oddly, when spoken to, you only answer in urbane Elvish. You claim to be Prince Derendil of the kingdom of Nelrindenvane in the High Forest. You believe your crown was taken from you by the evil wizard Terrestor, who trapped you in your current form and exiled you from your people.

Unfortunately, none of that is true. You are simply mad. You are not an elf prince. There is no wizard Terrestor. And even the kingdom Nelrindenvane is a fabrication of your delusional mind.

BACKGROUND (INSANE)

You have had a case of indefinite madness for so long it has become an ingrained part of your personality.

False Identity. You have fabricated a second identity that involves a delusion so complete that it allows you to entirely assume that persona. Your backstory is so involved and your assertions so sincere—because you really believe them—that no one can discern the truth of your nature with anything short of a DC 25 Wisdom (Insight) check.

Personality Trait. Although you behave like the highborn prince you believe yourself to be, you respond to stress—and particularly threats—like a quaggoth: violently tearing foes limb from limb and rending their flesh with sharp claws and teeth. You come back to yourself only after battle, or when someone reinforces your "true identity" to snap you out of it. You lament that you are slowly but surely losing yourself to the savagery of your quaggoth form.

Ideal. Blood runs thicker than water.

Bond. The common folk must see me as a hero of the people.

Flaw. You convince yourself that things are true, even in the face of overwhelming evidence to the contrary. Any incontrovertible evidence as to your real nature sends you into a murderous rage.

QUAGGOTH TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Wounded Fury. When an enemy injures you and, as a result, you have 10 hit points or fewer, you gain advantage on attack rolls until the end of your next turn. In addition, for the duration you deal an extra 2d6 damage to any target you hit with a melee attack.

BARBARIAN FEATURES

Rage. (Recharges after You Finish a Long Rest) Four times, you can enter a rage as a bonus action. While raging, the following parameters apply:

- You have advantage on Strength checks and Strength saving throws.

Medium humanoid (quaggoth), chaotic evil

Armor Class 14 (Unarmored Defense)

Hit Points 75 (Hit Dice 7d12)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	8 (-1)	12 (+1)	8 (-1)

Initiative advantage (Feral Instinct)

Proficiencies (+3 proficiency bonus)

Saving Throws Str +7, Con +6; see the Danger Sense barbarian feature

Armor light armor, medium armor, shields

Skills Athletics +7, Deception +2, Intimidation +2, Survival +4

Weapons simple, martial

Damage Immunities poison

Condition Immunities poisoned

Senses superior darkvision, passive Perception 11

Languages Elvish

ACTIONS

Attack. You can attack **twice** when you take this action, using the following:

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 2d6 + 4 slashing damage.

BONUS ACTIONS

Rage. Barbarian feature

Frenzy. While raging, you can make a single melee weapon attack as a bonus action. If you do so, when your rage ends, you suffer one level of exhaustion.

OPTIONS

Reckless Attack. Barbarian feature.

- When you make a melee weapon attack using Strength, you gain a +2 bonus to the damage roll.
- You have resistance to bludgeoning, piercing, and slashing damage.
- You can't cast or concentrate on spells.
- You can make a single melee weapon attack as a bonus action. If you do so, when your rage ends, you suffer one level of exhaustion.
- You can't be frightened or charmed. If you are already frightened or charmed, you ignore those conditions while you rage.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage as a bonus action.

Unarmored Defense. While you are wearing no armor, but even if you're using a shield, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier.

Danger Sense. You have advantage on Dexterity saving throws against effects that you can see. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Reckless Attack. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Fast Movement. Your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct. You have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn if you enter your rage before doing anything else on that turn.

EQUIPMENT

potions of healing (3), silvered greatsword, money (35 pp)

ELDETH FELDRUN (1ST LEVEL)

"If I do not survive, carry word of my fate, along with my hammer and shield, to my family in Gauntlgrym."

You are high spirited and proud of both your heritage and your people's achievement in reclaiming the ancient dwarven kingdom Gauntlgrym.

BACKGROUND (FOLK HERO)

You come from a humble social rank, but you are destined for so much more. Already the people of Gauntlgrym regard you as their champion, and your destiny calls you to stand against the tyrants and monsters that threaten the common folk everywhere.

Rustic Hospitality. Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

Personality Trait. I am defiant and self sacrificing.

Ideal. People deserve to be treated with dignity and respect.

Bond. I would do anything for my people and their reclaimed kingdom.

Flaw. I'm stubborn and hate the drow and all other corrupt dark dwellers.

DWARF TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stonecunning. You have a +4 bonus on Intelligence (History) checks related to the origin of stonework.

RANGER FEATURES

Favored Enemy. You have significant experience studying, tracking, hunting, and even talking to dwarves and elves. You have advantage on Wisdom (Survival) checks to track dwarves and elves, as well as on Intelligence checks to recall information about them.

Natural Explorer. You are particularly at home in Underdark terrain. When you make an Intelligence or Wisdom check related to Underdark terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in Underdark terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Medium humanoid (mountain dwarf), lawful good

Armor Class 12

Hit Points 12 (Hit Dice 1d10)

Speed 25 ft.

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

Proficiencies (+2 proficiency bonus)

Armor light, medium, shields

Saving Throws Str +4, Dex +4; advantage on saves against being poisoned

Skills Animal Handling +3, Nature +2, Perception +3, Stealth +4, Survival +3

Tools smith's tools

Weapons simple, martial

Damage Resistances poison

Senses darkvision, passive Perception 13

Languages Common, Dwarvish, Elvish

ACTIONS

Attack. You can attack when you take this action, using the following:

Unarmed Strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 3 bludgeoning damage.

OPTIONS

Favored Enemy. Ranger feature.

Natural Explorer. Ranger feature.

WHERE'S MY STUFF?

The drow slavers have stolen your armor, weapons, and gear. If you recover what you lost, you can add the following information to your character sheet:

Armor Class 15 (leather, shield)

Warhammer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 1d8 + 2 bludgeoning damage or 1d10 + 2 bludgeoning damage when used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target.

Hit: 1d8 + 2 piercing damage.

EQUIPMENT

belt pouch containing 10 gp, common clothes, dungeoneer's kit, iron pot, leather armor, longbow, quiver (with 20 arrows), shield, shovel, smith's tools, warhammer.

ELDETH FELDRUN (2ND LEVEL)

"If I do not survive, carry word of my fate, along with my hammer and shield, to my family in Gauntlgrym."

You are high spirited and proud of both your heritage and your people's achievement in reclaiming the ancient dwarven kingdom Gauntlgrym.

BACKGROUND (FOLK HERO)

You come from a humble social rank, but you are destined for so much more. Already the people of Gauntlgrym regard you as their champion, and your destiny calls you to stand against the tyrants and monsters that threaten the common folk everywhere.

Rustic Hospitality. Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

Personality Trait. I am defiant and self sacrificing.

Ideal. People deserve to be treated with dignity and respect.

Bond. I would do anything for my people and their reclaimed kingdom.

Flaw. I'm stubborn and hate the drow and all other corrupt dark dwellers.

DWARF TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stonecunning. You have a +4 bonus on Intelligence (History) checks related to the origin of stonework.

RANGER FEATURES

Favored Enemy. You have significant experience studying, tracking, hunting, and even talking to dwarves and elves. You have advantage on Wisdom (Survival) checks to track dwarves and elves, as well as on Intelligence checks to recall information about them.

Natural Explorer. You are particularly at home in Underdark terrain. When you make an Intelligence or Wisdom check related to Underdark terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in Underdark terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Medium humanoid (mountain dwarf), lawful good

Armor Class 15 (leather, shield)
Hit Points 20 (Hit Dice 2d10)
Speed 25 ft.

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

Proficiencies (+2 proficiency bonus)

Armor light, medium, shields

Saving Throws Str +4, Dex +4; advantage on saves against being poisoned

Skills Animal Handling +3, Nature +2, Perception +3, Stealth +4, Survival +3

Tools smith's tools

Weapons simple, martial

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 13

Languages Common, Dwarvish, Elvish

ACTIONS

Attack. You can attack when you take this action, using the following:

Warhammer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 1d8 + 4 bludgeoning damage or 1d10 + 2 bludgeoning damage when used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target.

Hit: 1d8 + 2 piercing damage.

OPTIONS

Favored Enemy. Ranger feature.

Natural Explorer. Ranger feature.

Spellcasting. Ranger feature.

Spell Save DC: 11

Spell Attack Modifier: +3

Spell Slots. 1st-level (2)

Fighting Style: Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon. (This is factored into the stat block.)

Spellcasting. You have the ability to cast spells. Wisdom is your spellcasting ability for your ranger spells. You use your Wisdom whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell Save DC: 11

Spell Attack Modifier: +3

Spell Slots: 1st-level (2)

SPELLS KNOWN

1st-level spells: hunter's mark, longstrider

EQUIPMENT

belt pouch containing 10 gp, common clothes, dungeoneer's kit, iron pot, leather armor, longbow, quiver (with 20 arrows), shield, shovel, smith's tools, warhammer.

ELDETH FELDRUN (3RD LEVEL)

"If I do not survive, carry word of my fate, along with my hammer and shield, to my family in Gauntlgrym."

You are high spirited and proud of both your heritage and your people's achievement in reclaiming the ancient dwarven kingdom Gauntlgrym.

BACKGROUND (FOLK HERO)

You come from a humble social rank, but you are destined for so much more. Already the people of Gauntlgrym regard you as their champion, and your destiny calls you to stand against the tyrants and monsters that threaten the common folk everywhere.

Rustic Hospitality. Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

Personality Trait. I am defiant and self sacrificing.

Ideal. People deserve to be treated with dignity and respect.

Bond. I would do anything for my people and their reclaimed kingdom.

Flaw. I'm stubborn and hate the drow and all other corrupt dark dwellers.

DWARF TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stonecunning. You have a +4 bonus on Intelligence (History) checks related to the origin of stonework.

RANGER FEATURES

Favored Enemy. You have significant experience studying, tracking, hunting, and even talking to dwarves and elves. You have advantage on Wisdom (Survival) checks to track dwarves and elves, as well as on Intelligence checks to recall information about them.

Natural Explorer. You are particularly at home in Underdark terrain. When you make an Intelligence or Wisdom check related to Underdark terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in Underdark terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Medium humanoid (mountain dwarf), lawful good

Armor Class 15 (leather, shield)

Hit Points 28 (Hit Dice 3d10)

Speed 25 ft.

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

Proficiencies (+2 proficiency bonus)

Armor light, medium, shields

Saving Throws Str +4, Dex +4; advantage on saves against being poisoned

Skills Animal Handling +3, Nature +2, Perception +3, Stealth +4, Survival +3

Tools smith's tools

Weapons simple, martial

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 13

Languages Common, Dwarvish, Elvish

ACTIONS

Attack. You can attack when you take this action, using the following:

Warhammer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 1d8 + 4 bludgeoning damage or 1d10 + 2 bludgeoning damage when used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target.

Hit: 1d8 + 2 piercing damage.

Primeval Awareness. Ranger feature.

OPTIONS

Favored Enemy. Ranger feature.

Natural Explorer. Ranger feature.

Colossus Slayer. Hunter feature.

Spellcasting. Ranger feature.

Spell Save DC: 11

Spell Attack Modifier: +3

Spell Slots. 1st-level (3)

Fighting Style: Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon. (This is factored into the stat block.)

Spellcasting. You have the ability to cast spells. Wisdom is your spellcasting ability for your ranger spells. You use your Wisdom whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell Save DC: 11

Spell Attack Modifier: +3

Spell Slots: 1st-level (3)

Primeval Awareness. You can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within 6 miles of you if you are in forest terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

RANGER ARCHETYPE: HUNTER

Colossus Slayer. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

SPELLS KNOWN

1st-level spells: *absorb elements, hunter's mark, longstrider*

EQUIPMENT

belt pouch containing 10 gp, common clothes, dungeoneer's kit, iron pot, leather armor, longbow, quiver (with 20 arrows), shield, shovel, smith's tools, warhammer.

ELDETH FELDRUN (4TH LEVEL)

"If I do not survive, carry word of my fate, along with my hammer and shield, to my family in Gauntlgrym."

You are high spirited and proud of both your heritage and your people's achievement in reclaiming the ancient dwarven kingdom Gauntlgrym.

BACKGROUND (FOLK HERO)

You come from a humble social rank, but you are destined for so much more. Already the people of Gauntlgrym regard you as their champion, and your destiny calls you to stand against the tyrants and monsters that threaten the common folk everywhere.

Rustic Hospitality. Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

Personality Trait. I am defiant and self sacrificing.

Ideal. People deserve to be treated with dignity and respect.

Bond. I would do anything for my people and their reclaimed kingdom.

Flaw. I'm stubborn and hate the drow and all other corrupt dark dwellers.

DWARF TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stonecunning. You have a +4 bonus on Intelligence (History) checks related to the origin of stonework.

RANGER FEATURES

Favored Enemy. You have significant experience studying, tracking, hunting, and even talking to dwarves and elves. You have advantage on Wisdom (Survival) checks to track dwarves and elves, as well as on Intelligence checks to recall information about them.

Natural Explorer. You are particularly at home in Underdark terrain. When you make an Intelligence or Wisdom check related to Underdark terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in Underdark terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Medium humanoid (mountain dwarf), lawful good

Armor Class 15 (leather, shield)

Hit Points 36 (Hit Dice 4d10)

Speed 25 ft.

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

Proficiencies (+2 proficiency bonus)

Armor light, medium, shields

Saving Throws Str +5, Dex +4; advantage on saves against being poisoned

Skills Animal Handling +4, Nature +2, Perception +4, Stealth +4, Survival +4

Tools smith's tools

Weapons simple, martial

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 14

Languages Common, Dwarvish, Elvish

ACTIONS

Attack. You can attack when you take this action, using the following:

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d8 + 5 bludgeoning damage or 1d10 + 3 bludgeoning damage when used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target.

Hit: 1d8 + 2 piercing damage.

Primeval Awareness. Ranger feature.

OPTIONS

Favored Enemy. Ranger feature.

Natural Explorer. Ranger feature.

Colossus Slayer. Hunter feature.

Spellcasting. Ranger feature.

Spell Save DC: 12

Spell Attack Modifier: +4

Spell Slots. 1st-level (3)

Fighting Style: Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon. (This is factored into the stat block.)

Spellcasting. You have the ability to cast spells. Wisdom is your spellcasting ability for your ranger spells. You use your Wisdom whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell Save DC: 12

Spell Attack Modifier: +4

Spell Slots: 1st-level (3)

Primeval Awareness. You can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within 6 miles of you if you are in forest terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

RANGER ARCHETYPE: HUNTER

Colossus Slayer. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

SPELLS KNOWN

1st-level spells: *absorb elements, hunter's mark, longstrider*

EQUIPMENT

belt pouch containing 10 gp, common clothes, dungeoneer's kit, iron pot, leather armor, longbow, quiver (with 20 arrows), shield, shovel, smith's tools, warhammer.

ELDETH FELDRUN (5TH LEVEL)

"If I do not survive, carry word of my fate, along with my hammer and shield, to my family in Gauntlgrym."

You are high spirited and proud of both your heritage and your people's achievement in reclaiming the ancient dwarven kingdom Gauntlgrym.

BACKGROUND (FOLK HERO)

You come from a humble social rank, but you are destined for so much more. Already the people of Gauntlgrym regard you as their champion, and your destiny calls you to stand against the tyrants and monsters that threaten the common folk everywhere.

Rustic Hospitality. Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

Personality Trait. I am defiant and self sacrificing.

Ideal. People deserve to be treated with dignity and respect.

Bond. I would do anything for my people and their reclaimed kingdom.

Flaw. I'm stubborn and hate the drow and all other corrupt dark dwellers.

DWARF TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stonecunning. You have a +4 bonus on Intelligence (History) checks related to the origin of stonework.

RANGER FEATURES

Favored Enemy. You have significant experience studying, tracking, hunting, and even talking to dwarves and elves. You have advantage on Wisdom (Survival) checks to track dwarves and elves, as well as on Intelligence checks to recall information about them.

Natural Explorer. You are particularly at home in Underdark terrain. When you make an Intelligence or Wisdom check related to Underdark terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in Underdark terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Medium humanoid (mountain dwarf), lawful good

Armor Class 16 (studded leather, shield)

Hit Points 44 (Hit Dice 5d10)

Speed 25 ft.

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

Proficiencies (+3 proficiency bonus)

Armor light, medium, shields

Saving Throws Str +6, Dex +5; advantage on saves against being poisoned

Skills Animal Handling +5, Nature +3, Perception +5, Stealth +5, Survival +5

Tools smith's tools

Weapons simple, martial

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 15

Languages Common, Dwarvish, Elvish

ACTIONS

Attack. You can attack **twice** when you take this action, using the following:

Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 1d8 + 5 bludgeoning damage or 1d10 + 3 bludgeoning damage when used with two hands.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target.

Hit: 1d8 + 2 piercing damage.

Primeval Awareness. Ranger feature.

OPTIONS

Favored Enemy. Ranger feature.

Natural Explorer. Ranger feature.

Colossus Slayer. Hunter feature.

Spellcasting. Ranger feature.

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots. 1st-level (4), 2nd-level (2)

Fighting Style: Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon. (This is factored into the stat block.)

Spellcasting. You have the ability to cast spells. Wisdom is your spellcasting ability for your ranger spells. You use your Wisdom whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (4), 2nd-level (2)

Primeval Awareness. You can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within 6 miles of you if you are in forest terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

RANGER ARCHETYPE: HUNTER

Colossus Slayer. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

SPELLS KNOWN

1st-level spells: *absorb elements, hunter's mark, longstrider*

2nd-level spells: *lesser restoration*

EQUIPMENT

belt pouch containing 125 gp, common clothes, dungeoneer's kit, iron pot, studded leather armor, longbow, *potions of healing* (2), quiver (with 60 arrows and 30 silvered arrows), shield, shovel, silvered warhammer, smith's tools.

ELDETH FELDRUN (6TH LEVEL)

"If I do not survive, carry word of my fate, along with my hammer and shield, to my family in Gauntlgrym."

You are high spirited and proud of both your heritage and your people's achievement in reclaiming the ancient dwarven kingdom Gauntlgrym.

BACKGROUND (FOLK HERO)

You come from a humble social rank, but you are destined for so much more. Already the people of Gauntlgrym regard you as their champion, and your destiny calls you to stand against the tyrants and monsters that threaten the common folk everywhere.

Rustic Hospitality. Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

Personality Trait. I am defiant and self sacrificing.

Ideal. People deserve to be treated with dignity and respect.

Bond. I would do anything for my people and their reclaimed kingdom.

Flaw. I'm stubborn and hate the drow and all other corrupt dark dwellers.

DWARF TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stonecunning. You have a +4 bonus on Intelligence (History) checks related to the origin of stonework.

RANGER FEATURES

Favored Enemy. You have significant experience studying, tracking, hunting, and even talking to dwarves, elves, and fiends. You have advantage on Wisdom (Survival) checks to track dwarves, elves and fiends, as well as on Intelligence checks to recall information about them.

Natural Explorer. You are particularly at home in mountain and Underdark terrain. When you make an Intelligence or Wisdom check related to mountain or Underdark terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in mountain or Underdark terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Medium humanoid (mountain dwarf), lawful good

Armor Class 16 (studded leather, shield)

Hit Points 52 (Hit Dice 6d10)

Speed 25 ft.

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

Proficiencies (+3 proficiency bonus)

Armor light, medium, shields

Saving Throws Str +6, Dex +5; advantage on saves against being poisoned

Skills Animal Handling +5, Nature +3, Perception +5, Stealth +5, Survival +5

Tools smith's tools

Weapons simple, martial

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Dwarvish, Elvish

ACTIONS

Attack. You can attack **twice** when you take this action, using the following:

Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 1d8 + 5 bludgeoning damage or 1d10 + 3 bludgeoning damage when used with two hands.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target.

Hit: 1d8 + 2 piercing damage.

Primeval Awareness. Ranger feature.

OPTIONS

Favored Enemy. Ranger feature.

Natural Explorer. Ranger feature.

Colossus Slayer. Hunter feature.

Spellcasting. Ranger feature.

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (4), 2nd-level (2)

Fighting Style: Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon. (This is factored into the stat block.)

Spellcasting. You have the ability to cast spells. Wisdom is your spellcasting ability for your ranger spells. You use your Wisdom whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (4), 2nd-level (2)

Primeval Awareness. You can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within 6 miles of you if you are in forest terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

RANGER ARCHETYPE: HUNTER

Colossus Slayer. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

SPELLS KNOWN

1st-level spells: *absorb elements, hunter's mark, longstrider*

2nd-level spells: *lesser restoration*

EQUIPMENT

belt pouch containing 125 gp, common clothes, dungeoneer's kit, iron pot, studded leather armor, longbow, *potions of healing* (2), quiver (with 60 arrows and 30 silvered arrows), shield, shovel, silvered warhammer, smith's tools.

ELDETH FELDRUN (7TH LEVEL)

"If I do not survive, carry word of my fate, along with my hammer and shield, to my family in Gauntlgrym."

You are high spirited and proud of both your heritage and your people's achievement in reclaiming the ancient dwarven kingdom Gauntlgrym.

BACKGROUND (FOLK HERO)

You come from a humble social rank, but you are destined for so much more. Already the people of Gauntlgrym regard you as their champion, and your destiny calls you to stand against the tyrants and monsters that threaten the common folk everywhere.

Rustic Hospitality. Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

Personality Trait. I am defiant and self sacrificing.

Ideal. People deserve to be treated with dignity and respect.

Bond. I would do anything for my people and their reclaimed kingdom.

Flaw. I'm stubborn and hate the drow and all other corrupt dark dwellers.

DWARF TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stonecunning. You have a +4 bonus on Intelligence (History) checks related to the origin of stonework.

RANGER FEATURES

Favored Enemy. You have significant experience studying, tracking, hunting, and even talking to dwarves, elves, and fiends. You have advantage on Wisdom (Survival) checks to track dwarves, elves and fiends, as well as on Intelligence checks to recall information about them.

Natural Explorer. You are particularly at home in mountain and Underdark terrain. When you make an Intelligence or Wisdom check related to mountain or Underdark terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in mountain or Underdark terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Medium humanoid (mountain dwarf), lawful good

Armor Class 16 (studded leather, shield)

Hit Points 60 (Hit Dice 7d10)

Speed 25 ft.

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

Proficiencies (+3 proficiency bonus)

Armor light, medium, shields

Saving Throws Str +6, Dex +5; advantage on saves against being frightened or poisoned

Skills Animal Handling +5, Nature +3, Perception +5, Stealth +5, Survival +5

Tools smith's tools

Weapons simple, martial

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Dwarvish, Elvish

ACTIONS

Attack. You can attack **twice** when you take this action, using the following:

Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 1d8 + 5 bludgeoning damage or 1d10 + 3 bludgeoning damage when used with two hands.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target.

Hit: 1d8 + 2 piercing damage.

Primeval Awareness. Ranger feature.

OPTIONS

Favored Enemy. Ranger feature.

Natural Explorer. Ranger feature.

Colossus Slayer. Hunter feature.

Steel Will. Hunter feature.

Spellcasting. Ranger feature.

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (4), 2nd-level (3)

Fighting Style: Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon. (This is factored into the stat block.)

Spellcasting. You have the ability to cast spells. Wisdom is your spellcasting ability for your ranger spells. You use your Wisdom whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (4), 2nd-level (3)

Primeval Awareness. You can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within 6 miles of you if you are in forest terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

RANGER ARCHETYPE: HUNTER

Colossus Slayer. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Steel Will You have advantage on saving throws against being frightened. (This is factored into the stat block.)

SPELLS KNOWN

1st-level spells: *absorb elements, hunter's mark, longstrider*

2nd-level spells: *lesser restoration, pass without trace*

EQUIPMENT

belt pouch containing 125 gp, common clothes, dungeoneer's kit, iron pot, studded leather armor, longbow, *potions of healing* (2), quiver (with 60 arrows and 30 silvered arrows), shield, shovel, silvered warhammer, smith's tools.

JIMJAR (1ST LEVEL)

"I bet you twenty gold that..."

You are a feckless rogue with a devil-may-care attitude, a fondness for coin, and an obsession with betting on virtually anything and everything.

Once you know a person, you regularly offer him or her bets on things from their own efforts to the outcomes of random events. You sometimes use betting to goad others into doing things, but you take up others' bets as well.

BACKGROUND (SPY)

Although your capabilities are not much different from those of a burglar or smuggler, you learned and practiced them in a very different context: as an espionage agent. You used to sell the secrets you uncovered to the highest bidder.

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy boatmen who can deliver messages for you.

Personality Trait. Your behavior is unusual for the dour deep gnomes, and others of your kind find you annoying at best, and unstable and potentially mad at worst.

You're not above pocketing a little extra coin when no one is watching, and you have an amazing ability to secret significant wealth on your person.

Ideal. You are honorable. You never steal from others, unless they cheat or harm you.

Bond. You keep exact track of your debits and credits in your head, paying up on your bets (or demanding payment) as soon as possible.

Flaw. You find it difficult to refuse a wager.

GNOME TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stone Camouflage. You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Small humanoid (deep gnome), lawful neutral

Armor Class 12

Hit Points 8 (Hit Dice 1d8)

Speed 25 ft.

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

Proficiencies (+2 proficiency bonus)

Armor light armor

Saving Throws Dex +4, Int +3; advantage on all Intelligence, Wisdom, and Charisma saving throws against magic

Skills Deception +4, Insight +3, Investigation +3, Perception +5, Sleight of Hand +6, Stealth +4 (with advantage in rocky terrain)

Tools thieves' tools +4

Weapons simple weapons, hand crossbows, longswords, rapiers, shortswords

Senses superior darkvision, passive Perception 15

Languages Common, Gnomish, Undercommon, thieves' cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Unarmed Strike. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target.

Hit: 1 bludgeoning damage.

OPTIONS

Sneak Attack. Rogue feature

WHERE'S MY STUFF?

The drow slavers have stolen your armor, weapons, and gear. If you recover what you lost, you can add the following information to your character sheet:

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 1d6 + 2 piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target.

Hit: 1d6 + 2 piercing damage.

EQUIPMENT

belt pouch containing 15 gp, crowbar, dark common clothes including a hood, explorer's kit, hand crossbow (with 20 bolts), shortsword, thieves' tools.

JIMJAR (2ND LEVEL)

"I bet you twenty gold that..."

You are a feckless rogue with a devil-may-care attitude, a fondness for coin, and an obsession with betting on virtually anything and everything.

Once you know a person, you regularly offer him or her bets on things from their own efforts to the outcomes of random events. You sometimes use betting to goad others into doing things, but you take up others' bets as well.

BACKGROUND (SPY)

Although your capabilities are not much different from those of a burglar or smuggler, you learned and practiced them in a very different context: as an espionage agent. You used to sell the secrets you uncovered to the highest bidder.

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy boatmen who can deliver messages for you.

Personality Trait. Your behavior is unusual for the dour deep gnomes, and others of your kind find you annoying at best, and unstable and potentially mad at worst.

You're not above pocketing a little extra coin when no one is watching, and you have an amazing ability to secret significant wealth on your person.

Ideal. You are honorable. You never steal from others, unless they cheat or harm you.

Bond. You keep exact track of your debits and credits in your head, paying up on your bets (or demanding payment) as soon as possible.

Flaw. You find it difficult to refuse a wager.

GNOME TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stone Camouflage. You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Cunning Action. You can take a bonus action on each of your turns in combat, only to take the Dash, Disengage, or Hide action.

Small humanoid (deep gnome), lawful neutral

Armor Class 12

Hit Points 13 (Hit Dice 2d8)

Speed 25 ft.

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

Proficiencies (+2 proficiency bonus)

Armor light armor

Saving Throws Dex +4, Int +3; advantage on all Intelligence, Wisdom, and Charisma saving throws against magic

Skills Deception +4, Insight +3, Investigation +3, Perception +5, Sleight of Hand +6, Stealth +4 (with advantage in rocky terrain)

Tools thieves' tools +4

Weapons simple weapons, hand crossbows, longswords, rapiers, shortswords

Senses superior darkvision, passive Perception 15

Languages Common, Gnomish, Undercommon, thieves' cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 1d6 + 2 piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target.

Hit: 1d6 + 2 piercing damage.

BONUS ACTIONS

Cunning Action. Rogue feature

OPTIONS

Sneak Attack. Rogue feature

EQUIPMENT

belt pouch containing 15 gp, crowbar, dark common clothes including a hood, explorer's kit, hand crossbow (with 20 bolts), shortsword, thieves' tools.

JIMJAR (3RD LEVEL)

"I bet you twenty gold that..."

You are a feckless rogue with a devil-may-care attitude, a fondness for coin, and an obsession with betting on virtually anything and everything.

Once you know a person, you regularly offer him or her bets on things from their own efforts to the outcomes of random events. You sometimes use betting to goad others into doing things, but you take up others' bets as well.

BACKGROUND (SPY)

Although your capabilities are not much different from those of a burglar or smuggler, you learned and practiced them in a very different context: as an espionage agent. You used to sell the secrets you uncovered to the highest bidder.

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy boatmen who can deliver messages for you.

Personality Trait. Your behavior is unusual for the dour deep gnomes, and others of your kind find you annoying at best, and unstable and potentially mad at worst.

You're not above pocketing a little extra coin when no one is watching, and you have an amazing ability to secret significant wealth on your person.

Ideal. You are honorable. You never steal from others, unless they cheat or harm you.

Bond. You keep exact track of your debits and credits in your head, paying up on your bets (or demanding payment) as soon as possible.

Flaw. You find it difficult to refuse a wager.

GNOME TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stone Camouflage. You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Cunning Action. You can take a bonus action on each of your turns in combat, only to take the Dash, Disengage, or Hide action.

Small humanoid (deep gnome), lawful neutral

Armor Class 12

Hit Points 18 (Hit Dice 3d8)

Speed 25 ft.

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

Proficiencies (+2 proficiency bonus)

Armor light armor

Saving Throws Dex +4, Int +3; advantage on all Intelligence, Wisdom, and Charisma saving throws against magic

Skills Deception +4, Insight +3, Investigation +3, Perception +5, Sleight of Hand +6, Stealth +4 (with advantage in rocky terrain)

Tools dice set, disguise kit, forgery kit, thieves' tools +4

Weapons simple weapons, hand crossbows, longswords, rapiers, shortswords

Senses superior darkvision, passive Perception 15

Languages Abyssal, Common, Elvish, Gnomish, Undercommon, thieves' cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 1d6 + 2 piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target.

Hit: 1d6 + 2 piercing damage.

BONUS ACTIONS

Cunning Action. Rogue feature

Master of Tactics. Mastermind feature

OPTIONS

Sneak Attack. Rogue feature

Master of Intrigue. Mastermind feature

ROGUSH ARCHETYPE: MASTERMIND

Master of Intrigue. You can unerringly mimic the speech patterns and accent of a creature that you hear speak for at least 1 minutes, allowing you to pass yourself off as a native speaker of a particular language, provided that you know the language.

Master of Tactics. You can use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than 5 feet of you, if the target can see or hear you.

EQUIPMENT

belt pouch containing 15 gp, crowbar, dark common clothes including a hood, explorer's kit, hand crossbow (with 20 bolts), shortsword, thieves' tools.

JIMJAR (4TH LEVEL)

"I bet you twenty gold that..."

You are a feckless rogue with a devil-may-care attitude, a fondness for coin, and an obsession with betting on virtually anything and everything.

Once you know a person, you regularly offer him or her bets on things from their own efforts to the outcomes of random events. You sometimes use betting to goad others into doing things, but you take up others' bets as well.

BACKGROUND (SPY)

Although your capabilities are not much different from those of a burglar or smuggler, you learned and practiced them in a very different context: as an espionage agent. You used to sell the secrets you uncovered to the highest bidder.

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy boatmen who can deliver messages for you.

Personality Trait. Your behavior is unusual for the dour deep gnomes, and others of your kind find you annoying at best, and unstable and potentially mad at worst.

You're not above pocketing a little extra coin when no one is watching, and you have an amazing ability to secret significant wealth on your person.

Ideal. You are honorable. You never steal from others, unless they cheat or harm you.

Bond. You keep exact track of your debits and credits in your head, paying up on your bets (or demanding payment) as soon as possible.

Flaw. You find it difficult to refuse a wager.

GNOME TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stone Camouflage. You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Cunning Action. You can take a bonus action on each of your turns in combat, only to take the Dash, Disengage, or Hide action.

Small humanoid (deep gnome), lawful neutral

Armor Class 13

Hit Points 23 (Hit Dice 4d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	13 (+1)	13 (+1)	15 (+2)

Proficiencies (+2 proficiency bonus)

Armor light armor

Saving Throws Dex +5, Int +3; advantage on all Intelligence, Wisdom, and Charisma saving throws against magic

Skills Deception +4, Insight +3, Investigation +3, Perception +5, Sleight of Hand +7, Stealth +5 (with advantage in rocky terrain)

Tools dice set, disguise kit, forgery kit, thieves' tools +5

Weapons simple weapons, hand crossbows, longswords, rapiers, shortswords

Senses superior darkvision, passive Perception 15

Languages Abyssal, Common, Elvish, Gnomish, Undercommon, thieves' cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target.

Hit: 1d6 + 3 piercing damage.

BONUS ACTIONS

Cunning Action. Rogue feature

Master of Tactics. Mastermind feature

OPTIONS

Sneak Attack. Rogue feature

Master of Intrigue. Mastermind feature

ROGUSH ARCHETYPE: MASTERMIND

Master of Intrigue. You can unerringly mimic the speech patterns and accent of a creature that you hear speak for at least 1 minutes, allowing you to pass yourself off as a native speaker of a particular language, provided that you know the language.

Master of Tactics. You can use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than 5 feet of you, if the target can see or hear you.

EQUIPMENT

belt pouch containing 15 gp, crowbar, dark common clothes including a hood, explorer's kit, hand crossbow (with 20 bolts), shortsword, thieves' tools.

JIMJAR (5TH LEVEL)

"I bet you twenty gold that..."

You are a feckless rogue with a devil-may-care attitude, a fondness for coin, and an obsession with betting on virtually anything and everything.

Once you know a person, you regularly offer him or her bets on things from their own efforts to the outcomes of random events. You sometimes use betting to goad others into doing things, but you take up others' bets as well.

BACKGROUND (SPY)

Although your capabilities are not much different from those of a burglar or smuggler, you learned and practiced them in a very different context: as an espionage agent. You used to sell the secrets you uncovered to the highest bidder.

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy boatmen who can deliver messages for you.

Personality Trait. Your behavior is unusual for the dour deep gnomes, and others of your kind find you annoying at best, and unstable and potentially mad at worst.

You're not above pocketing a little extra coin when no one is watching, and you have an amazing ability to secret significant wealth on your person.

Ideal. You are honorable. You never steal from others, unless they cheat or harm you.

Bond. You keep exact track of your debits and credits in your head, paying up on your bets (or demanding payment) as soon as possible.

Flaw. You find it difficult to refuse a wager.

GNOME TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stone Camouflage. You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 3d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Cunning Action. You can take a bonus action on each of your turns in combat, only to take the Dash, Disengage, or Hide action.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Small humanoid (deep gnome), lawful neutral

Armor Class 15 (studded leather)

Hit Points 28 (Hit Dice 5d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	13 (+1)	13 (+1)	15 (+2)

Proficiencies (+3 proficiency bonus)

Armor light armor

Saving Throws Dex +6, Int +4; advantage on all Intelligence, Wisdom, and Charisma saving throws against magic

Skills Deception +5, Insight +4, Investigation +4, Perception +7, Sleight of Hand +9, Stealth +6 (with advantage in rocky terrain)

Tools dice set, disguise kit, forgery kit, thieves' tools +6

Weapons simple weapons, hand crossbows, longswords, rapiers, shortswords

Senses superior darkvision, passive Perception 17

Languages Abyssal, Common, Elvish, Gnomish, Undercommon, thieves' cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target.

Hit: 1d6 + 3 piercing damage.

BONUS ACTIONS

Cunning Action. Rogue feature

Master of Tactics. Mastermind feature

REACTIONS

Uncanny Dodge. Rogue feature

OPTIONS

Sneak Attack. Rogue feature

Master of Intrigue. Mastermind feature

ROGUE ARCHETYPE: MASTERMIND

Master of Intrigue. You can unerringly mimic the speech patterns and accent of a creature that you hear speak for at least 1 minute, allowing you to pass yourself off as a native speaker of a particular language, provided that you know the language.

Master of Tactics. You can use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than 5 feet of you, if the target can see or hear you.

EQUIPMENT

belt pouch containing 20 pp and 15 gp, crowbar, dark common clothes including a hood, dice set, explorer's kit, hand crossbow (with 60 bolts and 20 silvered bolts), *potions of healing* (2), silvered shortsword, studded leather armor, thieves' tools.

JIMJAR (6TH LEVEL)

"I bet you twenty gold that..."

You are a feckless rogue with a devil-may-care attitude, a fondness for coin, and an obsession with betting on virtually anything and everything.

Once you know a person, you regularly offer him or her bets on things from their own efforts to the outcomes of random events. You sometimes use betting to goad others into doing things, but you take up others' bets as well.

BACKGROUND (SPY)

Although your capabilities are not much different from those of a burglar or smuggler, you learned and practiced them in a very different context: as an espionage agent. You used to sell the secrets you uncovered to the highest bidder.

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy boatmen who can deliver messages for you.

Personality Trait. Your behavior is unusual for the dour deep gnomes, and others of your kind find you annoying at best, and unstable and potentially mad at worst.

You're not above pocketing a little extra coin when no one is watching, and you have an amazing ability to secret significant wealth on your person.

Ideal. You are honorable. You never steal from others, unless they cheat or harm you.

Bond. You keep exact track of your debits and credits in your head, paying up on your bets (or demanding payment) as soon as possible.

Flaw. You find it difficult to refuse a wager.

GNOME TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stone Camouflage. You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 3d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Cunning Action. You can take a bonus action on each of your turns in combat, only to take the Dash, Disengage, or Hide action.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Small humanoid (deep gnome), lawful neutral

Armor Class 15 (studded leather)

Hit Points 33 (Hit Dice 6d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	13 (+1)	13 (+1)	15 (+2)

Proficiencies (+3 proficiency bonus)

Armor light armor

Saving Throws Dex +6, Int +4; advantage on all Intelligence, Wisdom, and Charisma saving throws against magic

Skills Deception +8, Insight +4, Investigation +4, Perception +7, Sleight of Hand +9, Stealth +9 (with advantage in rocky terrain)

Tools dice set, disguise kit, forgery kit, thieves' tools +6

Weapons simple weapons, hand crossbows, longswords, rapiers, shortswords

Senses superior darkvision, passive Perception 17

Languages Abyssal, Common, Elvish, Gnomish, Undercommon, thieves' cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target.

Hit: 1d6 + 3 piercing damage.

BONUS ACTIONS

Cunning Action. Rogue feature

Master of Tactics. Mastermind feature

REACTIONS

Uncanny Dodge. Rogue feature

OPTIONS

Sneak Attack. Rogue feature

Master of Intrigue. Mastermind feature

ROGUE ARCHETYPE: MASTERMIND

Master of Intrigue. You can unerringly mimic the speech patterns and accent of a creature that you hear speak for at least 1 minute, allowing you to pass yourself off as a native speaker of a particular language, provided that you know the language.

Master of Tactics. You can use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than 5 feet of you, if the target can see or hear you.

EQUIPMENT

belt pouch containing 20 pp and 15 gp, crowbar, dark common clothes including a hood, dice set, explorer's kit, hand crossbow (with 60 bolts and 20 silvered bolts), *potions of healing* (2), silvered shortsword, studded leather armor, thieves' tools.

JIMJAR (7TH LEVEL)

"I bet you twenty gold that..."

You are a feckless rogue with a devil-may-care attitude, a fondness for coin, and an obsession with betting on virtually anything and everything.

Once you know a person, you regularly offer him or her bets on things from their own efforts to the outcomes of random events. You sometimes use betting to goad others into doing things, but you take up others' bets as well.

BACKGROUND (SPY)

Although your capabilities are not much different from those of a burglar or smuggler, you learned and practiced them in a very different context: as an espionage agent. You used to sell the secrets you uncovered to the highest bidder.

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy boatmen who can deliver messages for you.

Personality Trait. Your behavior is unusual for the dour deep gnomes, and others of your kind find you annoying at best, and unstable and potentially mad at worst.

You're not above pocketing a little extra coin when no one is watching, and you have an amazing ability to secret significant wealth on your person.

Ideal. You are honorable. You never steal from others, unless they cheat or harm you.

Bond. You keep exact track of your debits and credits in your head, paying up on your bets (or demanding payment) as soon as possible.

Flaw. You find it difficult to refuse a wager.

GNOME TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stone Camouflage. You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 4d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Cunning Action. You can take a bonus action on each of your turns in combat, only to take the Dash, Disengage, or Hide action.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Small humanoid (deep gnome), lawful neutral

Armor Class 15 (studded leather)

Hit Points 38 (Hit Dice 7d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	13 (+1)	13 (+1)	15 (+2)

Proficiencies (+3 proficiency bonus)

Armor light armor

Saving Throws Dex +6, Int +4; advantage on all Intelligence, Wisdom, and Charisma saving throws against magic

Skills Deception +8, Insight +4, Investigation +4, Perception +7, Sleight of Hand +9, Stealth +9 (with advantage in rocky terrain)

Tools dice set, disguise kit, forgery kit, thieves' tools +6

Weapons simple weapons, hand crossbows, longswords, rapiers, shortswords

Senses superior darkvision, passive Perception 17

Languages Abyssal, Common, Elvish, Gnomish, Undercommon, thieves' cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target.

Hit: 1d6 + 3 piercing damage.

BONUS ACTIONS

Cunning Action. Rogue feature

Master of Tactics. Mastermind feature

REACTIONS

Uncanny Dodge. Rogue feature

OPTIONS

Sneak Attack. Rogue feature

Master of Intrigue. Mastermind feature

Evasion. Rogue feature

Evasion. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

ROGUSH ARCHETYPE: MASTERMIND

Master of Intrigue. You can unerringly mimic the speech patterns and accent of a creature that you hear speak for at least 1 minute, allowing you to pass yourself off as a native speaker of a particular language, provided that you know the language.

Master of Tactics. You can use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than 5 feet of you, if the target can see or hear you.

EQUIPMENT

belt pouch containing 20 pp and 15 gp, crowbar, dark common clothes including a hood, dice set, explorer's kit, hand crossbow (with 60 bolts and 20 silvered bolts), *potions of healing* (2), silvered shortsword, studded leather armor, thieves' tools.

RONT (1ST LEVEL)

"I will redeem myself and reclaim my honor! In the name of Gruumsh!"

A male orc from the Iceshield tribe, you fled from a slaughter of a band of orcs at the hands of the dwarves, falling down a shaft and wandering into the Underdark before being captured by the drow. You're ashamed of your cowardly acts and believe that Gruumsh, the god of the orcs, is punishing you. But you also don't want to die, at least not in drow captivity.

BACKGROUND (SOLDIER)

You were a warrior, trained in the orc infantry. You traveled to foreign lands, led fellow warriors into danger, fought wars under the banners of different war chiefs. Yet, you feared for your life and fled your post. Now you are out on your own, living by your wits, taking orders from no one.

Military Rank. You were a low-ranked officer in a military organization. Those who have not heard of your disgrace still recognize your authority and influence, and they defer to you if they are of a lower rank.

Personality Trait. You engage in threatening behavior and bullying unless someone stands up to you.

Ideal. More than anything, you want to redeem yourself by proving your courage.

Bond. You have vowed to kill or at least make life hard for any mountain dwarves you encounter.

Flaw. You are mean, stupid, and hateful, but also knuckle under authority and threats.

ORC TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Aggressive. As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

FIGHTER FEATURES

Fighting Style: Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

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

Medium humanoid (orc), chaotic evil

Armor Class 11

Hit Points 13 (Hit Dice 1d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	7 (-1)	11 (+0)	10 (+0)

Proficiencies (+2 proficiency bonus)

Armor light, medium, heavy, shields

Saving Throws Str +5, Con +5

Skills Athletics +5, Intimidation +2, Perception +2, Survival +2

Tools vehicles (land)

Weapons simple, martial

Senses darkvision, passive Perception 12

Languages Common, Orc

ACTIONS

Attack. You can attack when you take this action, using the following:

Unarmed Strike. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 bludgeoning damage.

BONUS ACTIONS

Aggressive. Orc trait

Second Wind. Regain 1d10 + 1 hit points.

OPTIONS

Great Weapon Fighting. Fighter feature

WHERE'S MY STUFF?

The drow slavers have stolen your armor, weapons, and gear. If you recover what you lost, you can add the following information to your character sheet:

Armor Class 13 (hide)

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d12 + 3 slashing damage.

Javelin. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target.

Hit: 1d6 + 3 piercing damage.

EQUIPMENT

belt pouch containing 10 gp, explorer's pack, greataxe, hide armor, insignia of rank, javelins (5), set of bone dice, shrunken head of a fallen enemy.

RONT (2ND LEVEL)

"I will redeem myself and reclaim my honor! In the name of Gruumsh!"

A male orc from the Iceshield tribe, you fled from a slaughter of a band of orcs at the hands of the dwarves, falling down a shaft and wandering into the Underdark before being captured by the drow. You're ashamed of your cowardly acts and believe that Gruumsh, the god of the orcs, is punishing you. But you also don't want to die, at least not in drow captivity.

BACKGROUND (SOLDIER)

You were a warrior, trained in the orc infantry. You traveled to foreign lands, led fellow warriors into danger, fought wars under the banners of different war chiefs. Yet, you feared for your life and fled your post. Now you are out on your own, living by your wits, taking orders from no one.

Military Rank. You were a low-ranked officer in a military organization. Those who have not heard of your disgrace still recognize your authority and influence, and they defer to you if they are of a lower rank.

Personality Trait. You engage in threatening behavior and bullying unless someone stands up to you.

Ideal. More than anything, you want to redeem yourself by proving your courage.

Bond. You have vowed to kill or at least make life hard for any mountain dwarves you encounter.

Flaw. You are mean, stupid, and hateful, but also knuckle under authority and threats.

ORC TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Aggressive. As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

FIGHTER FEATURES

Fighting Style: Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 2 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide)
Hit Points 22 (Hit Dice 2d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	7 (-1)	11 (+0)	10 (+0)

Proficiencies (+2 proficiency bonus)
Armor light, medium, heavy, shields
Saving Throws Str +5, Con +5
Skills Athletics +5, Intimidation +2, Perception +2, Survival +2
Tools vehicles (land)
Weapons simple, martial
Senses darkvision, passive Perception 12
Languages Common, Orc

ACTIONS

Attack. You can attack when you take this action, using the following:
Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 1d12 + 3 slashing damage.
Javelin. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target.
Hit: 1d6 + 3 piercing damage.

BONUS ACTIONS

Aggressive. Orc trait
Second Wind. Regain 1d10 + 2 hit points.
Action Surge. Take one additional action on top of your regular action.

OPTIONS

Great Weapon Fighting. Fighter feature

EQUIPMENT

belt pouch containing 10 gp, explorer's pack, greataxe, hide armor, insignia of rank, javelins (5), set of bone dice, shrunken head of a fallen enemy.

RONT (3RD LEVEL)

"I will redeem myself and reclaim my honor! In the name of Gruumsh!"

A male orc from the Iceshield tribe, you fled from a slaughter of a band of orcs at the hands of the dwarves, falling down a shaft and wandering into the Underdark before being captured by the drow. You're ashamed of your cowardly acts and believe that Gruumsh, the god of the orcs, is punishing you. But you also don't want to die, at least not in drow captivity.

BACKGROUND (SOLDIER)

You were a warrior, trained in the orc infantry. You traveled to foreign lands, led fellow warriors into danger, fought wars under the banners of different war chiefs. Yet, you feared for your life and fled your post. Now you are out on your own, living by your wits, taking orders from no one.

Military Rank. You were a low-ranked officer in a military organization. Those who have not heard of your disgrace still recognize your authority and influence, and they defer to you if they are of a lower rank.

Personality Trait. You engage in threatening behavior and bullying unless someone stands up to you.

Ideal. More than anything, you want to redeem yourself by proving your courage.

Bond. You have vowed to kill or at least make life hard for any mountain dwarves you encounter.

Flaw. You are mean, stupid, and hateful, but also knuckle under authority and threats.

ORC TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Aggressive. As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

FIGHTER FEATURES

Fighting Style: Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 3 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide)

Hit Points 31 (Hit Dice 3d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	7 (-1)	11 (+0)	10 (+0)

Proficiencies (+2 proficiency bonus)

Armor light, medium, heavy, shields

Saving Throws Str +5, Con +5

Skills Athletics +5, Intimidation +2, Perception +2, Survival +2

Tools vehicles (land)

Weapons simple, martial

Senses darkvision, passive Perception 12

Languages Common, Orc

ACTIONS

Attack. You can attack when you take this action, using the following:

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d12 + 3 slashing damage.

Javelin. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target.

Hit: 1d6 + 3 piercing damage.

BONUS ACTIONS

Aggressive. Orc trait

Second Wind. Regain 1d10 + 3 hit points.

Action Surge. Take one additional action on top of your regular action.

OPTIONS

Great Weapon Fighting. Fighter feature

Improved Critical. Champion feature

MARTIAL ARCHETYPE: CHAMPION

Improved Critical. Your weapon attacks score a critical hit on a roll of 19 or 20.

EQUIPMENT

belt pouch containing 10 gp, explorer's pack, greataxe, hide armor, insignia of rank, javelins (5), set of bone dice, shrunken head of a fallen enemy.

RONT (4TH LEVEL)

"I will redeem myself and reclaim my honor! In the name of Gruumsh!"

A male orc from the Iceshield tribe, you fled from a slaughter of a band of orcs at the hands of the dwarves, falling down a shaft and wandering into the Underdark before being captured by the drow. You're ashamed of your cowardly acts and believe that Gruumsh, the god of the orcs, is punishing you. But you also don't want to die, at least not in drow captivity.

BACKGROUND (SOLDIER)

You were a warrior, trained in the orc infantry. You traveled to foreign lands, led fellow warriors into danger, fought wars under the banners of different war chiefs. Yet, you feared for your life and fled your post. Now you are out on your own, living by your wits, taking orders from no one.

Military Rank. You were a low-ranked officer in a military organization. Those who have not heard of your disgrace still recognize your authority and influence, and they defer to you if they are of a lower rank.

Personality Trait. You engage in threatening behavior and bullying unless someone stands up to you.

Ideal. More than anything, you want to redeem yourself by proving your courage.

Bond. You have vowed to kill or at least make life hard for any mountain dwarves you encounter.

Flaw. You are mean, stupid, and hateful, but also knuckle under authority and threats.

ORC TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Aggressive. As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

FIGHTER FEATURES

Fighting Style: Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

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

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide)

Hit Points 40 (Hit Dice 4d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	7 (-1)	11 (+0)	10 (+0)

Proficiencies (+2 proficiency bonus)

Armor light, medium, heavy, shields

Saving Throws Str +6, Con +5

Skills Athletics +6, Intimidation +2, Perception +2, Survival +2

Tools vehicles (land)

Weapons simple, martial

Senses darkvision, passive Perception 12

Languages Common, Orc

ACTIONS

Attack. You can attack when you take this action, using the following:

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 1d12 + 4 slashing damage.

Javelin. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target.

Hit: 1d6 + 4 piercing damage.

BONUS ACTIONS

Aggressive. Orc trait

Second Wind. Regain 1d10 + 4 hit points.

Action Surge. Take one additional action on top of your regular action.

OPTIONS

Great Weapon Fighting. Fighter feature

Improved Critical. Champion feature

MARTIAL ARCHETYPE: CHAMPION

Improved Critical. Your weapon attacks score a critical hit on a roll of 19 or 20.

EQUIPMENT

belt pouch containing 10 gp, explorer's pack, greataxe, hide armor, insignia of rank, javelins (5), set of bone dice, shrunken head of a fallen enemy.

RONT (5TH LEVEL)

"I will redeem myself and reclaim my honor! In the name of Gruumsh!"

A male orc from the Iceshield tribe, you fled from a slaughter of a band of orcs at the hands of the dwarves, falling down a shaft and wandering into the Underdark before being captured by the drow. You're ashamed of your cowardly acts and believe that Gruumsh, the god of the orcs, is punishing you. But you also don't want to die, at least not in drow captivity.

BACKGROUND (SOLDIER)

You were a warrior, trained in the orc infantry. You traveled to foreign lands, led fellow warriors into danger, fought wars under the banners of different war chiefs. Yet, you feared for your life and fled your post. Now you are out on your own, living by your wits, taking orders from no one.

Military Rank. You were a low-ranked officer in a military organization. Those who have not heard of your disgrace still recognize your authority and influence, and they defer to you if they are of a lower rank.

Personality Trait. You engage in threatening behavior and bullying unless someone stands up to you.

Ideal. More than anything, you want to redeem yourself by proving your courage.

Bond. You have vowed to kill or at least make life hard for any mountain dwarves you encounter.

Flaw. You are mean, stupid, and hateful, but also knuckle under authority and threats.

ORC TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Aggressive. As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

FIGHTER FEATURES

Fighting Style: Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 5 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

Medium humanoid (orc), chaotic evil

Armor Class 17 (splint)
Hit Points 49 (Hit Dice 5d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	7 (-1)	11 (+0)	10 (+0)

Proficiencies (+3 proficiency bonus)
Armor light, medium, heavy, shields
Saving Throws Str +7, Con +6
Skills Athletics +7, Intimidation +3, Perception +3, Survival +3
Tools vehicles (land)
Weapons simple, martial
Senses darkvision, passive Perception 13
Languages Common, Orc

ACTIONS

Attack. You can attack **twice** when you take this action, using the following:
Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 1d12 + 4 slashing damage.
Javelin. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target.
Hit: 1d6 + 4 piercing damage.

BONUS ACTIONS

Aggressive. Orc trait

Second Wind. Regain 1d10 + 5 hit points.

Action Surge. Take one additional action on top of your regular action.

OPTIONS

Great Weapon Fighting. Fighter feature

Improved Critical. Champion feature

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

MARTIAL ARCHETYPE: CHAMPION

Improved Critical. Your weapon attacks score a critical hit on a roll of 19 or 20.

EQUIPMENT

belt pouch containing 30 gp, carrion crawler (with bit, bridle, exotic saddle, saddlebags), explorer's pack, greataxe, insignia of rank, javelins (5), *potions of healing* (3), set of bone dice, shrunken head of a fallen enemy, splint armor.

RONT (6TH LEVEL)

"I will redeem myself and reclaim my honor! In the name of Gruumsh!"

A male orc from the Iceshield tribe, you fled from a slaughter of a band of orcs at the hands of the dwarves, falling down a shaft and wandering into the Underdark before being captured by the drow. You're ashamed of your cowardly acts and believe that Gruumsh, the god of the orcs, is punishing you. But you also don't want to die, at least not in drow captivity.

BACKGROUND (SOLDIER)

You were a warrior, trained in the orc infantry. You traveled to foreign lands, led fellow warriors into danger, fought wars under the banners of different war chiefs. Yet, you feared for your life and fled your post. Now you are out on your own, living by your wits, taking orders from no one.

Military Rank. You were a low-ranked officer in a military organization. Those who have not heard of your disgrace still recognize your authority and influence, and they defer to you if they are of a lower rank.

Personality Trait. You engage in threatening behavior and bullying unless someone stands up to you.

Ideal. More than anything, you want to redeem yourself by proving your courage.

Bond. You have vowed to kill or at least make life hard for any mountain dwarves you encounter.

Flaw. You are mean, stupid, and hateful, but also knuckle under authority and threats.

ORC TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Aggressive. As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

FIGHTER FEATURES

Fighting Style: Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 6 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

Medium humanoid (orc), chaotic evil

Armor Class 17 (splint)

Hit Points 58 (Hit Dice 6d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	7 (-1)	11 (+0)	10 (+0)

Proficiencies (+3 proficiency bonus)

Armor light, medium, heavy, shields

Saving Throws Str +8, Con +6

Skills Athletics +8, Intimidation +3, Perception +3, Survival +3

Tools vehicles (land)

Weapons simple, martial

Senses darkvision, passive Perception 13

Languages Common, Orc

ACTIONS

Attack. You can attack **twice** when you take this action, using the following:

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 1d12 + 5 slashing damage.

Javelin. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target.

Hit: 1d6 + 5 piercing damage.

BONUS ACTIONS

Aggressive. Orc trait

Second Wind. Regain 1d10 + 6 hit points.

Action Surge. Take one additional action on top of your regular action.

OPTIONS

Great Weapon Fighting. Fighter feature

Improved Critical. Champion feature

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

MARTIAL ARCHETYPE: CHAMPION

Improved Critical. Your weapon attacks score a critical hit on a roll of 19 or 20.

EQUIPMENT

belt pouch containing 30 gp, carrion crawler (with bit, bridle, exotic saddle, saddlebags), explorer's pack, greataxe, insignia of rank, javelins (5), *potions of healing* (3), set of bone dice, shrunken head of a fallen enemy, splint armor.

RONT (7TH LEVEL)

"I will redeem myself and reclaim my honor! In the name of Gruumsh!"

A male orc from the Iceshield tribe, you fled from a slaughter of a band of orcs at the hands of the dwarves, falling down a shaft and wandering into the Underdark before being captured by the drow. You're ashamed of your cowardly acts and believe that Gruumsh, the god of the orcs, is punishing you. But you also don't want to die, at least not in drow captivity.

BACKGROUND (SOLDIER)

You were a warrior, trained in the orc infantry. You traveled to foreign lands, led fellow warriors into danger, fought wars under the banners of different war chiefs. Yet, you feared for your life and fled your post. Now you are out on your own, living by your wits, taking orders from no one.

Military Rank. You were a low-ranked officer in a military organization. Those who have not heard of your disgrace still recognize your authority and influence, and they defer to you if they are of a lower rank.

Personality Trait. You engage in threatening behavior and bullying unless someone stands up to you.

Ideal. More than anything, you want to redeem yourself by proving your courage.

Bond. You have vowed to kill or at least make life hard for any mountain dwarves you encounter.

Flaw. You are mean, stupid, and hateful, but also knuckle under authority and threats.

ORC TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Aggressive. As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

FIGHTER FEATURES

Fighting Style: Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 7 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

Medium humanoid (orc), chaotic evil

Armor Class 17 (splint)

Hit Points 67 (Hit Dice 7d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	7 (-1)	11 (+0)	10 (+0)

Proficiencies (+3 proficiency bonus)

Armor light, medium, heavy, shields

Saving Throws Str +8, Con +6

Skills Athletics +8, Intimidation +3, Perception +3, Survival +3

Tools vehicles (land)

Weapons simple, martial

Senses darkvision, passive Perception 13

Languages Common, Orc

ACTIONS

Attack. You can attack **twice** when you take this action, using the following:

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 1d12 + 5 slashing damage.

Javelin. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target.

Hit: 1d6 + 5 piercing damage.

BONUS ACTIONS

Aggressive. Orc trait

Second Wind. Regain 1d10 + 7 hit points.

Action Surge. Take one additional action on top of your regular action.

OPTIONS

Great Weapon Fighting. Fighter feature

Improved Critical. Champion feature

Remarkable Athlete. Champion feature.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

MARTIAL ARCHETYPE: CHAMPION

Improved Critical. Your weapon attacks score a critical hit on a roll of 19 or 20.

Remarkable Athlete. You can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, with a running long jump you can cover 25 feet.

EQUIPMENT

belt pouch containing 30 gp, carrion crawler (with bit, bridle, exotic saddle, saddlebags), explorer's pack, greataxe, insignia of rank, javelins (5), *potions of healing* (3), set of bone dice, shrunken head of a fallen enemy, splint armor.

SARITH (1ST LEVEL)

“Was I framed by my enemies or did I actually murder him?”

You are accused of murdering one of your fellow drow warriors in a fit of madness, but you have no memory of it. You vary between believing the whole thing is a setup to discredit and destroy you, and fearing that it is all true—which, in fact, it is.

BACKGROUND (SOLDIER)

You were a professional soldier. You traveled throughout the Underdark, led troops into danger, fought wars under the banners of different commanders. Yet, you found yourself disgraced and imprisoned. Now you are on your own, sentenced to death, and held in a slave pen.

Military Rank. You have a military rank from your career as a soldier. Soldiers unfamiliar with your imprisonment still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or mounts for temporary use. You can also usually gain access to friendly military encampments and fortresses where your disgrace is unknown.

Personality Trait. You are sullen and keep to yourself, rebuffing attempts to talk to you.

Ideal. You alternate between embracing madness and trying to stay sane.

Bond. You are disgraced by your imprisonment but are resigned to your fate, since there doesn't appear to be anything you can do about it.

Flaw. You are infected with tainted spores from myconids corrupted by Zuggtmoy, the Demon Queen of Fungi. Your health and sanity will continue to deteriorate as the spores grow within your brain.

DROW TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

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

Trance. Instead of sleeping, you meditate deeply, remaining semiconscious, for 4 hours a day, gaining the same benefit that a human does from 8 hours of sleep.

Drow Magic. You know the *dancing lights* cantrip.

WARLOCK FEATURES

Spellcasting. You have the ability to cast warlock spells. Charisma is your spellcasting ability for your warlock spells. You use your Charisma whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a short or long rest.

Spell save DC: 13

Spell attack modifier: +5

Medium humanoid (dark elf), chaotic evil

Armor Class 13

Hit Points 8 (Hit Dice 1d8)

Speed 30 ft.

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

Proficiencies (+2 proficiency bonus)

Armor light

Saving Throws Wis +2, Cha +5; advantage on saves against being charmed

Skills Arcana +3, Athletics +2, Intimidation +5, Nature +3, Perception +2

Tools dice set, vehicles (land)

Weapons hand crossbows, rapiers, shortswords, simple

Senses superior darkvision, passive Perception 12

Languages Undercommon, Elvish

ACTIONS

Attack. You can attack when you take this action, using the following:

Unarmed Strike. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target.

Hit: 1 bludgeoning damage.

OPTIONS

Fey Presence. Warlock feature

Spellcasting. Warlock feature

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (1)

Spellcasting focus. You can use an arcane focus as a spellcasting focus for your warlock spells.

OTHERWORLDLY PATRON: ZUGGTMOY

Fey Presence (Recharges after a Short or Long Rest). As an action, you can cause each creature in a 10-foot cube originating from you to make a DC 13 Wisdom saving throw. The creatures that fail their saving throws are all charmed or frightened by you (your choice) until the end of your next turn.

KNOWN SPELLS

Cantrips: *dancing lights, friends, poison spray*

1st-level spells: *faerie fire, sleep*

WHERE'S MY STUFF?

The drow slavers have stolen your armor, weapons, and gear. If you recover what you lost, you can add the following information to your character sheet:

Armor Class 15 (studded leather)

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target.

Hit: 1d6 + 3 piercing damage.

EQUIPMENT

belt pouch containing 10 gp, bone dice, common clothes, component pouch, dungeoneer's pack, hand crossbow with 20 bolts, insignia of rank, shortsword, string of elf ears, studded leather armor.

SARITH (2ND LEVEL)

“Was I framed by my enemies or did I actually murder him?”

You are accused of murdering one of your fellow drow warriors in a fit of madness, but you have no memory of it. You vary between believing the whole thing is a setup to discredit and destroy you, and fearing that it is all true—which, in fact, it is.

BACKGROUND (SOLDIER)

You were a professional soldier. You traveled throughout the Underdark, led troops into danger, fought wars under the banners of different commanders. Yet, you found yourself disgraced and imprisoned. Now you are on your own, sentenced to death, and held in a slave pen.

Military Rank. You have a military rank from your career as a soldier. Soldiers unfamiliar with your imprisonment still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or mounts for temporary use. You can also usually gain access to friendly military encampments and fortresses where your disgrace is unknown.

Personality Trait. You are sullen and keep to yourself, rebuffing attempts to talk to you.

Ideal. You alternate between embracing madness and trying to stay sane.

Bond. You are disgraced by your imprisonment but are resigned to your fate, since there doesn't appear to be anything you can do about it.

Flaw. You are infected with tainted spores from myconids corrupted by Zuggtmoy, the Demon Queen of Fungi. Your health and sanity will continue to deteriorate as the spores grow within your brain.

DROW TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

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

Trance. Instead of sleeping, you meditate deeply, remaining semiconscious, for 4 hours a day, gaining the same benefit that a human does from 8 hours of sleep.

Drow Magic. You know the *dancing lights* cantrip.

WARLOCK FEATURES

Spellcasting. You have the ability to cast warlock spells. Charisma is your spellcasting ability for your warlock spells. You use your Charisma whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a short or long rest.

Spell save DC: 13

Spell attack modifier: +5

Medium humanoid (dark elf), chaotic evil

Armor Class 15 (studded leather)

Hit Points 13 (Hit Dice 2d8)

Speed 30 ft.

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

Proficiencies (+2 proficiency bonus)

Armor light

Saving Throws Wis +2, Cha +5; advantage on saves against being charmed

Skills Arcana +3, Athletics +2, Deception +5, Intimidation +5, Nature +3, Perception +2, Persuasion +5

Tools dice set, vehicles (land)

Weapons hand crossbows, rapiers, shortswords, simple

Senses superior darkvision, passive Perception 12

Languages Undercommon, Elvish

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target.

Hit: 1d6 + 3 piercing damage.

Fiendish Vigor. Warlock invocation

OPTIONS

Fey Presence. Warlock feature

Spellcasting. Warlock feature

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (2)

Spellcasting focus. You can use an arcane focus as a spellcasting focus for your warlock spells.

OTHERWORLDLY PATRON: ZUGGTMOY

Fey Presence (Recharges after a Short or Long Rest). As an action, you can cause each creature in a 10-foot cube originating from you to make a DC 13 Wisdom saving throw. The creatures that fail their saving throws are all charmed or frightened by you (your choice) until the end of your next turn.

KNOWN SPELLS

Cantrips: *dancing lights, friends, poison spray*

1st-level spells: *charm person, faerie fire, sleep*

INVOCATIONS

Beguiling Influence. You gain proficiency in the Deception and Persuasion skills.

Fiendish Vigor. You can cast *false life* on yourself at will as a 1st-level spell, without expending a spell slot or material components.

EQUIPMENT

belt pouch containing 10 gp, bone dice, common clothes, component pouch, dungeoneer's pack, hand crossbow with 20 bolts, insignia of rank, shortsword, string of elf ears, studded leather armor.

SARITH (3RD LEVEL)

“Was I framed by my enemies or did I actually murder him?”

You are accused of murdering one of your fellow drow warriors in a fit of madness, but you have no memory of it. You vary between believing the whole thing is a setup to discredit and destroy you, and fearing that it is all true—which, in fact, it is.

BACKGROUND (SOLDIER)

You were a professional soldier. You traveled throughout the Underdark, led troops into danger, fought wars under the banners of different commanders. Yet, you found yourself disgraced and imprisoned. Now you are on your own, sentenced to death, and held in a slave pen.

Military Rank. You have a military rank from your career as a soldier. Soldiers unfamiliar with your imprisonment still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or mounts for temporary use. You can also usually gain access to friendly military encampments and fortresses where your disgrace is unknown.

Personality Trait. You are sullen and keep to yourself, rebuffing attempts to talk to you.

Ideal. You alternate between embracing madness and trying to stay sane.

Bond. You are disgraced by your imprisonment but are resigned to your fate, since there doesn't appear to be anything you can do about it.

Flaw. You are infected with tainted spores from myconids corrupted by Zuggtmoy, the Demon Queen of Fungi. Your health and sanity will continue to deteriorate as the spores grow within your brain.

DROW TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

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

Trance. Instead of sleeping, you meditate deeply, remaining semiconscious, for 4 hours a day, gaining the same benefit that a human does from 8 hours of sleep.

Drow Magic. You know the *dancing lights* cantrip, and you can cast the *faerie fire* spell once per day (save DC 13). Charisma is your spellcasting ability for these spells.

WARLOCK FEATURES

Spellcasting. You have the ability to cast warlock spells. Charisma is your spellcasting ability for your warlock spells. You use your Charisma whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a short or long rest.

Medium humanoid (dark elf), chaotic evil

Armor Class 15 (studded leather)
Hit Points 18 (Hit Dice 3d8)
Speed 30 ft.

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

Proficiencies (+2 proficiency bonus)

Armor light

Saving Throws Wis +2, Cha +5; advantage on saves against being charmed

Skills Arcana +3, Athletics +2, Deception +5, Intimidation +5, Nature +3, Perception +2, Persuasion +5

Tools dice set, vehicles (land)

Weapons hand crossbows, rapiers, shortswords, simple

Senses superior darkvision, passive Perception 12

Languages Undercommon, Elvish

ACTIONS

Attack. You can attack when you take this action, using the following:

Rapier (Pact Weapon). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target.

Hit: 1d6 + 3 piercing damage.

Fiendish Vigor. Warlock invocation

OPTIONS

Fey Presence. Warlock feature

Spellcasting. Warlock feature

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 2nd-level (2)

Spell save DC: 13

Spell attack modifier: +5

Spellcasting focus. You can use an arcane focus as a spellcasting focus for your warlock spells.

Pact Boon: Pact of the Blade. You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it. You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

OTHERWORLDLY PATRON: ZUGGTMOY

Fey Presence (Recharges after a Short or Long Rest) As an action, you can cause each creature in a 10-foot cube originating from you to make a DC 13 Wisdom saving throw. The creatures that fail their saving throws are all charmed or frightened by you (your choice) until the end of your next turn.

KNOWN SPELLS

Cantrips: dancing lights, friends, poison spray

1st-level spells: faerie fire, sleep

2nd-level spells: crown of madness, suggestion

INVOCATIONS

Beguiling Influence. You gain proficiency in the Deception and Persuasion skills.

Fiendish Vigor. You can cast *false life* on yourself at will as a 1st-level spell, without expending a spell slot or material components.

EQUIPMENT

belt pouch containing 10 gp, bone dice, common clothes, component pouch, dungeoneer's pack, hand crossbow with 20 bolts, insignia of rank, rapier (pact weapon), string of elf ears, studded leather armor.

SARITH (4TH LEVEL)

“Was I framed by my enemies or did I actually murder him?”

You are accused of murdering one of your fellow drow warriors in a fit of madness, but you have no memory of it. You vary between believing the whole thing is a setup to discredit and destroy you, and fearing that it is all true—which, in fact, it is.

BACKGROUND (SOLDIER)

You were a professional soldier. You traveled throughout the Underdark, led troops into danger, fought wars under the banners of different commanders. Yet, you found yourself disgraced and imprisoned. Now you are on your own, sentenced to death, and held in a slave pen.

Military Rank. You have a military rank from your career as a soldier. Soldiers unfamiliar with your imprisonment still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or mounts for temporary use. You can also usually gain access to friendly military encampments and fortresses where your disgrace is unknown.

Personality Trait. You are sullen and keep to yourself, rebuffing attempts to talk to you.

Ideal. You alternate between embracing madness and trying to stay sane.

Bond. You are disgraced by your imprisonment but are resigned to your fate, since there doesn't appear to be anything you can do about it.

Flaw. You are infected with tainted spores from myconids corrupted by Zugtmoy, the Demon Queen of Fungi. Your health and sanity will continue to deteriorate as the spores grow within your brain.

DROW TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

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

Trance. Instead of sleeping, you meditate deeply, remaining semiconscious, for 4 hours a day, gaining the same benefit that a human does from 8 hours of sleep.

Drow Magic. You know the *dancing lights* cantrip, and you can cast the *faerie fire* spell once per day (save DC 13). Charisma is your spellcasting ability for these spells.

WARLOCK FEATURES

Spellcasting. You have the ability to cast warlock spells. Charisma is your spellcasting ability for your warlock spells. You use your Charisma whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a short or long rest.

Medium humanoid (dark elf), chaotic evil

Armor Class 15 (studded leather)
Hit Points 23 (Hit Dice 4d8)
Speed 30 ft.

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

Proficiencies (+2 proficiency bonus)

Armor light

Saving Throws Wis +2, Cha +5; advantage on saves against being charmed

Skills Arcana +3, Athletics +2, Deception +5, Intimidation +5, Nature +3, Perception +2, Persuasion +5

Tools dice set, vehicles (land)

Weapons hand crossbows, rapiers, shortswords, simple

Senses superior darkvision, passive Perception 12

Languages Undercommon, Elvish

ACTIONS

Attack. You can attack when you take this action, using the following:

Rapier (Pact Weapon). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d8 + 3 piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target.

Hit: 1d6 + 3 piercing damage.

Fiendish Vigor. Warlock invocation

REACTIONS

War Caster. Feat

OPTIONS

Fey Presence. Warlock feature

Spellcasting. Warlock feature

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 2nd-level (2)

Spell save DC: 13

Spell attack modifier: +5

Spellcasting focus. You can use an arcane focus as a spellcasting focus for your warlock spells.

Pact Boon: Pact of the Blade. You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it. You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

OTHERWORLDLY PATRON: ZUGGTMOY

Fey Presence (Recharges after a Short or Long Rest). As an action, you can cause each creature in a 10-foot cube originating from you to make a DC 13 Wisdom saving throw. The creatures that fail their saving throws are all charmed or frightened by you (your choice) until the end of your next turn.

KNOWN SPELLS

Cantrips: *dancing lights, friends, minor illusion, poison spray*

1st-level spells: *faerie fire, sleep*

2nd-level spells: *crown of madness, enthrall, suggestion*

INVOCATIONS

Beguiling Influence. You gain proficiency in the Deception and Persuasion skills.

Fiendish Vigor. You can cast *false life* on yourself at will as a 1st-level spell, without expending a spell slot or material components.

FEATS

War Caster. You have practiced casting spells in the midst of combat, learning techniques that grant you the following benefits:

- You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.
- You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.
- When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

EQUIPMENT

belt pouch containing 10 gp, bone dice, common clothes, component pouch, dungeoneer's pack, hand crossbow with 20 bolts, insignia of rank, rapier (pact weapon), string of elf ears, studded leather armor.

SARITH (5TH LEVEL)

“Was I framed by my enemies or did I actually murder him?”

You are accused of murdering one of your fellow drow warriors in a fit of madness, but you have no memory of it. You vary between believing the whole thing is a setup to discredit and destroy you, and fearing that it is all true—which, in fact, it is.

BACKGROUND (SOLDIER)

You were a professional soldier. You traveled throughout the Underdark, led troops into danger, fought wars under the banners of different commanders. Yet, you found yourself disgraced and imprisoned. Now you are on your own, sentenced to death, and held in a slave pen.

Military Rank. You have a military rank from your career as a soldier. Soldiers unfamiliar with your imprisonment still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or mounts for temporary use. You can also usually gain access to friendly military encampments and fortresses where your disgrace is unknown.

Personality Trait. You are sullen and keep to yourself, rebuffing attempts to talk to you.

Ideal. You alternate between embracing madness and trying to stay sane.

Bond. You are disgraced by your imprisonment but are resigned to your fate, since there doesn't appear to be anything you can do about it.

Flaw. You are infected with tainted spores from myconids corrupted by Zugtmoy, the Demon Queen of Fungi. Your health and sanity will continue to deteriorate as the spores grow within your brain.

DROW TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

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

Trance. Instead of sleeping, you meditate deeply, remaining semiconscious, for 4 hours a day, gaining the same benefit that a human does from 8 hours of sleep.

Drow Magic. You know the *dancing lights* cantrip, and you can cast the *darkness* and the *faerie fire* spell once per day (save DC 14). Charisma is your spellcasting ability for these spells.

WARLOCK FEATURES

Spellcasting. You have the ability to cast warlock spells. Charisma is your spellcasting ability for your warlock spells. You use your Charisma whenever a spell refers to your spellcasting ability.

Medium humanoid (dark elf), chaotic evil

Armor Class 15 (studded leather)
Hit Points 28 (Hit Dice 5d8)
Speed 30 ft.

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

Proficiencies (+3 proficiency bonus)

Armor light

Saving Throws Wis +3, Cha +6; advantage on saves against being charmed

Skills Arcana +4, Athletics +3, Deception +6, Intimidation +6, Nature +4, Perception +3, Persuasion +6

Tools dice set, vehicles (land)

Weapons hand crossbows, rapiers, shortswords, simple

Senses superior darkvision, passive Perception 13

Languages Undercommon, Elvish

ACTIONS

Attack. You can attack **twice** with your pact weapon or once with a different weapon:

Rapier (Pact Weapon). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 1d8 + 3 piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target.

Hit: 1d6 + 3 piercing damage.

Fiendish Vigor. Warlock invocation

REACTIONS

War Caster. Feat

OPTIONS

Fey Presence. Warlock feature

Thirsting Blade. Warlock feature

Spellcasting. Warlock feature

Spell Save DC: 14

Spell Attack Modifier: +6

Spell Slots: 3rd-level (2)

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a short or long rest.

Spell save DC: 14

Spell attack modifier: +6

Spellcasting focus. You can use an arcane focus as a spellcasting focus for your warlock spells.

Pact Boon: Pact of the Blade. You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it. You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

OTHERWORLDLY PATRON: ZUGGTMOY

Fey Presence (Recharges after a Short or Long Rest). As an action, you can cause each creature in a 10-foot cube originating from you to make a DC 14 Wisdom saving throw. The creatures that fail their saving throws are all charmed or frightened by you (your choice) until the end of your next turn.

KNOWN SPELLS

Cantrips: *dancing lights, friends, minor illusion, poison spray*

1st-level spells: *faerie fire, sleep*

2nd-level spells: *crown of madness, suggestion*

3rd-level spells: *fear, plant growth*

INVOCATIONS

Beguiling Influence. You gain proficiency in the Deception and Persuasion skills.

Fiendish Vigor. You can cast *false life* on yourself at will as a 1st-level spell, without expending a spell slot or material components.

Thirsting Blade. You can attack with your pact weapon twice, instead of once, whenever you take the Attack action on your turn.

FEATS

War Caster. You have practiced casting spells in the midst of combat, learning techniques that grant you the following benefits:

- You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.
- You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.
- When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

EQUIPMENT

alchemist's fire (5), belt pouch containing 75 gp, bone dice, common clothes, component pouch, dungeoneer's pack, hand crossbow with 20 bolts, insignia of rank, *potions of healing* (5), rapier (pact weapon), string of elf ears, studded leather armor.

SARITH (6TH LEVEL)

“Was I framed by my enemies or did I actually murder him?”

You are accused of murdering one of your fellow drow warriors in a fit of madness, but you have no memory of it. You vary between believing the whole thing is a setup to discredit and destroy you, and fearing that it is all true—which, in fact, it is.

BACKGROUND (SOLDIER)

You were a professional soldier. You traveled throughout the Underdark, led troops into danger, fought wars under the banners of different commanders. Yet, you found yourself disgraced and imprisoned. Now you are on your own, sentenced to death, and held in a slave pen.

Military Rank. You have a military rank from your career as a soldier. Soldiers unfamiliar with your imprisonment still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or mounts for temporary use. You can also usually gain access to friendly military encampments and fortresses where your disgrace is unknown.

Personality Trait. You are sullen and keep to yourself, rebuffing attempts to talk to you.

Ideal. You alternate between embracing madness and trying to stay sane.

Bond. You are disgraced by your imprisonment but are resigned to your fate, since there doesn't appear to be anything you can do about it.

Flaw. You are infected with tainted spores from myconids corrupted by Zugtmoy, the Demon Queen of Fungi. Your health and sanity will continue to deteriorate as the spores grow within your brain.

DROW TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

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

Trance. Instead of sleeping, you meditate deeply, remaining semiconscious, for 4 hours a day, gaining the same benefit that a human does from 8 hours of sleep.

Drow Magic. You know the *dancing lights* cantrip, and you can cast the *darkness* and the *faerie fire* spell once per day (save DC 14). Charisma is your spellcasting ability for these spells.

WARLOCK FEATURES

Spellcasting. You have the ability to cast warlock spells. Charisma is your spellcasting ability for your warlock spells. You use your Charisma whenever a spell refers to your spellcasting ability.

Medium humanoid (dark elf), chaotic evil

Armor Class 15 (studded leather)

Hit Points 33 (Hit Dice 6d8)

Speed 30 ft.

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

Proficiencies (+3 proficiency bonus)

Armor light

Saving Throws Wis +3, Cha +6; advantage on saves against being charmed

Skills Arcana +4, Athletics +3, Deception +6, Intimidation +6, Nature +4, Perception +3, Persuasion +6

Tools dice set, vehicles (land)

Weapons hand crossbows, rapiers, shortswords, simple

Senses superior darkvision, passive Perception 13

Languages Undercommon, Elvish

ACTIONS

Attack. You can attack **twice** with your pact weapon or once with a different weapon:

Rapier (Pact Weapon). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 1d8 + 3 piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target.

Hit: 1d6 + 3 piercing damage.

Fiendish Vigor. Warlock invocation

REACTIONS

War Caster. Feat

Misty Escape. Warlock feature

OPTIONS

Fey Presence. Warlock feature

Thirsting Blade. Warlock feature

Spellcasting. Warlock feature

Spell Save DC: 14

Spell Attack Modifier: +6

Spell Slots: 3rd-level (2)

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a short or long rest.

Spell save DC: 14

Spell attack modifier: +6

Spellcasting focus. You can use an arcane focus as a spellcasting focus for your warlock spells.

Pact Boon: Pact of the Blade. You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it. You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

OTHERWORLDLY PATRON: ZUGGTMOY

Fey Presence (Recharges after a Short or Long Rest). As an action, you can cause each creature in a 10-foot cube originating from you to make a DC 14 Wisdom saving throw. The creatures that fail their saving throws are all charmed or frightened by you (your choice) until the end of your next turn.

Misty Escape (Recharges after a Short or Long Rest). You can vanish in a puff of spores in response to harm. When you take damage, you can use your reaction to turn invisible and teleport up to 60 feet to an unoccupied space you can see. You remain invisible until the start of your next turn or until you attack or cast a spell.

KNOWN SPELLS

Cantrips: *dancing lights, friends, minor illusion, poison spray*

1st-level spells: *faerie fire, sleep*

2nd-level spells: *crown of madness, suggestion*

3rd-level spells: *fear, gaseous form, plant growth*

INVOCATIONS

Beguiling Influence. You gain proficiency in the Deception and Persuasion skills.

Fiendish Vigor. You can cast *false life* on yourself at will as a 1st-level spell, without expending a spell slot or material components.

Thirsting Blade. You can attack with your pact weapon twice, instead of once, whenever you take the Attack action on your turn.

FEATS

War Caster. You have practiced casting spells in the midst of combat, learning techniques that grant you the following benefits:

- You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.
- You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.

- When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

EQUIPMENT

alchemist's fire (5), belt pouch containing 75 gp, bone dice, common clothes, component pouch, dungeoneer's pack, hand crossbow with 20 bolts, insignia of rank, *potions of healing* (5), rapier (pact weapon), string of elf ears, studded leather armor.

SARITH (7TH LEVEL)

“Was I framed by my enemies or did I actually murder him?”

You are accused of murdering one of your fellow drow warriors in a fit of madness, but you have no memory of it. You vary between believing the whole thing is a setup to discredit and destroy you, and fearing that it is all true—which, in fact, it is.

BACKGROUND (SOLDIER)

You were a professional soldier. You traveled throughout the Underdark, led troops into danger, fought wars under the banners of different commanders. Yet, you found yourself disgraced and imprisoned. Now you are on your own, sentenced to death, and held in a slave pen.

Military Rank. You have a military rank from your career as a soldier. Soldiers unfamiliar with your imprisonment still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or mounts for temporary use. You can also usually gain access to friendly military encampments and fortresses where your disgrace is unknown.

Personality Trait. You are sullen and keep to yourself, rebuffing attempts to talk to you.

Ideal. You alternate between embracing madness and trying to stay sane.

Bond. You are disgraced by your imprisonment but are resigned to your fate, since there doesn't appear to be anything you can do about it.

Flaw. You are infected with tainted spores from myconids corrupted by Zugtmoy, the Demon Queen of Fungi. Your health and sanity will continue to deteriorate as the spores grow within your brain.

DROW TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

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

Trance. Instead of sleeping, you meditate deeply, remaining semiconscious, for 4 hours a day, gaining the same benefit that a human does from 8 hours of sleep.

Drow Magic. You know the *dancing lights* cantrip, and you can cast the *darkness* and the *faerie fire* spell once per day (save DC 14). Charisma is your spellcasting ability for these spells.

WARLOCK FEATURES

Spellcasting. You have the ability to cast warlock spells. Charisma is your spellcasting ability for your warlock spells. You use your Charisma whenever a spell refers to your spellcasting ability.

Medium humanoid (dark elf), chaotic evil

Armor Class 15 (studded leather)
Hit Points 38 (Hit Dice 7d8)
Speed 30 ft.

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

Proficiencies (+3 proficiency bonus)

Armor light

Saving Throws Wis +3, Cha +6; advantage on saves against being charmed

Skills Arcana +4, Athletics +3, Deception +6, Intimidation +6, Nature +4, Perception +3, Persuasion +6

Tools dice set, vehicles (land)

Weapons hand crossbows, rapiers, shortswords, simple

Senses superior darkvision, passive Perception 13

Languages Undercommon, Elvish

ACTIONS

Attack. You can attack **twice** with your pact weapon or once with a different weapon:

Rapier (Pact Weapon). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 1d8 + 3 piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target.

Hit: 1d6 + 3 piercing damage.

Fiendish Vigor. Warlock invocation

REACTIONS

War Caster. Feat

Misty Escape. Warlock feature

OPTIONS

Fey Presence. Warlock feature

Thirsting Blade. Warlock feature

Spellcasting. Warlock feature

Spell Save DC: 14

Spell Attack Modifier: +6

Spell Slots: 4th-level (2)

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a short or long rest.

Spell save DC: 14

Spell attack modifier: +6

Spellcasting focus. You can use an arcane focus as a spellcasting focus for your warlock spells.

Pact Boon: Pact of the Blade. You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it. You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

OTHERWORLDLY PATRON: ZUGGTMOY

Fey Presence (Recharges after a Short or Long Rest). As an action, you can cause each creature in a 10-foot cube originating from you to make a DC 14 Wisdom saving throw. The creatures that fail their saving throws are all charmed or frightened by you (your choice) until the end of your next turn.

Misty Escape (Recharges after a Short or Long Rest). You can vanish in a puff of spores in response to harm. When you take damage, you can use your reaction to turn invisible and teleport up to 60 feet to an unoccupied space you can see. You remain invisible until the start of your next turn or until you attack or cast a spell.

KNOWN SPELLS

Cantrips: dancing lights, friends, minor illusion, poison spray

1st-level spells: faerie fire, sleep

2nd-level spells: crown of madness, suggestion

3rd-level spells: fear, plant growth

4th-level spells: blight, dominate beast

INVOCATIONS

Beguiling Influence. You gain proficiency in the Deception and Persuasion skills.

Dreadful Word (Recharges after a Long Rest). You can cast *confusion* once using a warlock spell slot.

Fiendish Vigor. You can cast *false life* on yourself at will as a 1st-level spell, without expending a spell slot or material components.

Thirsting Blade. You can attack with your pact weapon twice, instead of once, whenever you take the Attack action on your turn.

FEATS

War Caster. You have practiced casting spells in the midst of combat, learning techniques that grant you the following benefits:

- You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.
- You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.
- When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

EQUIPMENT

alchemist's fire (5), belt pouch containing 75 gp, bone dice, common clothes, component pouch, dungeoneer's pack, hand crossbow with 20 bolts, insignia of rank, *potions of healing* (5), rapier (pact weapon), string of elf ears, studded leather armor.

SHUUSHAR (1ST LEVEL)

“What is is what is, and who can say what end it might eventually lead toward?”

You are a calm and peaceful presence. You are aware of your people's well-deserved reputation for madness, but you have spent a lifetime in contemplation and solitary meditation to overcome the legacy. You have been successful, exuding an aura of enlightened balance. You are even calm and accepting of setbacks and hardships.

BACKGROUND (HERMIT)

You lived in seclusion, entirely alone, for a formative part of your life. In your time apart from the clamor of kuo-toa society, you found quiet, solitude, and the answers you were looking for.

Discovery. The quiet seclusion of your extended hermitage freed you from your people's inborn madness. The key was embracing the path of nonviolence.

Personality Trait. Unlike most of your race, you are sane, stable, and honest.

Ideal. You are a complete pacifist. You don't fight or cause harm to any other creature.

Bond. You hope to share your enlightenment with your fellow kuo-toa.

Flaw. Shedding blood drives you to madness. When you inflict damage on another living thing, roll a saving throw against madness.

KUO-TOA TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Amphibious. You can breathe air and water.

Otherworldly Perception. You can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. You can pinpoint such a creature that is moving.

Slippery. You have advantage on ability checks and saving throws made to escape a grapple.

FIGHTER FEATURES

Fighting Style: Protection. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

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

Medium humanoid (kuo-toa), lawful neutral

Armor Class 11 (natural armor)
Hit Points 11 (Hit Dice 1d10)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	13 (+1)	11 (+0)	15 (+2)	8 (-1)

Proficiencies (+2 proficiency bonus)

Armor light, medium, heavy, shields

Saving Throws Str +5, Con +3

Skills Insight +4, Medicine +4, Perception +4, Religion +2

Weapons simple, martial

Senses superior darkvision, otherworldly perception, passive Perception 14

Languages Undercommon

ACTIONS

Attack. You can attack when you take this action, using the following:

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d4 + 3 piercing damage.

BONUS ACTIONS

Second Wind. Regain 1d10 + 1 hit points.

REACTIONS

Protection. Impose disadvantage on an attack against a target within 5 feet of you.

SHUUSHAR'S PACIFISM

In the *Out of the Abyss* hardcover, Shuushar is described as not only unwilling to fight, but also unwilling to defend himself or others!

Obviously, such a trait would be a burden on anyone playing Shuushar. It would mean sitting out every battle. That might prove boring to the player roleplaying Shuushar and annoying to the rest of the party.

In reimagining Shuushar as a PC, I decided to keep Shuushar's pacifism but dispose of his unwillingness to help in combat. True to the book, he has vowed to never harm another living being. But now he has plenty to offer in combat, for he has become a master of protecting his allies and disarming, grappling, and restraining foes without ever taking a single hit point.

WHERE'S MY STUFF?

The drow slavers have stolen your shield, weapons, and gear. If you recover what you lost, you can add the following information to your character sheet:

Armor Class 13 (natural armor, shield)

Net. *Ranged Weapon Attack:* +5 to hit, range 5/15 ft., one Large or smaller creature.

Hit: The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

Sticky Shield. When a creature misses you with a melee weapon attack, you can use your sticky shield to catch the weapon. The attacker must succeed on a DC 11 Strength saving throw, or the weapon becomes stuck to your shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 11 Strength check and succeeding.

EQUIPMENT

common clothes, net, scholar's pack, scroll case stuffed full of notes from your studies or prayers, sticky shield, wet blanket, money (5 gp).

SHUUSHAR (2ND LEVEL)

“What is what is, and who can say what end it might eventually lead toward?”

You are a calm and peaceful presence. You are aware of your people's well-deserved reputation for madness, but you have spent a lifetime in contemplation and solitary meditation to overcome the legacy. You have been successful, exuding an aura of enlightened balance. You are even calm and accepting of setbacks and hardships.

BACKGROUND (HERMIT)

You lived in seclusion, entirely alone, for a formative part of your life. In your time apart from the clamor of kuo-toa society, you found quiet, solitude, and the answers you were looking for.

Discovery. The quiet seclusion of your extended hermitage freed you from your people's inborn madness. The key was embracing the path of nonviolence.

Personality Trait. Unlike most of your race, you are sane, stable, and honest.

Ideal. You are a complete pacifist. You don't fight or cause harm to any other creature.

Bond. You hope to share your enlightenment with your fellow kuo-toa.

Flaw. Shedding blood drives you to madness. When you inflict damage on another living thing, roll a saving throw against madness.

KUO-TOA TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Amphibious. You can breathe air and water.

Otherworldly Perception. You can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. You can pinpoint such a creature that is moving.

Slippery. You have advantage on ability checks and saving throws made to escape a grapple.

FIGHTER FEATURES

Fighting Style: Protection. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 2 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

EQUIPMENT

common clothes, net, scholar's pack, scroll case stuffed full of notes from your studies or prayers, sticky shield, wet blanket, money (5 gp).

Medium humanoid (kuo-toa), lawful neutral

Armor Class 13 (natural armor, shield)

Hit Points 18 (Hit Dice 2d10)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	13 (+1)	11 (+0)	15 (+2)	8 (-1)

Proficiencies (+2 proficiency bonus)

Armor light, medium, heavy, shields

Saving Throws Str +5, Con +3

Skills Insight +4, Medicine +4, Perception +4, Religion +2

Weapons simple, martial

Senses superior darkvision, otherworldly perception, passive Perception 14

Languages Undercommon

ACTIONS

Attack. You can attack when you take this action, using the following:

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d4 + 3 piercing damage.

Net. *Ranged Weapon Attack:* +5 to hit, range 5/15 ft., one Large or smaller creature.

Hit: The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

BONUS ACTIONS

Second Wind. Regain 1d10 + 2 hit points.

Action Surge. Take one additional action on top of your regular action.

REACTIONS

Protection. Impose disadvantage on an attack against a target within 5 feet of you.

Sticky Shield. When a creature misses you with a melee weapon attack, you can use your sticky shield to catch the weapon. The attacker must succeed on a DC 11 Strength saving throw, or the weapon becomes stuck to your shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 11 Strength check and succeeding.

SHUUSHAR (3RD LEVEL)

“What is what is, and who can say what end it might eventually lead toward?”

You are a calm and peaceful presence. You are aware of your people's well-deserved reputation for madness, but you have spent a lifetime in contemplation and solitary meditation to overcome the legacy. You have been successful, exuding an aura of enlightened balance. You are even calm and accepting of setbacks and hardships.

BACKGROUND (HERMIT)

You lived in seclusion, entirely alone, for a formative part of your life. In your time apart from the clamor of kuo-toa society, you found quiet, solitude, and the answers you were looking for.

Discovery. The quiet seclusion of your extended hermitage freed you from your people's inborn madness. The key was embracing the path of nonviolence.

Personality Trait. Unlike most of your race, you are sane, stable, and honest.

Ideal. You are a complete pacifist. You don't fight or cause harm to any other creature.

Bond. You hope to share your enlightenment with your fellow kuo-toa.

Flaw. Shedding blood drives you to madness. When you inflict damage on another living thing, roll a saving throw against madness.

KUO-TOA TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Amphibious. You can breathe air and water.

Otherworldly Perception. You can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. You can pinpoint such a creature that is moving.

Slippery. You have advantage on ability checks and saving throws made to escape a grapple.

FIGHTER FEATURES

Fighting Style: Protection. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Medium humanoid (kuo-toa), lawful neutral

Armor Class 13 (natural armor, shield)

Hit Points 25 (Hit Dice 3d10)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	13 (+1)	11 (+0)	15 (+2)	8 (-1)

Proficiencies (+2 proficiency bonus)

Armor light, medium, heavy, shields

Saving Throws Str +5, Con +3

Skills Insight +4, Medicine +4, Perception +4, Religion +2

Tools carpenter's tools

Weapons simple, martial

Senses superior darkvision, otherworldly perception, passive Perception 14

Languages Undercommon

ACTIONS

Attack. You can attack when you take this action, using the following:

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d4 + 3 piercing damage.

Net. *Ranged Weapon Attack:* +5 to hit, range 5/15 ft., one Large or smaller creature.

Hit: The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

BONUS ACTIONS

Second Wind. Regain 1d10 + 3 hit points.

Action Surge. Take one additional action on top of your regular action.

REACTIONS

Protection. Impose disadvantage on an attack against a target within 5 feet of you.

Sticky Shield. When a creature misses you with a melee weapon attack, you can use your sticky shield to catch the weapon. The attacker must succeed on a DC 11 Strength saving throw, or the weapon becomes stuck to your shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 11 Strength check and succeeding.

Parry. Combat Superiority maneuver.

OPTIONS

Disarming Attack. Combat Superiority maneuver.

Menacing Attack. Combat Superiority maneuver.

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 3 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

MARTIAL ARCHETYPE: BATTLE MASTER

Combat Superiority. You know maneuvers that are fueled by special dice called superiority dice. You can use only one maneuver per attack.

Superiority Dice. You have 4 superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

Disarming Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority die to the attack's damage roll, and the target must make a DC 13 Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

Menacing Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a DC 13 Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

Parry. When another creature damages you with a melee attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die.

EQUIPMENT

common clothes, net, scholar's pack, scroll case stuffed full of notes from your studies or prayers, sticky shield, wet blanket, money (5 gp).

SHUUSHAR (4TH LEVEL)

“What is is what is, and who can say what end it might eventually lead toward?”

You are a calm and peaceful presence. You are aware of your people's well-deserved reputation for madness, but you have spent a lifetime in contemplation and solitary meditation to overcome the legacy. You have been successful, exuding an aura of enlightened balance. You are even calm and accepting of setbacks and hardships.

BACKGROUND (HERMIT)

You lived in seclusion, entirely alone, for a formative part of your life. In your time apart from the clamor of kuo-toa society, you found quiet, solitude, and the answers you were looking for.

Discovery. The quiet seclusion of your extended hermitage freed you from your people's inborn madness. The key was embracing the path of nonviolence.

Personality Trait. Unlike most of your race, you are sane, stable, and honest.

Ideal. You are a complete pacifist. You don't fight or cause harm to any other creature.

Bond. You hope to share your enlightenment with your fellow kuo-toa.

Flaw. Shedding blood drives you to madness. When you inflict damage on another living thing, roll a saving throw against madness.

KUO-TOA TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Amphibious. You can breathe air and water.

Otherworldly Perception. You can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. You can pinpoint such a creature that is moving.

Slippery. You have advantage on ability checks and saving throws made to escape a grapple.

FIGHTER FEATURES

Fighting Style: Protection. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Medium humanoid (kuo-toa), lawful neutral

Armor Class 13 (natural armor, shield)

Hit Points 32 (Hit Dice 4d10)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	13 (+1)	11 (+0)	15 (+2)	8 (-1)

Proficiencies (+2 proficiency bonus)

Armor light, medium, heavy, shields

Saving Throws Str +5, Con +3

Skills Insight +4, Medicine +4, Perception +4, Religion +2

Tools carpenter's tools

Weapons simple, martial

Senses superior darkvision, otherworldly perception, passive Perception 14

Languages Undercommon

ACTIONS

Attack. You can attack when you take this action, using the following:

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d4 + 3 piercing damage.

Net. *Ranged Weapon Attack:* +5 to hit, range 5/15 ft., one Large or smaller creature.

Hit: The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

BONUS ACTIONS

Second Wind. Regain 1d10 + 4 hit points.

Action Surge. Take one additional action on top of your regular action.

REACTIONS

Protection. Impose disadvantage on an attack against a target within 5 feet of you.

Sticky Shield. When a creature misses you with a melee weapon attack, you can use your sticky shield to catch the weapon. The attacker must succeed on a DC 11 Strength saving throw, or the weapon becomes stuck to your shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 11 Strength check and succeeding.

Parry. Combat Superiority maneuver.

OPTIONS

Disarming Attack. Combat Superiority maneuver.

Menacing Attack. Combat Superiority maneuver.

Shield Master. Feat.

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

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

MARTIAL ARCHETYPE: BATTLE MASTER

Combat Superiority. You know maneuvers that are fueled by special dice called superiority dice. You can use only one maneuver per attack.

Superiority Dice. You have 4 superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

Disarming Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority die to the attack's damage roll, and the target must make a DC 13 Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

Menacing Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a DC 13 Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

Parry. When another creature damages you with a melee attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die.

FEATS

Shield Master. You use shields not just for protection but also for offense. You gain the following benefits while you are wielding a shield:

- If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you with your shield.
- If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.
- If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.

EQUIPMENT

common clothes, net, scholar's pack, scroll case stuffed full of notes from your studies or prayers, sticky shield, wet blanket, money (5 gp).

SHUUSHAR (5TH LEVEL)

“What is is what is, and who can say what end it might eventually lead toward?”

You are a calm and peaceful presence. You are aware of your people's well-deserved reputation for madness, but you have spent a lifetime in contemplation and solitary meditation to overcome the legacy. You have been successful, exuding an aura of enlightened balance. You are even calm and accepting of setbacks and hardships.

BACKGROUND (HERMIT)

You lived in seclusion, entirely alone, for a formative part of your life. In your time apart from the clamor of kuo-toa society, you found quiet, solitude, and the answers you were looking for.

Discovery. The quiet seclusion of your extended hermitage freed you from your people's inborn madness. The key was embracing the path of nonviolence.

Personality Trait. Unlike most of your race, you are sane, stable, and honest.

Ideal. You are a complete pacifist. You don't fight or cause harm to any other creature.

Bond. You hope to share your enlightenment with your fellow kuo-toa.

Flaw. Shedding blood drives you to madness. When you inflict damage on another living thing, roll a saving throw against madness.

KUO-TOA TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Amphibious. You can breathe air and water.

Otherworldly Perception. You can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. You can pinpoint such a creature that is moving.

Slippery. You have advantage on ability checks and saving throws made to escape a grapple.

FIGHTER FEATURES

Fighting Style: Protection. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Medium humanoid (kuo-toa), lawful neutral

Armor Class 16 (breastplate, shield)

Hit Points 39 (Hit Dice 5d10)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	13 (+1)	11 (+0)	15 (+2)	8 (-1)

Proficiencies (+3 proficiency bonus)

Armor light, medium, heavy, shields

Saving Throws Str +6, Con +4

Skills Insight +5, Medicine +5, Perception +5, Religion +3

Tools carpenter's tools

Weapons simple, martial

Senses superior darkvision, otherworldly perception, passive Perception 15

Languages Undercommon

ACTIONS

Attack. You can attack **twice** when you take this action, using the following:

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 1d4 + 3 piercing damage.

Net. *Ranged Weapon Attack:* +6 to hit, range 5/15 ft., one Large or smaller creature.

Hit: The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

BONUS ACTIONS

Second Wind. Regain 1d10 + 5 hit points.

Action Surge. Take one additional action on top of your regular action.

REACTIONS

Protection. Impose disadvantage on an attack against a target within 5 feet of you.

Sticky Shield. When a creature misses you with a melee weapon attack, you can use your sticky shield to catch the weapon. The attacker must succeed on a DC 11 Strength saving throw, or the weapon becomes stuck to your shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 11 Strength check and succeeding.

Parry. Combat Superiority maneuver.

OPTIONS

Disarming Attack. Combat Superiority maneuver.

Menacing Attack. Combat Superiority maneuver.

Shield Master. Feat.

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 5 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

MARTIAL ARCHETYPE: BATTLE MASTER

Combat Superiority. You know maneuvers that are fueled by special dice called superiority dice. You can use only one maneuver per attack.

Superiority Dice. You have 4 superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

Disarming Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority die to the attack's damage roll, and the target must make a DC 13 Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

Menacing Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a DC 13 Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

Parry. When another creature damages you with a melee attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die.

FEATS

Shield Master. You use shields not just for protection but also for offense. You gain the following benefits while you are wielding a shield:

- If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you with your shield.
- If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.
- If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.

EQUIPMENT

breastplate, common clothes, *potions of healing* (3), scholar's pack, scroll case stuffed full of notes from your studies or prayers, silvered net, sticky shield, wet blanket, money (33 gp).

SHUUSHAR (6TH LEVEL)

“What is is what is, and who can say what end it might eventually lead toward?”

You are a calm and peaceful presence. You are aware of your people's well-deserved reputation for madness, but you have spent a lifetime in contemplation and solitary meditation to overcome the legacy. You have been successful, exuding an aura of enlightened balance. You are even calm and accepting of setbacks and hardships.

BACKGROUND (HERMIT)

You lived in seclusion, entirely alone, for a formative part of your life. In your time apart from the clamor of kuo-toa society, you found quiet, solitude, and the answers you were looking for.

Discovery. The quiet seclusion of your extended hermitage freed you from your people's inborn madness. The key was embracing the path of nonviolence.

Personality Trait. Unlike most of your race, you are sane, stable, and honest.

Ideal. You are a complete pacifist. You don't fight or cause harm to any other creature.

Bond. You hope to share your enlightenment with your fellow kuo-toa.

Flaw. Shedding blood drives you to madness. When you inflict damage on another living thing, roll a saving throw against madness.

KUO-TOA TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Amphibious. You can breathe air and water.

Otherworldly Perception. You can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. You can pinpoint such a creature that is moving.

Slippery. You have advantage on ability checks and saving throws made to escape a grapple.

FIGHTER FEATURES

Fighting Style: Protection. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Medium humanoid (kuo-toa), lawful neutral

Armor Class 16 (breastplate, shield)

Hit Points 46 (Hit Dice 6d10)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	13 (+1)	11 (+0)	15 (+2)	8 (-1)

Proficiencies (+3 proficiency bonus)

Armor light, medium, heavy, shields

Saving Throws Str +6, Con +4

Skills Insight +5, Medicine +5, Perception +5, Religion +3

Tools carpenter's tools

Weapons simple, martial

Senses superior darkvision, otherworldly perception, passive Perception 15

Languages Undercommon

ACTIONS

Attack. You can attack **twice** when you take this action, using the following:

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 1d4 + 3 piercing damage.

Net. *Ranged Weapon Attack:* +6 to hit, range 5/15 ft., one Large or smaller creature.

Hit: The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

BONUS ACTIONS

Second Wind. Regain 1d10 + 6 hit points.

Action Surge. Take one additional action on top of your regular action.

REACTIONS

Protection. Impose disadvantage on an attack against a target within 5 feet of you.

Sticky Shield. When a creature misses you with a melee weapon attack, you can use your sticky shield to catch the weapon. The attacker must succeed on a DC 11 Strength saving throw, or the weapon becomes stuck to your shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 11 Strength check and succeeding.

Parry. Combat Superiority maneuver.

OPTIONS

Disarming Attack. Combat Superiority maneuver.

Menacing Attack. Combat Superiority maneuver.

Shield Master. Feat.

Mobile. Feat.

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 6 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

MARTIAL ARCHETYPE: BATTLE MASTER

Combat Superiority. You know maneuvers that are fueled by special dice called superiority dice. You can use only one maneuver per attack.

Superiority Dice. You have 4 superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

Disarming Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority die to the attack's damage roll, and the target must make a DC 13 Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

Menacing Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a DC 13 Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

Parry. When another creature damages you with a melee attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die.

FEATS

Shield Master. You use shields not just for protection but also for offense. You gain the following benefits while you are wielding a shield:

- If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you with your shield.
- If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.
- If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.

Mobile. You are exceptionally speedy and agile. You gain the following benefits:

- When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.
- When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

EQUIPMENT

breastplate, common clothes, *potions of healing* (3), scholar's pack, scroll case stuffed full of notes from your studies or prayers, silvered net, sticky shield, wet blanket, money (33 gp).

SHUUSHAR (7TH LEVEL)

“What is is what is, and who can say what end it might eventually lead toward?”

You are a calm and peaceful presence. You are aware of your people's well-deserved reputation for madness, but you have spent a lifetime in contemplation and solitary meditation to overcome the legacy. You have been successful, exuding an aura of enlightened balance. You are even calm and accepting of setbacks and hardships.

BACKGROUND (HERMIT)

You lived in seclusion, entirely alone, for a formative part of your life. In your time apart from the clamor of kuo-toa society, you found quiet, solitude, and the answers you were looking for.

Discovery. The quiet seclusion of your extended hermitage freed you from your people's inborn madness. The key was embracing the path of nonviolence.

Personality Trait. Unlike most of your race, you are sane, stable, and honest.

Ideal. You are a complete pacifist. You don't fight or cause harm to any other creature.

Bond. You hope to share your enlightenment with your fellow kuo-toa.

Flaw. Shedding blood drives you to madness. When you inflict damage on another living thing, roll a saving throw against madness.

KUO-TOA TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Amphibious. You can breathe air and water.

Otherworldly Perception. You can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. You can pinpoint such a creature that is moving.

Slippery. You have advantage on ability checks and saving throws made to escape a grapple.

FIGHTER FEATURES

Fighting Style: Protection. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Medium humanoid (kuo-toa), lawful neutral

Armor Class 16 (breastplate, shield)

Hit Points 46 (Hit Dice 6d10)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	13 (+1)	11 (+0)	15 (+2)	8 (-1)

Proficiencies +3 proficiency bonus)

Armor light, medium, heavy, shields

Saving Throws Str +6, Con +4

Skills Insight +5, Medicine +5, Perception +5, Religion +3

Tools carpenter's tools

Weapons simple, martial

Senses superior darkvision, otherworldly perception, passive Perception 15

Languages Undercommon

ACTIONS

Attack. You can attack **twice** when you take this action, using the following:

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 1d4 + 3 piercing damage.

Net. *Ranged Weapon Attack:* +6 to hit, range 5/15 ft., one Large or smaller creature.

Hit: The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

BONUS ACTIONS

Second Wind. Regain 1d10 + 7 hit points.

Action Surge. Take one additional action on top of your regular action.

REACTIONS

Protection. Impose disadvantage on an attack against a target within 5 feet of you.

Sticky Shield. When a creature misses you with a melee weapon attack, you can use your sticky shield to catch the weapon. The attacker must succeed on a DC 11 Strength saving throw, or the weapon becomes stuck to your shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 11 Strength check and succeeding.

Parry. Combat Superiority maneuver.

OPTIONS

Disarming Attack. Combat Superiority maneuver.

Evasive Footwork. Combat Superiority maneuver.

Menacing Attack. Combat Superiority maneuver.

Pushing Attack. Combat Superiority maneuver.

Shield Master. Feat.

Mobile. Feat.

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 7 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

MARTIAL ARCHETYPE: BATTLE MASTER

Combat Superiority. You know maneuvers that are fueled by special dice called superiority dice. You can use only one maneuver per attack.

Superiority Dice. You have 5 superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

Disarming Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority die to the attack's damage roll, and the target must make a DC 13 Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

Evasive Footwork. When you move, you can expend one superiority die, rolling the die and adding the number rolled to your AC until you stop moving.

Menacing Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a DC 13 Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

Parry. When another creature damages you with a melee attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die.

Pushing Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to drive the target back. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you.

Know Your Enemy. If you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Strength score
- Dexterity score
- Constitution score
- Armor Class
- Current hit points
- Total class levels (if any)
- Fighter class levels (if any)

FEATS

Shield Master. You use shields not just for protection but also for offense. You gain the following benefits while you are wielding a shield:

- If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you with your shield.
- If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.
- If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.

Mobile. You are exceptionally speedy and agile. You gain the following benefits:

- When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.
- When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

EQUIPMENT

breastplate, common clothes, *potions of healing* (3), scholar's pack, scroll case stuffed full of notes from your studies or prayers, silvered net, sticky shield, wet blanket, money (33 gp).

TOPSY (1ST LEVEL)

"Wait! Quiet! Something's out there. I can smell it."

You and your brother Turvy are originally from Blingdenstone in the Underdark. You were captured by the drow while out gathering mushrooms in the tunnels near your home. Like most other svirfneblin, you have a stringy mop of hair.

BACKGROUND (URCHIN)

You and Turvy grew up on the streets, orphaned and poor. You had no one to watch over you or to provide for you, so you learned to provide for yourself and your younger brother. You fought fiercely over food and kept a constant watch out for other desperate souls who might steal from you. You slept on rooftops and in alleyways and endured sickness without the advantage of medicine or a place to recuperate. You've survived despite all odds, and did so through cunning, strength, speed, or some combination of each.

City Secrets. You know the secret patterns and flow to Blingdenstone and other Underdark cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in a city twice as fast as your speed would normally allow.

Personality Trait. You are far more sociable than your brother, which isn't saying much.

Ideal. You help the people who help you—that's what keeps you alive.

Bond. You look out for your brother Turvy and your own survival. Only you can understand his mumbling and dark muttering.

Flaw. You are cursed with wererat lycanthropy. (See the Curse of Lycanthropy text box.)

GNOME TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stone Camouflage. You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

WERERAT TRAITS

Shapechanger. You can use your action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into your true form, which is humanoid. Your statistics, other than your size, are the same in each form. Any equipment you are wearing or carrying isn't transformed. You revert to your true form if you die.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon.

Small humanoid (deep gnome), chaotic neutral

Armor Class 13

Hit Points 9 (Hit Dice 1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	11 (+0)	15 (+2)	10 (+0)

Proficiencies (+2 proficiency bonus)

Armor light armor

Saving Throws Dex +5, Int +3; advantage on all Intelligence, Wisdom, and Charisma saving throws against magic

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Skills Acrobatics +5, Deception +2, Insight +4, Perception +6 (with advantage on checks that rely on smell), Sleight of Hand +5, Stealth +7 (with advantage in rocky terrain)

Tools disguise kit, thieves' tools +5

Weapons simple weapons, hand crossbows, longswords, rapiers, shortswords

Senses superior darkvision, passive Perception 16

Languages Gnomish, Undercommon, thieves' cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Unarmed Strike (Humanoid or Hybrid Form Only).

Melee Weapon Attack: +0 to hit, reach 5 ft., one target.

Hit: 1 bludgeoning damage.

Bite (Rat or Hybrid Form Only). *Melee Weapon*

Attack: +5 to hit, reach 5 ft., one target.

Hit: 1d4 + 3 piercing damage. If the target is a humanoid, it must succeed on a DC 11

Constitution saving throw or be cursed with wererat lycanthropy.

Shapechanger. Wererat trait.

OPTIONS

Sneak Attack. Rogue feature

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Perception or Stealth skills.

WHERE'S MY STUFF?

The drow slavers have stolen your weapons, and gear. If you recover what you lost, you can add the following information to your character sheet:

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target.

Hit: 1d6 + 3 piercing damage.

EQUIPMENT

burglar's pack, common clothes, a small knife, light crossbow with 20 bolts, a map of the city you grew up in, a pet mouse, shortsword, a token to remember your parents by, and a belt pouch containing 10 gp

CURSE OF LYCANTHROPY

For now, you have decided to resist your curse. By doing so, you can stay in control of your character, except for each of the three nights per month when there is a full moon. Then the DM takes control of your character and you only remember those nights as fragmented memories or bloody dreams.

A *remove curse* spell can rid you of the curse of lycanthropy. By doing so, you lose your immunities, bite attack, and Keen Smell and Shapechanger traits. Also, your speed is reduced to 25 ft.

TOPSY (2ND LEVEL)

“Wait! Quiet! Something's out there. I can smell it.”

You and your brother Turvy are originally from Blingdenstone in the Underdark. You were captured by the drow while out gathering mushrooms in the tunnels near your home. Like most other svirfneblin, you have a stringy mop of hair.

BACKGROUND (URCHIN)

You and Turvy grew up on the streets, orphaned and poor. You had no one to watch over you or to provide for you, so you learned to provide for yourself and your younger brother. You fought fiercely over food and kept a constant watch out for other desperate souls who might steal from you. You slept on rooftops and in alleyways and endured sickness without the advantage of medicine or a place to recuperate. You've survived despite all odds, and did so through cunning, strength, speed, or some combination of each.

City Secrets. You know the secret patterns and flow to Blingdenstone and other Underdark cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in a city twice as fast as your speed would normally allow.

Personality Trait. You are far more sociable than your brother, which isn't saying much.

Ideal. You help the people who help you—that's what keeps you alive.

Bond. You look out for your brother Turvy and your own survival. Only you can understand his mumbling and dark muttering.

Flaw. You are cursed with wererat lycanthropy.

GNOME TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stone Camouflage. You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

WERERAT TRAITS

Shapechanger. You can use your action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into your true form, which is humanoid. Your statistics, other than your size, are the same in each form. Any equipment you are wearing or carrying isn't transformed. You revert to your true form if you die.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon.

Small humanoid (deep gnome), chaotic neutral

Armor Class 13

Hit Points 15 (Hit Dice 2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	11 (+0)	15 (+2)	10 (+0)

Proficiencies (+2 proficiency bonus)

Armor light armor

Saving Throws Dex +5, Int +3; advantage on all Intelligence, Wisdom, and Charisma saving throws against magic

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Skills Acrobatics +5, Deception +2, Insight +4, Perception +6 (with advantage on checks that rely on smell), Sleight of Hand +5, Stealth +7 (with advantage in rocky terrain)

Tools disguise kit, thieves' tools +5

Weapons simple weapons, hand crossbows, longswords, rapiers, shortswords

Senses superior darkvision, passive Perception 16

Languages Gnomish, Undercommon, thieves' cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortsword (Humanoid or Hybrid Form Only).

Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 piercing damage.

Hand Crossbow (Humanoid or Hybrid Form Only).

Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target.

Hit: 1d6 + 3 piercing damage.

Bite (Rat or Hybrid Form Only). *Melee Weapon*

Attack: +5 to hit, reach 5 ft., one target.

Hit: 1d4 + 3 piercing damage. If the target is a humanoid, it must succeed on a DC 11

Constitution saving throw or be cursed with wererat lycanthropy.

Shapechanger. Wererat trait.

BONUS ACTIONS

Cunning Action. Rogue feature

OPTIONS

Sneak Attack. Rogue feature

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Perception or Stealth skills.

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

EQUIPMENT

burglar's pack, common clothes, a small knife, light crossbow with 20 bolts, a map of the city you grew up in, a pet mouse, shortsword, a token to remember your parents by, and a belt pouch containing 10 gp

TOPSY (3RD LEVEL)

“Wait! Quiet! Something’s out there. I can smell it.”

You and your brother Turvy are originally from Blingdenstone in the Underdark. You were captured by the drow while out gathering mushrooms in the tunnels near your home. Like most other svirfneblin, you have a stringy mop of hair.

BACKGROUND (URCHIN)

You and Turvy grew up on the streets, orphaned and poor. You had no one to watch over you or to provide for you, so you learned to provide for yourself and your younger brother. You fought fiercely over food and kept a constant watch out for other desperate souls who might steal from you. You slept on rooftops and in alleyways and endured sickness without the advantage of medicine or a place to recuperate. You’ve survived despite all odds, and did so through cunning, strength, speed, or some combination of each.

City Secrets. You know the secret patterns and flow to Blingdenstone and other Underdark cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in a city twice as fast as your speed would normally allow.

Personality Trait. You are far more sociable than your brother, which isn’t saying much.

Ideal. You help the people who help you—that’s what keeps you alive.

Bond. You look out for your brother Turvy and your own survival. Only you can understand his mumbling and dark muttering.

Flaw. You are cursed with wererat lycanthropy.

GNOME TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of gray.

Stone Camouflage. You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

WERERAT TRAITS

Shapechanger. You can use your action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into your true form, which is humanoid. Your statistics, other than your size, are the same in each form. Any equipment you are wearing or carrying isn’t transformed. You revert to your true form if you die.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon.

Small humanoid (deep gnome), chaotic neutral

Armor Class 13

Hit Points 21 (Hit Dice 3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	11 (+0)	15 (+2)	10 (+0)

Proficiencies (+2 proficiency bonus)

Armor light armor

Saving Throws Dex +5, Int +3; advantage on all Intelligence, Wisdom, and Charisma saving throws against magic

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons that aren’t silvered

Skills Acrobatics +5, Deception +2, Insight +4, Perception +6 (with advantage on checks that rely on smell), Sleight of Hand +5, Stealth +7 (with advantage in rocky terrain)

Tools disguise kit, thieves’ tools +5

Weapons simple weapons, hand crossbows, longswords, rapiers, shortswords

Senses superior darkvision, passive Perception 16

Languages Gnomish, Undercommon, thieves’ cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortsword (Humanoid or Hybrid Form Only).

Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 piercing damage.

Hand Crossbow (Humanoid or Hybrid Form Only).

Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target.

Hit: 1d6 + 3 piercing damage.

Bite (Rat or Hybrid Form Only). *Melee Weapon*

Attack: +5 to hit, reach 5 ft., one target.

Hit: 1d4 + 3 piercing damage. If the target is a humanoid, it must succeed on a DC 11

Constitution saving throw or be cursed with wererat lycanthropy.

Shapechanger. Wererat trait.

BONUS ACTIONS

Cunning Action. Rogue feature

Fast Hands. Thief feature

OPTIONS

Sneak Attack. Rogue feature

Second-Story Work. Thief feature

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Perception or Stealth skills.

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

ROGUSH ARCHETYPE: THIEF

Fast Hands. You can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Climbing does not cost you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

EQUIPMENT

burglar's pack, common clothes, a small knife, light crossbow with 20 bolts, a map of the city you grew up in, a pet mouse, shortsword, a token to remember your parents by, and a belt pouch containing 10 gp

TOPSY (4TH LEVEL)

“Wait! Quiet! Something's out there. I can smell it.”

You and your brother Turvy are originally from Blingdenstone in the Underdark. You were captured by the drow while out gathering mushrooms in the tunnels near your home. Like most other svirfneblin, you have a stringy mop of hair.

BACKGROUND (URCHIN)

You and Turvy grew up on the streets, orphaned and poor. You had no one to watch over you or to provide for you, so you learned to provide for yourself and your younger brother. You fought fiercely over food and kept a constant watch out for other desperate souls who might steal from you. You slept on rooftops and in alleyways and endured sickness without the advantage of medicine or a place to recuperate. You've survived despite all odds, and did so through cunning, strength, speed, or some combination of each.

City Secrets. You know the secret patterns and flow to Blingdenstone and other Underdark cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in a city twice as fast as your speed would normally allow.

Personality Trait. You are far more sociable than your brother, which isn't saying much.

Ideal. You help the people who help you—that's what keeps you alive.

Bond. You look out for your brother Turvy and your own survival. Only you can understand his mumbling and dark muttering.

Flaw. You are cursed with wererat lycanthropy.

GNOME TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stone Camouflage. You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

WERERAT TRAITS

Shapechanger. You can use your action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into your true form, which is humanoid. Your statistics, other than your size, are the same in each form. Any equipment you are wearing or carrying isn't transformed. You revert to your true form if you die.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon.

Small humanoid (deep gnome), chaotic neutral

Armor Class 14

Hit Points 27 (Hit Dice 4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	11 (+0)	15 (+2)	10 (+0)

Proficiencies (+2 proficiency bonus)

Armor light armor

Saving Throws Dex +6, Int +3; advantage on all Intelligence, Wisdom, and Charisma saving throws against magic

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Skills Acrobatics +6, Deception +2, Insight +4, Perception +6 (with advantage on checks that rely on smell), Sleight of Hand +6, Stealth +8 (with advantage in rocky terrain)

Tools disguise kit, thieves' tools +6

Weapons simple weapons, hand crossbows, longswords, rapiers, shortswords

Senses superior darkvision, passive Perception 16

Languages Gnomish, Undercommon, thieves' cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortsword (Humanoid or Hybrid Form Only).

Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 1d6 + 4 piercing damage.

Hand Crossbow (Humanoid or Hybrid Form Only).

Ranged Weapon Attack: +6 to hit, range 30/120 ft., one target.

Hit: 1d6 + 4 piercing damage.

Bite (Rat or Hybrid Form Only). *Melee Weapon*

Attack: +6 to hit, reach 5 ft., one target.

Hit: 1d4 + 4 piercing damage. If the target is a humanoid, it must succeed on a DC 11

Constitution saving throw or be cursed with wererat lycanthropy.

Shapechanger. Wererat trait.

BONUS ACTIONS

Cunning Action. Rogue feature

Fast Hands. Thief feature

OPTIONS

Sneak Attack. Rogue feature

Second-Story Work. Thief feature

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Perception or Stealth skills.

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

ROGUSH ARCHETYPE: THIEF

Fast Hands. You can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Climbing does not cost you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

EQUIPMENT

burglar's pack, common clothes, a small knife, light crossbow with 20 bolts, a map of the city you grew up in, a pet mouse, shortsword, a token to remember your parents by, and a belt pouch containing 10 gp

TOPSY (5TH LEVEL)

“Wait! Quiet! Something's out there. I can smell it.”

You and your brother Turvy are originally from Blingdenstone in the Underdark. You were captured by the drow while out gathering mushrooms in the tunnels near your home. Like most other svirfneblin, you have a stringy mop of hair.

BACKGROUND (URCHIN)

You and Turvy grew up on the streets, orphaned and poor. You had no one to watch over you or to provide for you, so you learned to provide for yourself and your younger brother. You fought fiercely over food and kept a constant watch out for other desperate souls who might steal from you. You slept on rooftops and in alleyways and endured sickness without the advantage of medicine or a place to recuperate. You've survived despite all odds, and did so through cunning, strength, speed, or some combination of each.

City Secrets. You know the secret patterns and flow to Blingdenstone and other Underdark cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in a city twice as fast as your speed would normally allow.

Small humanoid (deep gnome), chaotic neutral

Armor Class 16 (studded leather)

Hit Points 33 (Hit Dice 5d8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	11 (+0)	15 (+2)	10 (+0)

Proficiencies (+3 proficiency bonus)

Armor light armor

Saving Throws Dex +7, Int +4; advantage on all Intelligence, Wisdom, and Charisma saving throws against magic

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Skills Acrobatics +7, Deception +3, Insight +5, Perception +8 (with advantage on checks that rely on smell), Sleight of Hand +7, Stealth +10 (with advantage in rocky terrain)

Tools disguise kit, thieves' tools +7

Weapons simple weapons, hand crossbows, longswords, rapiers, shortswords

Senses superior darkvision, passive Perception 18

Languages Gnomish, Undercommon, thieves' cant

Personality Trait. You are far more sociable than your brother, which isn't saying much.

Ideal. You help the people who help you—that's what keeps you alive.

Bond. You look out for your brother Turvy and your own survival. Only you can understand his mumbling and dark muttering.

Flaw. You are cursed with wererat lycanthropy.

GNOME TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stone Camouflage. You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

WERERAT TRAITS

Shapechanger. You can use your action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into your true form, which is humanoid. Your statistics, other than your size, are the same in each form. Any equipment you are wearing or carrying isn't transformed. You revert to your true form if you die.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortsword (Humanoid or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 1d6 + 4 piercing damage.

Hand Crossbow (Humanoid or Hybrid Form Only).

Ranged Weapon Attack: +7 to hit, range 30/120 ft., one target.

Hit: 1d6 + 4 piercing damage.

Bite (Rat or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 1d4 + 4 piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Shapechanger. Wererat trait.

BONUS ACTIONS

Cunning Action. Rogue feature

Fast Hands. Thief feature

BONUS ACTIONS

Uncanny Dodge. Rogue feature

OPTIONS

Sneak Attack. Rogue feature

Second-Story Work. Thief feature

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 3d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Perception or Stealth skills.

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

ROGUE ARCHETYPE: THIEF

Fast Hands. You can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Climbing does not cost you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

EQUIPMENT

burglar's pack, common clothes, a small knife, light crossbow with 20 bolts, map of the city you grew up in, pet mouse, *potion of healing*, shortsword, *slippers of spider climbing*, studded leather armor, a token to remember your parents by, thieves' tools, and a belt pouch containing 33 gp

TOPSY (6TH LEVEL)

“Wait! Quiet! Something's out there. I can smell it.”

You and your brother Turvy are originally from Blingdenstone in the Underdark. You were captured by the drow while out gathering mushrooms in the tunnels near your home. Like most other svirfneblin, you have a stringy mop of hair.

BACKGROUND (URCHIN)

You and Turvy grew up on the streets, orphaned and poor. You had no one to watch over you or to provide for you, so you learned to provide for yourself and your younger brother. You fought fiercely over food and kept a constant watch out for other desperate souls who might steal from you. You slept on rooftops and in alleyways and endured sickness without the advantage of medicine or a place to recuperate. You've survived despite all odds, and did so through cunning, strength, speed, or some combination of each.

City Secrets. You know the secret patterns and flow to Blingdenstone and other Underdark cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in a city twice as fast as your speed would normally allow.

Small humanoid (deep gnome), chaotic neutral

Armor Class 16 (studded leather)

Hit Points 39 (Hit Dice 6d8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	11 (+0)	15 (+2)	10 (+0)

Proficiencies (+3 proficiency bonus)

Armor light armor

Saving Throws Dex +7, Int +4; advantage on all Intelligence, Wisdom, and Charisma saving throws against magic

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Skills Acrobatics +10, Deception +3, Insight +5, Perception +8 (with advantage on checks that rely on smell), Sleight of Hand +10, Stealth +10 (with advantage in rocky terrain)

Tools disguise kit, thieves' tools +7

Weapons simple weapons, hand crossbows, longswords, rapiers, shortswords

Senses superior darkvision, passive Perception 18

Languages Gnomish, Undercommon, thieves' cant

Personality Trait. You are far more sociable than your brother, which isn't saying much.

Ideal. You help the people who help you—that's what keeps you alive.

Bond. You look out for your brother Turvy and your own survival. Only you can understand his mumbling and dark muttering.

Flaw. You are cursed with wererat lycanthropy.

GNOME TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stone Camouflage. You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

WERERAT TRAITS

Shapechanger. You can use your action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into your true form, which is humanoid. Your statistics, other than your size, are the same in each form. Any equipment you are wearing or carrying isn't transformed. You revert to your true form if you die.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortsword (Humanoid or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 1d6 + 4 piercing damage.

Hand Crossbow (Humanoid or Hybrid Form Only).

Ranged Weapon Attack: +7 to hit, range 30/120 ft., one target.

Hit: 1d6 + 4 piercing damage.

Bite (Rat or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 1d4 + 4 piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Shapechanger. Wererat trait.

BONUS ACTIONS

Cunning Action. Rogue feature

Fast Hands. Thief feature

BONUS ACTIONS

Uncanny Dodge. Rogue feature

OPTIONS

Sneak Attack. Rogue feature

Second-Story Work. Thief feature

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 3d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Acrobatics, Perception, Sleight of Hand, or Stealth skills.

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

ROGUE ARCHETYPE: THIEF

Fast Hands. You can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Climbing does not cost you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

EQUIPMENT

burglar's pack, common clothes, a small knife, light crossbow with 20 bolts, map of the city you grew up in, pet mouse, *potion of healing*, shortsword, *slippers of spider climbing*, studded leather armor, a token to remember your parents by, thieves' tools, and a belt pouch containing 33 gp

TOPSY (7TH LEVEL)

“Wait! Quiet! Something's out there. I can smell it.”

You and your brother Turvy are originally from Blingdenstone in the Underdark. You were captured by the drow while out gathering mushrooms in the tunnels near your home. Like most other svirfneblin, you have a stringy mop of hair.

BACKGROUND (URCHIN)

You and Turvy grew up on the streets, orphaned and poor. You had no one to watch over you or to provide for you, so you learned to provide for yourself and your younger brother. You fought fiercely over food and kept a constant watch out for other desperate souls who might steal from you. You slept on rooftops and in alleyways and endured sickness without the advantage of medicine or a place to recuperate. You've survived despite all odds, and did so through cunning, strength, speed, or some combination of each.

City Secrets. You know the secret patterns and flow to Blingdenstone and other Underdark cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in a city twice as fast as your speed would normally allow.

Small humanoid (deep gnome), chaotic neutral

Armor Class 16 (studded leather)
Hit Points 45 (Hit Dice 7d8)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	11 (+0)	15 (+2)	10 (+0)

Proficiencies +3 proficiency bonus)

Armor light armor

Saving Throws Dex +7, Int +4; advantage on all Intelligence, Wisdom, and Charisma saving throws against magic

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Skills Acrobatics +10, Deception +3, Insight +5, Perception +8 (with advantage on checks that rely on smell), Sleight of Hand +10, Stealth +10 (with advantage in rocky terrain)

Tools disguise kit, thieves' tools +7

Weapons simple weapons, hand crossbows, longswords, rapiers, shortswords

Senses superior darkvision, passive Perception 18

Languages Gnomish, Undercommon, thieves' cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 1d6 + 4 piercing damage.

Personality Trait. You are far more sociable than your brother, which isn't saying much.

Ideal. You help the people who help you—that's what keeps you alive.

Bond. You look out for your brother Turvy and your own survival. Only you can understand his mumbling and dark muttering.

Flaw. You are cursed with wererat lycanthropy.

GNOME TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stone Camouflage. You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

WERERAT TRAITS

Shapechanger. You can use your action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into your true form, which is humanoid. Your statistics, other than your size, are the same in each form. Any equipment you are wearing or carrying isn't transformed. You revert to your true form if you die.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

Hand Crossbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target.

Hit: 1d6 + 4 piercing damage.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 1d4 + 4 piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

- **Shapechanger.** Wererat trait.

BONUS ACTIONS

Cunning Action. Rogue feature

Fast Hands. Thief feature

BONUS ACTIONS

Uncanny Dodge. Rogue feature

OPTIONS

Sneak Attack. Rogue feature

Second-Story Work. Thief feature

Evasion. Rogue feature

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 4d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Acrobatics, Perception, Sleight of Hand, or Stealth skills.

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Evasion. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

ROGUE ARCHETYPE: THIEF

Fast Hands. You can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Climbing does not cost you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

EQUIPMENT

burglar's pack, common clothes, a small knife, light crossbow with 20 bolts, map of the city you grew up in, pet mouse, *potion of healing*, shortsword, *slippers of spider climbing*, studded leather armor, a token to remember your parents by, thieves' tools, and a belt pouch containing 33 gp

TURVY (1ST LEVEL)

“What is that thrumming in my veins? What is that hunger inside me? Why do I always feel a need to kill and feed?”

You and your sister Topsy are originally from Blingdenstone in the Underdark. You were captured by the drow while out gathering mushrooms in the tunnels near your home. Unlike most other svirfneblin, you have only a few tufts of hair atop your otherwise bald head

BACKGROUND (HAUNTED ONE)

You are haunted by something so terrible that you dare not speak of it. You've tried to bury it and run away from it, to no avail. Whatever this thing is that haunts you can't be slain with a sword or banished with a spell. It comes to you as a memory that refuses to die and a whisper in the dark. The burden has taken its toll, isolating you from most people and making you question your sanity. You must find a way to overcome it before it destroys you. You are cursed with lycanthropy and are haunted by the innocents you've slaughtered.

Heart of Darkness. Those who look into your eyes can see that you have faced unimaginable horror and that you are no stranger to darkness. Though they might fear you, commoners will extend you every courtesy and do their utmost to help you. Unless you have shown yourself to be a danger to them, they will even take up arms to fight alongside you, should you find yourself facing an enemy alone.

Personality Trait. You constantly mumble and mutter darkly, relying on your sister to repeat or translate for you.

Ideal. You're a monster that destroys other monsters, and anything else that gets in your way.

Bond. You look up to your sister Topsy. She's the only thing keeping you somewhat sane.

Flaw. You are cursed with wererat lycanthropy. (See the Curse of Lycanthropy text box.)

GNOME TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stone Camouflage. You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

WERERAT TRAITS

Shapechanger. You can use your action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into your true form, which is humanoid. Your statistics, other than your size, are the same in each form. Any equipment you are wearing or carrying isn't transformed. You revert to your true form if you die.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

Small humanoid (deep gnome), chaotic neutral

Armor Class 13

Hit Points 10 (Hit Dice 1d8)

Speed 30 ft.

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

Proficiencies (+2 proficiency bonus)

Armor light armor

Saving Throws Dex +5, Int +4; advantage on all Intelligence, Wisdom, and Charisma saving throws against magic

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Skills Athletics +2, Perception +2 (with advantage on checks that rely on smell), Sleight of Hand +7, Stealth +7 (with advantage in rocky terrain), Survival +2

Tools thieves' tools +5

Weapons simple weapons, hand crossbows, longswords, rapiers, shortswords

Senses superior darkvision, passive Perception 12

Languages Abyssal, Gnomish, Undercommon, thieves' cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Unarmed Strike (Humanoid or Hybrid Form Only).

Melee Weapon Attack: +0 to hit, reach 5 ft., one target.

Hit: 1 bludgeoning damage.

Bite (Rat or Hybrid Form Only). *Melee Weapon*

Attack: +5 to hit, reach 5 ft., one target.

Hit: 1d4 + 3 piercing damage. If the target is a

humanoid, it must succeed on a DC 11

Constitution saving throw or be cursed with wererat lycanthropy.

Shapechanger. Wererat trait.

OPTIONS

Sneak Attack. Rogue feature

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Sleight of Hand or Stealth skills.

WHERE'S MY STUFF?

The drow slavers have stolen your weapons, and gear. If you recover what you lost, you can add the following information to your character sheet:

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target.

Hit: 1d6 + 3 piercing damage.

EQUIPMENT

chest, hand crossbow, crowbar, dungeoneer's pack, hammer, holy symbol, flask of holy water, manacles, shortsword, steel mirror, oil (1 flask), wooden stakes (3), tinderbox, token to remember your parents by, torches (3)

CURSE OF LYCANTHROPY

For now, you have decided to resist your curse. By doing so, you can stay in control of your character, except for each of the three nights per month when there is a full moon. Then the DM takes control of your character and you only remember those nights as fragmented memories or bloody dreams.

A *remove curse* spell can rid you of the curse of lycanthropy. By doing so, you lose your immunities, bite attack, and Keen Smell and Shapechanger traits. Also, your speed is reduced to 25 feet.

TURVY (2ND LEVEL)

“What is that thrumming in my veins? What is that hunger inside me? Why do I always feel a need to kill and feed?”

You and your sister Topsy are originally from Blingdenstone in the Underdark. You were captured by the drow while out gathering mushrooms in the tunnels near your home. Unlike most other svirfneblin, you have only a few tufts of hair atop your otherwise bald head

BACKGROUND (HAUNTED ONE)

You are haunted by something so terrible that you dare not speak of it. You've tried to bury it and run away from it, to no avail. Whatever this thing is that haunts you can't be slain with a sword or banished with a spell. It comes to you as a memory that refuses to die and a whisper in the dark. The burden has taken its toll, isolating you from most people and making you question your sanity. You must find a way to overcome it before it destroys you. You are cursed with lycanthropy and are haunted by the innocents you've slaughtered.

Heart of Darkness. Those who look into your eyes can see that you have faced unimaginable horror and that you are no stranger to darkness. Though they might fear you, commoners will extend you every courtesy and do their utmost to help you. Unless you have shown yourself to be a danger to them, they will even take up arms to fight alongside you, should you find yourself facing an enemy alone.

Personality Trait. You constantly mumble and mutter darkly, relying on your sister to repeat or translate for you.

Ideal. You're a monster that destroys other monsters, and anything else that gets in your way.

Bond. You look up to your sister Topsy. She's the only thing keeping you somewhat sane.

Flaw. You are cursed with wererat lycanthropy.

GNOME TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stone Camouflage. You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

WERERAT TRAITS

Shapechanger. You can use your action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into your true form, which is humanoid. Your statistics, other than your size, are the same in each form. Any equipment you are wearing or carrying isn't transformed. You revert to your true form if you die.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

Small humanoid (deep gnome), chaotic neutral

Armor Class 13

Hit Points 17 (Hit Dice 2d8)

Speed 30 ft.

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

Proficiencies (+2 proficiency bonus)

Armor light armor

Saving Throws Dex +5, Int +4; advantage on all Intelligence, Wisdom, and Charisma saving throws against magic

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Skills Athletics +2, Perception +2 (with advantage on checks that rely on smell), Sleight of Hand +7, Stealth +7 (with advantage in rocky terrain), Survival +2

Tools thieves' tools +5

Weapons simple weapons, hand crossbows, longswords, rapiers, shortswords

Senses superior darkvision, passive Perception 12

Languages Abyssal, Gnomish, Undercommon, thieves' cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortsword (Humanoid or Hybrid Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d6 + 3 piercing damage.

Hand Crossbow (Humanoid or Hybrid Only). Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target.

Hit: 1d6 + 3 piercing damage.

Bite (Rat or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 1d4 + 3 piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Shapechanger. Wererat trait.

BONUS ACTIONS

Cunning Action. Rogue feature

OPTIONS

Sneak Attack. Rogue feature

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Sleight of Hand or Stealth skills.

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

EQUIPMENT

chest, hand crossbow, crowbar, dungeoneer's pack, hammer, holy symbol, flask of holy water, manacles, shortsword, steel mirror, oil (1 flask), wooden stakes (3), tinderbox, token to remember your parents by, torches (3)

TURVY (3RD LEVEL)

“What is that thrumming in my veins? What is that hunger inside me? Why do I always feel a need to kill and feed?”

You and your sister Topsy are originally from Blingdenstone in the Underdark. You were captured by the drow while out gathering mushrooms in the tunnels near your home. Unlike most other svirfneblin, you have only a few tufts of hair atop your otherwise bald head

BACKGROUND (HAUNTED ONE)

You are haunted by something so terrible that you dare not speak of it. You've tried to bury it and run away from it, to no avail. Whatever this thing is that haunts you can't be slain with a sword or banished with a spell. It comes to you as a memory that refuses to die and a whisper in the dark. The burden has taken its toll, isolating you from most people and making you question your sanity. You must find a way to overcome it before it destroys you. You are cursed with lycanthropy and are haunted by the innocents you've slaughtered.

Heart of Darkness. Those who look into your eyes can see that you have faced unimaginable horror and that you are no stranger to darkness. Though they might fear you, commoners will extend you every courtesy and do their utmost to help you. Unless you have shown yourself to be a danger to them, they will even take up arms to fight alongside you, should you find yourself facing an enemy alone.

Personality Trait. You constantly mumble and mutter darkly, relying on your sister to repeat or translate for you.

Ideal. You're a monster that destroys other monsters, and anything else that gets in your way.

Bond. You look up to your sister Topsy. She's the only thing keeping you somewhat sane.

Flaw. You are cursed with wererat lycanthropy.

GNOME TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stone Camouflage. You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

WERERAT TRAITS

Shapechanger. You can use your action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into your true form, which is humanoid. Your statistics, other than your size, are the same in each form. Any equipment you are wearing or carrying isn't transformed. You revert to your true form if you die.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

Small humanoid (deep gnome), chaotic neutral

Armor Class 13

Hit Points 24 (Hit Dice 3d8)

Speed 30 ft.

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

Proficiencies (+2 proficiency bonus)

Armor light armor

Saving Throws Dex +5, Int +4; advantage on all Intelligence, Wisdom, and Charisma saving throws against magic

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Skills Athletics +2, Perception +2 (with advantage on checks that rely on smell), Sleight of Hand +7, Stealth +7 (with advantage in rocky terrain), Survival +2

Tools disguise kit, poisoner's kit, thieves' tools +5

Weapons simple weapons, hand crossbows, longswords, rapiers, shortswords

Senses superior darkvision, passive Perception 12

Languages Abyssal, Gnomish, Undercommon, thieves' cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortsword (Humanoid or Hybrid Only). Melee

Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 piercing damage.

Hand Crossbow (Humanoid or Hybrid Only).

Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target.

Hit: 1d6 + 3 piercing damage.

Bite (Rat or Hybrid Form Only). Melee Weapon

Attack: +5 to hit, reach 5 ft., one target.

Hit: 1d4 + 3 piercing damage. If the target is a

humanoid, it must succeed on a DC 11

Constitution saving throw or be cursed with wererat lycanthropy.

Shapechanger. Wererat trait.

BONUS ACTIONS

Cunning Action. Rogue feature

OPTIONS

Sneak Attack. Rogue feature

Assassinate. Assassin feature

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Sleight of Hand or Stealth skills.

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

ROGUE ARCHETYPE: ASSASSIN

Assassinate. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

EQUIPMENT

chest, hand crossbow, crowbar, dungeoneer's pack, hammer, holy symbol, flask of holy water, manacles, shortsword, steel mirror, oil (1 flask), wooden stakes (3), tinderbox, token to remember your parents by, torches (3)

TURVY (4TH LEVEL)

“What is that thrumming in my veins? What is that hunger inside me? Why do I always feel a need to kill and feed?”

You and your sister Topsy are originally from Blingdenstone in the Underdark. You were captured by the drow while out gathering mushrooms in the tunnels near your home. Unlike most other svirfneblin, you have only a few tufts of hair atop your otherwise bald head

BACKGROUND (HAUNTED ONE)

You are haunted by something so terrible that you dare not speak of it. You've tried to bury it and run away from it, to no avail. Whatever this thing is that haunts you can't be slain with a sword or banished with a spell. It comes to you as a memory that refuses to die and a whisper in the dark. The burden has taken its toll, isolating you from most people and making you question your sanity. You must find a way to overcome it before it destroys you. You are cursed with lycanthropy and are haunted by the innocents you've slaughtered.

Heart of Darkness. Those who look into your eyes can see that you have faced unimaginable horror and that you are no stranger to darkness. Though they might fear you, commoners will extend you every courtesy and do their utmost to help you. Unless you have shown yourself to be a danger to them, they will even take up arms to fight alongside you, should you find yourself facing an enemy alone.

Personality Trait. You constantly mumble and mutter darkly, relying on your sister to repeat or translate for you.

Ideal. You're a monster that destroys other monsters, and anything else that gets in your way.

Bond. You look up to your sister Topsy. She's the only thing keeping you somewhat sane.

Flaw. You are cursed with wererat lycanthropy.

GNOME TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stone Camouflage. You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

WERERAT TRAITS

Shapechanger. You can use your action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into your true form, which is humanoid. Your statistics, other than your size, are the same in each form. Any equipment you are wearing or carrying isn't transformed. You revert to your true form if you die.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

Small humanoid (deep gnome), chaotic neutral

Armor Class 14

Hit Points 31 (Hit Dice 4d8)

Speed 30 ft.

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

Proficiencies (+2 proficiency bonus)

Armor light armor

Saving Throws Dex +6, Int +4; advantage on all Intelligence, Wisdom, and Charisma saving throws against magic

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Skills Athletics +2, Perception +2 (with advantage on checks that rely on smell), Sleight of Hand +8, Stealth +8 (with advantage in rocky terrain), Survival +2

Tools disguise kit, poisoner's kit, thieves' tools +6

Weapons simple weapons, hand crossbows, longswords, rapiers, shortswords

Senses superior darkvision, passive Perception 12

Languages Abyssal, Gnomish, Undercommon, thieves' cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortsword (Humanoid or Hybrid Only). Melee

Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 1d6 + 4 piercing damage.

Hand Crossbow (Humanoid or Hybrid Only).

Ranged Weapon Attack: +6 to hit, range 30/120 ft., one target.

Hit: 1d6 + 4 piercing damage.

Bite (Rat or Hybrid Form Only). Melee Weapon

Attack: +6 to hit, reach 5 ft., one target.

Hit: 1d4 + 4 piercing damage. If the target is a

humanoid, it must succeed on a DC 11

Constitution saving throw or be cursed with wererat lycanthropy.

Shapechanger. Wererat trait.

BONUS ACTIONS

Cunning Action. Rogue feature

OPTIONS

Sneak Attack. Rogue feature

Assassinate. Assassin feature

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Sleight of Hand or Stealth skills.

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

ROGUE ARCHETYPE: ASSASSIN

Assassinate. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

EQUIPMENT

chest, hand crossbow, crowbar, dungeoneer's pack, hammer, holy symbol, flask of holy water, manacles, shortsword, steel mirror, oil (1 flask), wooden stakes (3), tinderbox, token to remember your parents by, torches (3)

TURVY (5TH LEVEL)

“What is that thrumming in my veins? What is that hunger inside me? Why do I always feel a need to kill and feed?”

You and your sister Topsy are originally from Blingdenstone in the Underdark. You were captured by the drow while out gathering mushrooms in the tunnels near your home. Unlike most other svirfneblin, you have only a few tufts of hair atop your otherwise bald head

BACKGROUND (HAUNTED ONE)

You are haunted by something so terrible that you dare not speak of it. You've tried to bury it and run away from it, to no avail. Whatever this thing is that haunts you can't be slain with a sword or banished with a spell. It comes to you as a memory that refuses to die and a whisper in the dark. The burden has taken its toll, isolating you from most people and making you question your sanity. You must find a way to overcome it before it destroys you. You are cursed with lycanthropy and are haunted by the innocents you've slaughtered.

Heart of Darkness. Those who look into your eyes can see that you have faced unimaginable horror and that you are no stranger to darkness. Though they might fear you, commoners will extend you every courtesy and do their utmost to help you. Unless you have shown yourself to be a danger to them, they will even take up arms to fight alongside you, should you find yourself facing an enemy alone.

Personality Trait. You constantly mumble and mutter darkly, relying on your sister to repeat or translate for you.

Ideal. You're a monster that destroys other monsters, and anything else that gets in your way.

Bond. You look up to your sister Topsy. She's the only thing keeping you somewhat sane.

Flaw. You are cursed with wererat lycanthropy.

GNOME TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stone Camouflage. You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

WERERAT TRAITS

Shapechanger. You can use your action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into your true form, which is humanoid. Your statistics, other than your size, are the same in each form. Any equipment you are wearing or carrying isn't transformed. You revert to your true form if you die.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

Small humanoid (deep gnome), chaotic neutral

Armor Class 16 (studded leather)

Hit Points 38 (Hit Dice 5d8)

Speed 30 ft.

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

Proficiencies +3 proficiency bonus)

Armor light armor

Saving Throws Dex +7, Int +5; advantage on all Intelligence, Wisdom, and Charisma saving throws against magic

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Skills Athletics +3, Perception +3 (with advantage on checks that rely on smell), Sleight of Hand +10, Stealth +10 (with advantage), Survival +3

Tools disguise kit, poisoner's kit, thieves' tools +7

Weapons simple weapons, hand crossbows, longswords, rapiers, shortwords

Senses superior darkvision, passive Perception 13

Languages Abyssal, Gnomish, Undercommon, thieves' cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortsword (Humanoid or Hybrid Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 1d6 + 4 piercing damage.

Hand Crossbow (Humanoid or Hybrid Only). *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target.

Hit: 1d6 + 4 piercing damage.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 1d4 + 4 piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Shapechanger. Wererat trait.

REACTIONS

Uncanny Dodge. Rogue feature

BONUS ACTIONS

Cunning Action. Rogue feature

OPTIONS

Sneak Attack. Rogue feature

Assassinate. Assassin feature

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 3d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Sleight of Hand or Stealth skills.

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

ROGUE ARCHETYPE: ASSASSIN

Assassinate. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

EQUIPMENT

chest, hand crossbow, crowbar, dungeoneer's pack, hammer, holy symbol, flask of holy water, manacles, silvered shortsword, steel mirror, oil (1 flask), *piwafwi*, poisoner's kit, *potion of healing*, wooden stakes (3), studded leather armor, tinderbox, thieves' tools, token to remember your parents by, torches (3)

Piwafwi. This dark spider-silk cloak is made by the drow. While you wear this cloak with its hood up, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires an action. It loses its magic if exposed to sunlight for 1 hour without interruption.

TURVY (6TH LEVEL)

“What is that thrumming in my veins? What is that hunger inside me? Why do I always feel a need to kill and feed?”

You and your sister Topsy are originally from Blingdenstone in the Underdark. You were captured by the drow while out gathering mushrooms in the tunnels near your home. Unlike most other svirfneblin, you have only a few tufts of hair atop your otherwise bald head

BACKGROUND (HAUNTED ONE)

You are haunted by something so terrible that you dare not speak of it. You've tried to bury it and run away from it, to no avail. Whatever this thing is that haunts you can't be slain with a sword or banished with a spell. It comes to you as a memory that refuses to die and a whisper in the dark. The burden has taken its toll, isolating you from most people and making you question your sanity. You must find a way to overcome it before it destroys you. You are cursed with lycanthropy and are haunted by the innocents you've slaughtered.

Heart of Darkness. Those who look into your eyes can see that you have faced unimaginable horror and that you are no stranger to darkness. Though they might fear you, commoners will extend you every courtesy and do their utmost to help you. Unless you have shown yourself to be a danger to them, they will even take up arms to fight alongside you, should you find yourself facing an enemy alone.

Small humanoid (deep gnome), chaotic neutral

Armor Class 16 (studded leather)

Hit Points 45 (Hit Dice 6d8)

Speed 30 ft.

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

Proficiencies +3 proficiency bonus)

Armor light armor

Saving Throws Dex +7, Int +5; advantage on all Intelligence, Wisdom, and Charisma saving throws against magic

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Skills Athletics +6, Perception +6 (with advantage on checks that rely on smell), Sleight of Hand +10, Stealth +10 (with advantage), Survival +3

Tools disguise kit, poisoner's kit, thieves' tools +7

Weapons simple weapons, hand crossbows, longswords, rapiers, shortwords

Senses superior darkvision, passive Perception 16

Languages Abyssal, Gnomish, Undercommon, thieves' cant

Personality Trait. You constantly mumble and mutter darkly, relying on your sister to repeat or translate for you.

Ideal. You're a monster that destroys other monsters, and anything else that gets in your way.

Bond. You look up to your sister Topsy. She's the only thing keeping you somewhat sane.

Flaw. You are cursed with wererat lycanthropy.

GNOME TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stone Camouflage. You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

WERERAT TRAITS

Shapechanger. You can use your action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into your true form, which is humanoid. Your statistics, other than your size, are the same in each form. Any equipment you are wearing or carrying isn't transformed. You revert to your true form if you die.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortsword (Humanoid or Hybrid Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 1d6 + 4 piercing damage.

Hand Crossbow (Humanoid or Hybrid Only). *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target.

Hit: 1d6 + 4 piercing damage.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 1d4 + 4 piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Shapechanger. Wererat trait.

REACTIONS

Uncanny Dodge. Rogue feature

BONUS ACTIONS

Cunning Action. Rogue feature

OPTIONS

Sneak Attack. Rogue feature

Assassinate. Assassin feature

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 3d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Athletics, Perception, Sleight of Hand, or Stealth skills.

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

ROGUE ARCHETYPE: ASSASSIN

Assassinate. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

EQUIPMENT

chest, hand crossbow, crowbar, dungeoneer's pack, hammer, holy symbol, flask of holy water, manacles, silvered shortsword, steel mirror, oil (1 flask), *piwafwi*, poisoner's kit, *potion of healing*, wooden stakes (3), studded leather armor, tinderbox, thieves' tools, token to remember your parents by, torches (3)

Piwafwi. This dark spider-silk cloak is made by the drow. While you wear this cloak with its hood up, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires an action. It loses its magic if exposed to sunlight for 1 hour without interruption.

TURVY (7TH LEVEL)

“What is that thrumming in my veins? What is that hunger inside me? Why do I always feel a need to kill and feed?”

You and your sister Topsy are originally from Blingdenstone in the Underdark. You were captured by the drow while out gathering mushrooms in the tunnels near your home. Unlike most other svirfneblin, you have only a few tufts of hair atop your otherwise bald head

BACKGROUND (HAUNTED ONE)

You are haunted by something so terrible that you dare not speak of it. You've tried to bury it and run away from it, to no avail. Whatever this thing is that haunts you can't be slain with a sword or banished with a spell. It comes to you as a memory that refuses to die and a whisper in the dark. The burden has taken its toll, isolating you from most people and making you question your sanity. You must find a way to overcome it before it destroys you. You are cursed with lycanthropy and are haunted by the innocents you've slaughtered.

Small humanoid (deep gnome), chaotic neutral

Armor Class 16 (studded leather)

Hit Points 52 (Hit Dice 7d8)

Speed 30 ft.

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

Proficiencies +3 proficiency bonus)

Armor light armor

Saving Throws Dex +7, Int +5; advantage on all Intelligence, Wisdom, and Charisma saving throws against magic

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Skills Athletics +6, Perception +6 (with advantage on checks that rely on smell), Sleight of Hand +10, Stealth +10 (with advantage), Survival +3

Tools disguise kit, poisoner's kit, thieves' tools +7

Weapons simple weapons, hand crossbows, longswords, rapiers, shortwords

Senses superior darkvision, passive Perception 16

Languages Abyssal, Gnomish, Undercommon, thieves' cant

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortsword (Humanoid or Hybrid Only). *Melee*

Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 1d6 + 4 piercing damage.

Heart of Darkness. Those who look into your eyes can see that you have faced unimaginable horror and that you are no stranger to darkness. Though they might fear you, commoners will extend you every courtesy and do their utmost to help you. Unless you have shown yourself to be a danger to them, they will even take up arms to fight alongside you, should you find yourself facing an enemy alone.

Personality Trait. You constantly mumble and mutter darkly, relying on your sister to repeat or translate for you.

Ideal. You're a monster that destroys other monsters, and anything else that gets in your way.

Bond. You look up to your sister Topsy. She's the only thing keeping you somewhat sane.

Flaw. You are cursed with wererat lycanthropy.

GNOME TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stone Camouflage. You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

Hand Crossbow (Humanoid or Hybrid Only). *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 1d6 + 4 piercing damage.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 1d4 + 4 piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Shapechanger. Wererat trait.

REACTIONS

Uncanny Dodge. Rogue feature

BONUS ACTIONS

Cunning Action. Rogue feature

OPTIONS

Evasion. Rogue feature

Sneak Attack. Rogue feature

Assassinate. Assassin feature

WERERAT TRAITS

Shapechanger. You can use your action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into your true form, which is humanoid. Your statistics, other than your size, are the same in each form. Any equipment you are wearing or carrying isn't transformed. You revert to your true form if you die.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

ROGUE FEATURES

Sneak Attack. Once per turn, you can deal an extra 4d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Expertise. Your proficiency bonus is doubled for any ability check you make using your Athletics, Perception, Sleight of Hand, or Stealth skills.

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Evasion. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

ROGUE ARCHETYPE: ASSASSIN

Assassinate. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

EQUIPMENT

chest, hand crossbow, crowbar, dungeoneer's pack, hammer, holy symbol, flask of holy water, manacles, silvered shortsword, steel mirror, oil (1 flask), *piwafwi*, poisoner's kit, *potion of healing*, wooden stakes (3), studded leather armor, tinderbox, thieves' tools, token to remember your parents by, torches (3)

Piwafwi. This dark spider-silk cloak is made by the drow. While you wear this cloak with its hood up, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires an action. It loses its magic if exposed to sunlight for 1 hour without interruption.

APPENDIX A: MONSTROUS RACES

The following three races were used to convert the derro Buppido, the quaggoth Derendil, and the kuo-toa Shuushar into playable characters. DMs should exercise caution when allowing players to play one of these characters (as well as the full-blooded orc Ront) or to use the races below, as they are at least slightly more powerful than typical characters or the races found in the *Player's Handbook*. Treat these three races as you would the monstrous races found in *Volo's Guide to Monsters*.

DERRO TRAITS

Ability Score Increase. Your Dexterity score increases by 2, and your Constitution score increases by 1.

Size. Your size is Small.

Speed. Your base walking speed is 30 feet.

Insanity. You have advantage on saving throws against being charmed or frightened.

Magic Resistance. You have advantage on saving throws against spells and other magical effects.

Superior Darkvision. Your darkvision has a radius of 120 feet.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Weapon Proficiencies. You are proficient with traditional derro weapons: the hooked shortspear and the repeating light crossbow.

Languages. You can speak, read, and write Dwarvish and Undercommon.

KUO-TOA TRAITS

Ability Score Increase. Your Strength score increases by 2, and your Intelligence score increases by 1.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Superior Darkvision. Your darkvision has a radius of 120 feet.

Amphibious. You can breathe air and water.

Bite. Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Otherworldly Perception. You can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. You can pinpoint such a creature that is moving.

Scales. While you are not wearing any armor, your Armor Class equals 11 + your Dexterity modifier. You can use a shield and still gain this benefit.

Slippery. You have advantage on ability checks and saving throws made to escape a grapple.

Swim. You have a swimming speed of 30 feet.

Languages. You can speak, read, and write Undercommon.

QUAGGOTH TRAITS

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Climber. You have a climbing speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.

Poison Immunity. Generations of hunting venomous subterranean creatures and perpetual exposure to the molds and fungi that grow in the depths have forced quaggoths to adapt immunities to poisons of all kinds. You are immune to poison damage and the poisoned condition.

Wounded Fury. When an enemy injures you and, as a result, you have 10 hit points or fewer, you gain advantage on attack rolls until the end of your next turn. In addition, for the duration you deal an extra 2d6 damage to any target you hit with a melee attack.

Claws. Because of your claws, you have a climbing speed of 30 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Superior Darkvision. Your darkvision has a radius of 120 feet.

Languages. You can speak, read, and write Undercommon.

APPENDIX B: STOOL

Stool is, by far, the strangest of the Velkynvelve prisoners. He cannot communicate except by his rapport spores. He lacks discernible eyes, mouth, and other facial features. His illustration depicts him as a gray toadstool, featureless except for his two stubby legs sticking out from beneath his squat body.

Reimagining Stool as a PC with a class proved difficult and I almost abandoned the attempt. But I decided to embrace his fungal nature and make him playable but still fairly alien.

I present, not a PC with a class level progression, but a playable creature who progresses as is normal for his species. He is no fighter, rogue, or wizard, but a myconid through and through. Nevertheless, as he ages and garners experiences, he will grow and become tougher and take on new abilities, thus more or less keeping up with the party's class progression.

Before deciding to play Stool, obtain the DM's permission and be prepared to portray a very alien lifeform.

STOOL (LEVEL 1)

Use the **myconid sprout** stat block found on page 230 in the *Monster Manual*.

STOOL (LEVEL 2)

Use the **myconid adult** stat block found on page 232 in the *Monster Manual*.

STOOL (LEVEL 3)

Use the **myconid prince** stat block, on the right.

STOOL (LEVEL 4)

Use the **myconid sovereign** stat block found on page 232 in the *Monster Manual*.

STOOL (LEVEL 5)

Use the **myconid sovereign** stat block found on page 232 in the *Monster Manual*, but with two of the myconid abilities found on page 228 in the *Out of the Abyss* hardcover.

STOOL (LEVEL 6)

Use the **myconid sovereign** stat block found on page 232 in the *Monster Manual*, but with three of the myconid abilities found on page 228 in the *Out of the Abyss* hardcover.

STOOL (LEVEL 7)

Use the **Yestabrod** stat block found on page 233 in the *Out of the Abyss* hardcover, except change the alignment to lawful neutral.

MYCONID PRINCE

Medium plant, lawful neutral

Armor Class 12 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	13 (+1)	10 (+0)	14 (+2)	9 (-1)

Senses darkvision 120 ft., passive Perception 12

Languages —

Challenge 1 (200 XP)

Distress Spores. When the myconid takes damage, all other myconids within 240 feet of it can sense its pain.

Sun Sickness. While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. The myconid dies if it spends more than 1 hour in direct sunlight.

Actions

Fist. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage plus 5 (2d4) poison damage.

Hallucination Spores. The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The poisoned target is incapacitated while it hallucinates. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Pacifying Spores (3/day). The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 11 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Rapport Spores. A 20-foot radius of spores extends from the myconid. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.