

D. COLEMAN

NPC ••• Codex

A variety of NPCs for your fifth edition campaign

Dungeons
ON DEMAND

NPCs At a Glance

Ace Nymira. A rowdy and brash tomboy, and expert marks-woman. Acele “Ace” Nymira wields her bow with deadly accuracy. She makes for a great headstrong rival, a villain’s hired assassin, or perhaps an old love interest that never panned out.

Benn Soldshorte. Hide your purses when this halfling is around. Benn Soldshorte, if that is his real name (it isn’t), is a con-artist and a thief. He travels in all manners of disguises and aliases - a great NPC to get the party into (and perhaps out of) trouble.

Bomboffer Bo’Biffer. The son of a hill giant and a fire elemental. Or was it a dwarven king and elven queen? A tall man with taller tales, Bomboffer is always up for another challenge to overcome and another title to gain.

Caelynn Secrekept. This whimsical elven bard is always up for a story - either telling one or making a new one. Her capriciousness might make her an interesting antagonist. Just what would she do to create an interesting tale to tell later?

Ceemotte Dabblin. A street vendor with all manner of curiosities to sell. OK... admittedly, some of them are less “curious,” and uh... well... some of them are downright not curious at all...

Else Pheldine. This young lady is blessed and cursed with the ability to glimpse the future of individuals, and occasionally plagued with spells of blindness. A fun choice for a campaign where prophecy and premonitions can foreshadow adventure.

Eogart Holderhek. In keeping with tradition held by the inquisitors of First Forge, the Order of Truth, Eogart doesn’t trouble himself with worldly possessions or marks of vanity. That doesn’t mean he’s to be underestimated, however.

“Huey” Bloodhue. Born to the name Bloodhue, “Huey” is a minotaur with the strength of a monster but still the mind of a child. He’s been raised to kill for sport, which makes him all the more terrifying.

Idrina Velyrnes. Whatever news is going about town, Idrina is likely to know about it. This innkeeper has done quite well for herself over the years, and her tavern’s always open. Well, almost always... there’s always at least one night a month she mysteriously locks her doors to the public.

Jundrek Stoneshallow. So long as he’s being paid, this dwarf mercenary cares little whose blood he’s spilling. He is trained in several combat maneuvers, making him a great addition to a party in need of a tactical leader.

Marius Villamov. Marius is an aging, no-nonsense, neat-freak. He wields his massive greatsword with terrifying skill, capable of mowing down foes that get in his way.

Nezira Darkscale. This dragonborn warlock often speaks through her raven familiar, Majeus. She makes a compelling companion or a wily foe, depending how you wish to use her.

Nyx Bolas and Corde. An odd pairing, a gnome ranger and her brown bear companion, Corde. Nyx is mirthful and jovial, often mistaken for a human child. It’s easy to underestimate her, but she’s able to hold her own in combat with Corde at her side.

Oddo. Don’t let the short nickname fool you, Oddo’s full name might take minutes to pronounce. This gnome can be an unnerving companion, as he often finds himself lost staring into fires - even the ones he doesn’t start.

Ryn Polyforge. This rags-to-riches tiefling merchant is a affluent, well-educated, and well-respected. He also happens to secretly be the boss of an underground crime syndicate. He makes a wonderful villain, anti-hero, or red herring.

Salty Gordon. In a past age, Salvador “Salty” Gordon was an accomplished sailor. Now, he’s a bitter, cranky old man with a disdain for new things and young people.

Shifty. You might think a kobold would make a poor pirate, but Shifty takes to the role nicely. His years of piracy have made him a wily and deadly little scoundrel, far beyond the threat of typical kobolds.

Urt the Irongut. If there’s a tavern in town, Urt is sure to be there. It’s easy for Urt to be just another face lost in the crowd, which serves him well - this half-orc is secretly a spy for a syndicate that deals in information and knowledge.

Vendra and Tau Twiloscient. Vendra Twiloscient doesn’t say much about herself, if only because the young drow is completely mute. Her older brother, Tau, looks after her always. The two always seem to be on the move at nightfall... as if they were running from something.

Zana Fal’Tinín. This half-elf wizard is haughty and ostentatious - everywhere she goes she’s sure to have a dazzling array of magic greet her appearance. She may stoke some tempers with her arrogance, but she’s well prepared to put her magic where her mouth is.

ACELE “ACE” NYMIRA

Female human marksman

Appearance

Acele Nymira, better known by her nickname “Ace,” is rarely seen without her bow in hand. She’s tall and lithe for a human, and her long blonde hair is usually kept tied behind her head in a ponytail. Although few would call her beautiful, she carries herself with an air of confidence that can be charming in a way, and she’s anything but shy around others.

Eagle Eye

Ace showed preternatural skill with a bow at a young age, and has grown into a terrifyingly accurate marksman. Her nickname is well-earned and her bow well notched; each notch representing one of her kills.

Personality, Quirks, & Memorable Features

- Ace enjoys drinking, gambling, singing, and carousing as much as any man. Her favorite past time involves drinking men twice her weight under the table.
- Though she’s certainly known to flirt, Ace is quite reserved when it comes to discussing her love life or past lovers. Those that have prodded too much have had to stare down the business end of her bow once her ire is provoked.
- In battle, Ace’s tone quickly turns from jovial to serious. She never explicitly reveals where her combat experience has come from, but her talents cannot be ignored. As long as she has a quiver full of arrows, Ace is a quiet killer as she silently readies herself for the next shot.



GM TIP

Ace’s obvious strength is at range. If she can take advantage of a surprise round, she can be absolutely deadly. If you find her pinned in melee, use evasive footwork to make a getaway to a safe distance.

ACE NYMIRA

Medium humanoid (human)

Armor Class: 15 (leather armor)

Hit Points: 90 (12d8 + 36)

Speed: 30 ft.

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

Saving Throws: Dex +7, Con +6

Skills: Acrobatics +7, Perception +4, Stealth +7

Senses: passive Perception 11

Languages: Common

Challenge: 5 (1,800 XP)

Ambusher. Ace gains advantage on attack rolls against any creatures she has surprised.

Archery Fighting Style. Ace gains a +2 bonus to attack rolls she makes with ranged weapons (included in the attack).

Distracting Strike (Recharges after a Short or Long Rest).

When Ace hits a creature with a ranged weapon attack, she can cause the attack to distract the target, giving her allies an opening. The next attack roll against the target by an attacker other than Ace has advantage if the attack is made before the start of her next turn.

Evasive Footwork (Recharges after a Short or Long Rest).

During her movement, Ace gains a +5 bonus to her AC.

Actions

Multiattack. Ace makes two melee attacks or three longbow attacks.

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

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

Dagger. Melee or Ranged Weapon Attack. +7 to hit (+9 to hit when thrown), reach 5 ft. or range 20/50 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

GM TIP

Benn can be a lot of fun to role-play at low levels. Allow him to assume different disguises and identities as he interacts with the players, letting him manipulate them as best he can. He won't stay in combat if he's outnumbered. Use his tumble ability to make a safe getaway!

BENN SOLDSHORTE

Small humanoid (halfling)

Armor Class: 15 (studded leather)

Hit Points: 57 (10d6 + 22)

Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	16 (+3)	12 (+1)	16 (+3)

Saving Throws: Dex +5, Int +5

Skills: Acrobatics +5, Deception +5, Persuasion +5, Sleight of Hand +5, Stealth +5

Senses: passive Perception 11

Languages: Common, Halfling

Challenge: 3 (700 XP)

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

Lucky. When Benn rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

Naturally Stealthy. Benn can attempt to hide even when he is obscured only by a creature that is at least one size larger than him.

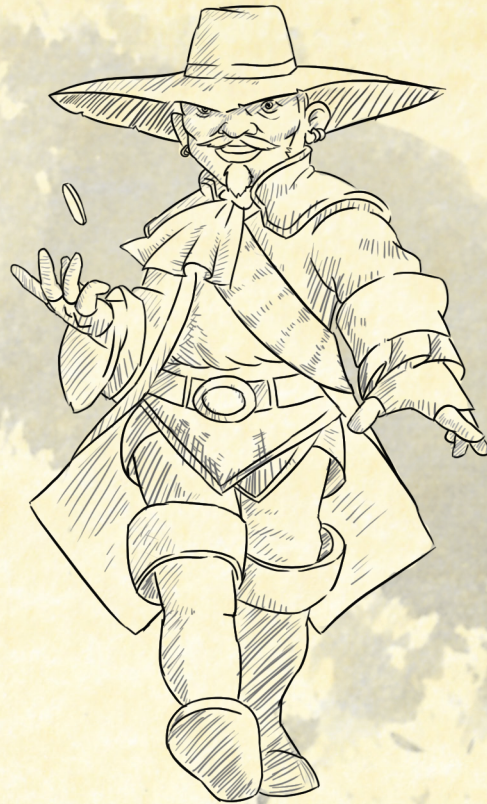
Sneak Attack. Once per turn, Benn can deal an extra 10 (3d6) damage to one creature he hits with an attack if he has advantage on the attack roll. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Actions

Multiattack. Benn makes two dagger attacks.

Dagger. *Melee or Ranged Weapon Attack.* +5 to hit reach 5 ft. or range 20/50 ft., one target. *Hit:* 6 (1d4 + 3) piercing damage.

Tumble. Benn may Disengage as a bonus action on his turn.



BENN SOLDSHORTE

Male halfling rogue

Appearance

Benn Soldshorte is a charismatic little con-artist. He is dashing, quick-witted, and rather charming, more often incognito than not. There are plenty of times when Benn has had the same conversation with a person while under a new alias.

Disguises and Covers

Benn has worn more names and disguises than pairs of trousers in his life time. Depending upon where he travels to, the halfling adopts a new appearance and identity. Some of his favorite aliases are “Veldin Topplebutton,” a well-to-do fishmonger, “Darius Fulgorr,” a liaison to foreign cities, and “Pooky McGuinness,” a snide and short-tempered wizard.

Personality, Quirks, & Memorable Features

- Benn always where the closest exit is, and which boot he has a dagger hidden in. If he has a tell, it's that he's prone to tapping his foot right before he makes for a get away.
- Benn has made is life taking what he can, usually by grifting unsuspecting marks, picking pockets in a busy street, or lifting curious valuables whose owners lacked the foresight to nail to the floor.
- Benn has a smile that could melt a frozen heart, and a natural way about him that cause people to like him.
- While he's perfectly accustomed to his handful of aliases, Benn loves making puns and finds himself in this habit regardless of which identity he's assuming.



GM Tip

Bomboffer Bo'Biffer would prefer a song and a handshake over a fight, but he doesn't believe there's a challenge in the world he cannot overcome. If forced into battle, the Troubadour Warrior will use his faerie fire spell first to aid him and his companions, and then engage in melee. All the while, he'll use his vicious mockery spell to insult his foes.

BOMBOFFER BO'BIFFER

Male human troubadour

Appearance

To take one look at Bomboffer Bo'Biffer, you'd surely have to look up. Though human, Bomboffer clears six and half feet easily (and he claims to be scratching at seven by now). To hear him tell it, he's the son of a hill giant and a fire elemental. Or was it a dwarven king and elven queen? He has a fiery beard he keeps in elaborate braids, and boasts a breastplate of curious and unknown origin.

You Mean You Haven't Heard of Me?

Officially, Bomboffer makes a living as a minstrel, though his boisterous attitude and grandiose stories tend to make him more of a tale than any song he could sing. Bomboffer Bo'Biffer loves to "earn" titles when a suiting opportunity presents itself (and if you ask him, they're *all* suiting). This has made his introductions lengthy to say the least, as he rattles off his various titles with pride.

His favorites include the "Troubadour Warrior," the "Regalian Stallion," the "Fast Traveler," the "Meat Devourer," the "Large," the "In Charge," the "Smooth Talker," the "Tight Rope Walker," the "Never Late," and the "Laughs at Fate." Of course, ensuring these titles rhyme is paramount to Bomboffer's theatrics. He never includes a new title in the rotation unless it sounds just right.

Personality, Quirks, & Memorable Features

- Bomboffer is quite accomplished with many musical instruments, including the bandore, harmonica, and guitar. His guitar is named after his wife who passed just one year after they were married. Very few are aware of this, and fewer still could tell you her name.
- Bomboffer's tall tales are amusing in the very least, although one could assume there's a kernel of truth in each. The minstrel has claimed to have defeated an orc chieftain in a drinking contest, attracted a blessing of unicorns to one of his performances, made an entire band of goblins weep with a story, and started a party that lasted a week straight (it only stopped when a pack of wolves interrupted it).

BOMBOFFER BO'BIFFER

Medium humanoid (human)

Armor Class: 16 (breastplate)

Hit Points: 75 (10d8 + 30)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+4)	16 (+3)	13 (+1)	13 (+1)	18 (+4)

Saving Throws: Str +5, Cha +6

Skills: Deception +6, History +3, Performance +6, Persuasion +6

Senses: passive Perception 11

Languages: Common, Dwarvish, Gnomish

Challenge: 3 (700 XP)

Battle Magic. After using his action to cast a bard spell, Bomboffer can make one weapon attack as a bonus action.

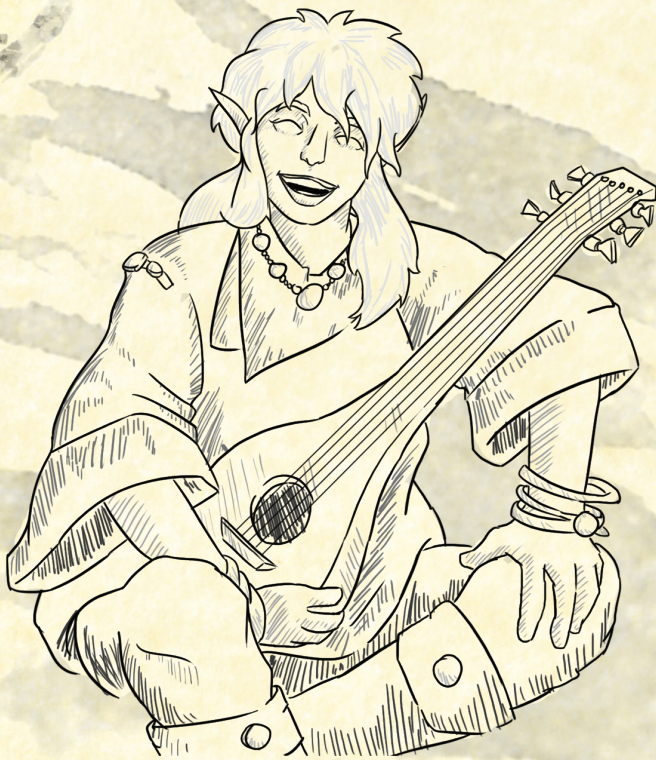
Spellcasting. Bomboffer is a 1st-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Bomboffer has the following bard spells prepared:

Cantrips (at will): *mage hand*, *vicious mockery*
 1st level (4 slots): *charm person*, *cure wounds*, *detect magic*, *faerie fire*

Actions

Multiattack. Bomboffer makes two battleaxe attacks.

Battleaxe. Melee Weapon Attack. +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.



CAELYNN SECRETKEPT

Female elf bard

Appearance

Though she is impossibly old by human standards, Caelynn appears as a youthful woman in traveler's clothes. She keeps a modest outfit over a suit of leather armor, her narrow facial features and silvery hair betraying her elven heritage. She keeps a magnificently carved lute on her at all times, which she is happy to use at a moment's notice.

Collector of Tales

Caelynn has made it her goal to collect stories and songs the same way others collect coins. Her long life and endless curiosity has allowed her to become remarkably well traveled and rich with such tales. She is familiar with more lore and secrets than most bards in the world, and there's no knowing what trouble that could cause the elf to get into.

Personality, Quirks, & Memorable Features

- Aloof and whimsical, Caelynn prefers to spend her time sharpening her singing voice over her sharpening her shortsword. She's often heard before seen, humming a tune or rehearsing a favorite song.
- The elf's voice is as rich as honey, deep and sonorous and capable of drawing crowds.
- Caelynn sees humor in all things, and sometimes to her detriment. It's not uncommon for her to giggle inappropriately, and this has caused trouble for her in the past.

GM Tip

Caelynn's bardic inspiration is her strongest asset. If she's an ally to the PCs, they can enjoy this bonus. If she's an antagonist, give her plenty of other creatures to protect her that she can inspire.

CAELYNN SECRETKEPT

Medium humanoid (elf)

Armor Class: 13 (leather)
Hit Points: 54 (12d8 + 12)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	15 (+2)	14 (+2)	19 (+4)

Saving Throws: Dex +4, Cha +6
Skills: Arcana +6, Investigation +4, Performance +8
Senses: darkvision 60 ft., passive Perception 12
Languages: Common, Elvish, Draconic
Challenge: 2 (450 XP)

Expertise [Arcana, Performance]. Caelynn doubles her proficiency bonus on Arcana and Performance skill checks.

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

Keen Senses. Caelynn has advantage on Perception skill checks.

Spellcasting. Caelynn is a 3rd-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Caelynn has the following bard spells prepared:

Cantrips (at will): *minor illusion, prestidigitation*
 1st level (4 slots): *comprehend languages, heroism, sleep, unseen servant*
 2nd level (2 slots): *calm emotions, silence*

Actions

Multiattack. Caelynn makes two rapier attacks.

Rapier. Melee Weapon Attack. +4 to hit, reach 5 ft., one target.
Hit: 7 (1d8 + 2) piercing damage.

Bardic Inspiration (4/day). As a bonus action on her turn Caelynn chooses a creature within 60 feet of her that can hear her. Once within the next 10 minutes, that creature can roll 1d6 and add the result to one ability check, attack roll, or saving throw it makes.

Reactions

Parry. Caelynn adds 2 to her AC against one melee attack that would hit her. To do so, she must see the attacker and be wielding a melee weapon.



GM Tip

Ceemotte Dabblin is not going to intimidate anyone in combat: he's trained most his life on the art of running away from battles, not into them! His role is either to serve the players as the face of the black market, and perhaps provide a chance to gamble their gold away on his wares. Just what Ceemotte stocks is up to you - most of what he hawks could be worthless junk, but it's possible the vendor has come across a magical item and is completely unaware of it!

CEEMOTTE DABBLIN

Medium humanoid (human)

Armor Class: 11

Hit Points: 22 (4d8 + 4)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	13 (+1)	14 (+2)	10 (+0)	13 (+1)

Saving Throws: Dex +3, Int +4

Skills: Insight +2, Persuasion +3, Survival +2

Senses: passive Perception 10

Languages: Common

Challenge: 1/4 (50 XP)

Cunning Action. On each of his turns, Ceemotte can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. When Ceemotte is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Uncanny Dodge. When an attacker Ceemotte can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

Actions

Sap. Melee Weapon Attack. +3 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 1) bludgeoning damage.

CEEMOTTE DABBLIN

Male human peddler of wares

Appearance

In the streets of every city is a merchant with oddities to sell, but none are as odd as those of Ceemotte Dabblin. Physically, Ceemotte looks of typical commoner's ilk, clad in a stained and patched tunic, overcoat, and peasant's cap. He's indeterminably middle aged, with salt and pepper hair and a stubble beard.

Merchant Extraordinaire

Ceemotte is always looking for the next sale, and the next big thing to sell. He has peddled everything from fantastic beasts to ancient relics, although just how unique or special his wares are is up to debate.

Personality, Quirks, & Memorable Features

- A life of selling curiosities has put an untold amount of coins into Dabblin's purse. There's no telling just what the peddler could afford.
- It's unlikely Ceemotte acquired his more esoteric products entirely legitimately, but the lengths he's gone through to keep his business stocked are known only to him.
- Ceemotte is happy to part with anything he comes across for the right price, and he prides himself on his ability to find it with each customer. He's quick to mention how a reduced price is "cutting his own throat," a phrase he coins quite commonly.
- The peddler scratches himself almost constantly, plagued by an itch he can never remedy. It's likely caused by something he's sold in the past, but he has no idea what.

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ELSE PHELDINE

Female human prophet

Appearance

Else is a young woman of middling height and average weight. Her face is freckled and her hair is red and tangled. Otherwise, not much else is notable about her; she is incredibly reserved and meek, going out of her way to stay quiet and not stand out. For the majority of her life, Else Pheldine has been another face in the crowd, and she's perfectly content with that.

Sight in the Darkness

Without cause and seemingly random, Else is prone to fits of blindness. During these episodes, the young woman loses her sight, and images fill her head. These episodes only last for minutes, but she has learned the terrifying truth of these visions in her blindness – whatever she “sees” comes to pass in the future. Else keeps the truth of her talent to herself.

Personality, Quirks, & Memorable Features

- Else has not revealed her prophetic powers to anyone, and runs in terror to be alone on their onset. Those that know the young woman may associate this with some kind of madness or flaw of personality.
- Else has never received a vision regarding her own future, but all of her prophecies involve people she's come into contact with in the past day or so. This causes her to avoid touching others at all costs, for fear that a new touch will bring about another episode.
- Else carries a haggard look, as if she is constantly exhausted. Indeed, she does yawn quite frequently.



GM Tip

Premonitions and prophecies are a strong tool you can use to guide the plot of your campaign. You can use Else to foreshadow events to come, or provide clues to the party if they're stuck.

Else isn't a strong combatant – if she's an antagonist in the story, she works best by manipulating others to some means based on her visions.

ELSE PHELDINE

Medium humanoid (human)

Armor Class: 12 (15 with *precognitive*)

Hit Points: 33 (6d8 + 6)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	12 (+1)	15 (+2)	12 (+1)

Saving Throws: Con +3, Wis +4

Skills: Insight +4

Senses: blindsight 10ft., passive Perception 12

Languages: Common

Challenge: 2 (450 XP)

Legendary Resistance (1/Day). If Else fails a saving throw, she can choose to succeed instead.

Precognitive. So long as Else is not incapacitated she gains a +3 bonus to Armor Class and has advantage on saving throws.

Actions

Unarmed Strike. *Melee Weapon Attack.* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Glimpse Fate. *Melee Spell Attack.* +4 to hit, reach 5 ft., one target. *Hit:* Else views a flash of the future for the creature she touches. She learns how healthy a creature is (its current amount of hit points in relationship to the creature's normal maximum), any immunities, resistances or vulnerabilities the creature may have, and what rechargeable abilities the creature has.

Additionally, within 24 hours of using this ability, Else has a 25% chance of having an extended vision regarding the creature's fate during one of her episodes of blindness. The exact amount of information gleaned from this is up to the discretion of the GM.

GM TIP

Eogart's spells are prepared more for investigation than combat, but the dwarf can hold his own if he needs to. His spiritual weapon spell is a favorite of his, should the need arise, and his sacred flame cantrip packs a wallop thanks to Eogart's potent spellcasting trait.



EOGART HOLDERHEK

Medium humanoid (dwarf)

Armor Class: 13 (chain shirt)

Hit Points: 65 (10d8 + 20)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+3)	16 (+3)	19 (+4)	17 (+3)

Saving Throws: Wis +6, Cha +5

Skills: Arcana +5, Insight +6, Investigation +5, Perception +6

Damage Resistances: poison

Senses: darkvision 60 ft., passive Perception 14

Languages: Common, Dwarvish, Elvish, Giant

Challenge: 3 (700 XP)

Potent Spellcasting. Eogart adds his Wisdom modifier to the damage he deals with any cleric cantrip.

Spellcasting. Eogart is a 7th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Eogart has the following cleric spells prepared:

Cantrips (at will): *guidance*, *light*, *sacred flame*, *spare the dying*
1st level (4 slots): *command*, *cure wounds*, *detect magic*, *shield of faith*

2nd level (3 slots): *augury*, *hold person*, *spiritual weapon*

3rd level (3 slots): *dispel magic*, *sending*, *speak with dead*

4th level (1 slot): *divination*

Actions

Staff. Melee Weapon Attack. +3 to hit, reach 5 ft., one target.
Hit: 5 (1d8 + 1) bludgeoning damage.

Read Thoughts (Recharges After a Long or Short Rest).

Eogart chooses one creature he can see within 60 feet of him. That creature must make a DC 14 Wisdom saving throw. If the creature succeeds, it is immune to the effect of Eogart's Read Thoughts for the next 24 hours.

If the creature fails its save, Eogart can read its surface thoughts while within 60 feet of it for 1 minute. During that time, Eogart can use his action to end this effect and cast the *suggestion* spell on the creature without spending a spell slot. The target automatically fails its saving throw against the spell.

EOGART HOLDERHEK

Male dwarf inquisitor

Appearance

When the dwarven sovereigns must appeal to the highest order of their kin, they turn to the inquisitors of *First Forge*, the *Order of Truth*. The Order does not tolerate vanity or artifacts of pride, and as such, members of the Order shed their worldly possessions to focus on their purpose. Inquisitor Eogart Holderhek is no exception. The aged dwarf keeps a tight cropped beard, wears plain vestments over rugged armor, and carries only an ash walking stick. He is branded with Truth's Hammer, the symbol of First Forge, on his forehead, so that all who would look upon him know unwavering devotion.

Truth Amid Falsehoods

Eogart keeps to himself in a way many dwarves would respect; he doesn't draw unnecessary attention to himself, and he only does what he sets out to do. The inquisitor lives for his duty, existing to find lies and falsities in the world and forge them anew in the flames of truth. He is relentless in this task, and once he finds himself in the midst of a lie, he does not rest or waver until his job is finished.

Personality, Quirks, & Memorable Features

- Eogart's staff is largely aesthetic; he doesn't need it to defend himself any more than he needs it as a walking stick. Still, the dwarf feigns a dependence on his favored staff to catch an enemy off guard should they "disarm" him – a rare instance of a lie working in the dwarf's favor.
- Though his order is reputedly stingy, Eogart is not without a sense of humor or compatriotism. He's traveled with plenty of groups in his day, enough to know these traits are vital to both survival and sanity.
- Eogart is open about First Forge, and enjoys giving lectures and sermons of its teachings and deeds. He's pragmatic in a way that would make most people wince, and he considers these lectures "tiny strokes" of Truth's Hammer, turning people to more sensible ways.

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GM Tip

Huey is 400 pounds of muscle steered by the mind of a 10 year old. Things break around him, and he can be quite a handful if he doesn't get his way.

“HUEY” BLOODHUE

Medium monstrosity (minotaur)

Armor Class: 14 (studded leather)

Hit Points: 112 (15d8 + 45)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	10 (+0)	12 (+1)	13 (+1)

Saving Throws: Str +6, Dex +4, Con +5

Skills: Athletics +9, Intimidation +3

Senses: passive Perception 11

Languages: Common

Challenge: 4 (1,100 XP)

Brute. A melee weapon deals one extra die of its damage when Huey hits with it (included in the attack).

Goring Rush. When Huey uses the Dash action during his turn, he can make a melee attack with his horns as a bonus action.

Hammering Horns. When Huey uses the Attack action during his turn to make a melee attack, he can attempt to shove a creature with his horns as a bonus action. This shove attempt cannot be used to knock a creature prone.

Phobia [Whips]. If Huey comes within 60 feet of one or more creatures using a whip and can see that creature, he must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. He can repeat the saving throw at the end of each of his turns, ending the effect of him on a success. If Huey's saving throw is successful or the effect ends, he is immune to this effect until he takes a short or long rest.

Actions

Multiattack. Huey three melee attacks or two ranged attacks.

Spear. Melee or Ranged Weapon Attack. +6 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Horns. Melee Weapon Attack. +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.

Gladiator's Net. Ranged Weapon Attack. +4 to hit, reach 5 ft., one target that is Large or smaller. *Hit:* The target is restrained until it is freed. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Dealing 10 slashing damage to the net (AC 13) also frees the creature without harming it, ending the effect and destroying the net. The net has no effect on a creatures that are formless.



“HUEY” BLOODHUE

Male minotaur gladiator

Appearance

Bloodhue, or “Huey,” as he’s simply called, is a true minotaur, “rescued” as an infant by a band of duergar slavers that smuggled him from his mountainous birthplace. Huey was sold to be a gladiator slave, and grew accustomed to a life of bloodshed in the arena. It was there he learned the art of slaughter, the Common tongue, and a keen distrust of whips.

A Child's Heart, a Monster's Fury

A slave revolt in Huey's ludus gave the minotaur an opportunity for freedom, and since that day he's lived on foot (or rather, on hoof) exploring the world. Though he is quite menacing, Huey is relatively young for his species. He often talks and acts with a child's candor. He loves things that make colorful displays or noises, enjoys music (especially kazoos), and has difficulty with complex concepts.

Personality, Quirks, & Memorable Features

- Though the hair on his body has grown to conceal them, Huey bears a myriad of whip scars from his days as a slave. There is not another thing in the world Huey fears, but Huey is terrified of whips.
- Huey's bestial instincts often get the better of him, and he has a hard time dealing with the concepts of subtlety or tact. To Huey, a scout running forward must mean that he, too, should be running forward, as a hound might chase another. To Huey, a door bashed in never needs to be fiddled with to be opened again.
- Huey has traveled with a mishmash of adventurers, but he doesn't have a profound sense of loyalty. Parties have either dropped him off at their convenience, or the minotaur has deserted these groups for another interest.



IDRINA VELYRNES

Female weretiger innkeeper

Appearance

One might not call Idrina Velyrnes “beautiful,” but she has an undeniable rugged charm. She has an average build, with olive skin, brown eyes, and dark hair she keeps cut at her shoulders. Years ago, Idrina inherited *The Stein & Sigil*, one of town’s most popular taverns, after her father passed away. Since then, she’s run the tavern as its sole proprietor, coming to make friends with many of its patrons. Given the mix of her clientele, and their propensity to entrust the innkeeper with their secrets, Idrina is a reliable source for news and information about town.

A Dark Moon Rises

Idrina has become a vault of information, a custodian of secrets she’s collected from her patrons over the years. However, the biggest secret she keeps is her own. Idrina is cursed with weretiger lycanthropy. This fate befell her some years ago when she was bit a beast in the dark of night, traveling the road back home alone. While she has some degree of control over her curse, she’s unable to resist the full moon from affecting her. Since then, she’s closed *The Stein & Sigil* every such night to lock herself in its basement, lest she commit some atrocity.

Personality, Quirks, & Memorable Features

- Idrina bears a scar that runs along her left cheek. She jokes she’s a poor juggler, and will never try to juggle knives again. The truth is, however, this mark is a memento from the weretiger that attacked her, and the scar is visible in the same location in any of her forms.
- Business has afforded Idrina a comfortable life, and it’s no small secret she has a small fortune hidden away for her effort. Many men have tried to court her over the years, but she refuses to let any get close to her and risk revealing her secret.

GM Tip

Idrina is ashamed of her lycanthropy, and doesn’t change her forms unless she absolutely must. If her secret is revealed, you can use Idrina to start a new adventure trying to find a cure for her curse — or perhaps track down the weretiger that bit her.

IDRINA VELYRNES

Medium humanoid (human, shapechanger)

Armor Class: 12

Hit Points: 78 (12d8 + 24)

Speed: 30 ft. (40 ft. in tiger form)

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

Saving Throws: Dex +4, Cha +4

Skills: Acrobatics +4, Perception +5, Persuasion +3

Damage Immunities: bludgeoning, piercing, and slashing damage from nonmagical weapons that aren’t silvered.

Senses: darkvision 60 ft., passive Perception 15

Languages: Common (can’t speak in tiger form)

Challenge: 4 (1,100 XP)

Shapechanger. Idrina can use her action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into her true form, which is humanoid. Her statistics, other than her size, are the same in each form. Any equipment she is wearing or carrying isn’t transformed. She reverts to her true form if she dies.

Charming. Idrina can spend one minute conversing with a creature that can both see and understand her and is not hostile towards her. If she does, she has advantage on the next Charisma check she makes in the next one minute directed toward that creature.

Keen Hearing and Smell. Idrina has advantage on all Wisdom (Perception) checks that rely on hearing or smell.

Pounce. If Idrina moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, Idrina can make one bite attack against it as a bonus action.

Actions

Multiattack (Hybrid Form Only). Idrina makes two claw attacks.

Bite (Tiger or Hybrid Form Only). *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with weretiger lycanthropy.

Claw (Tiger or Hybrid Form Only). *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

GM TIP

Jundrek can be a mighty ally to the party, but his skills do not come cheap. It should be a costly decision to employ the dwarf's skills, and it's his opinion that they're worth every last coin.

JUNDREK STONESHALLOW

Medium humanoid (dwarf)

Armor Class: 17 (scale mail, shield)

Hit Points: 83 (11d8 + 33)

Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	12 (+1)	14 (+2)	11 (+0)

Saving Throws: Str +6, Con +5

Skills: Athletics +6, Intimidation +2, Perception +4, Survival +4

Damage Resistances: poison

Senses: darkvision 60 ft., passive Perception 12

Languages: Common, Dwarvish

Challenge: 4 (1,100 XP)

Dwarven Resilience. Jundrek has advantage on saving throws against poison.

Martial Advantage. Once per turn, Jundrek can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of Jundrek that isn't incapacitated.

Disarming Attack (Recharges After Short or Long Rest). When Jundrek hits a creature with a weapon attack, the creature must succeed a DC 14 Strength saving throw or be forced to drop one item it is holding of Jundrek's choice. The item lands at its feet.

Push Attack (Recharges After Short or Long Rest). When Jundrek hits a creature that is Large or smaller with a weapon attack, the creature must succeed a DC 14 Strength saving throw or be pushed up to 15 feet away from Jundrek.

Trip Attack (Recharges After Short or Long Rest). When Jundrek hits a creature that is Large or smaller with a weapon attack, the creature must succeed a DC 14 Strength saving throw or be knocked prone.

Actions

Multiattack. Jundrek makes two battleaxe attacks.

Battleaxe. Melee Weapon Attack. +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) slashing damage or 10 (1d10 + 4) slashing damage when held in two hands.

Javelin. Melee or Ranged Weapon Attack. +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.



JUNDREK STONESHALLOW

Male dwarf mercenary

Appearance

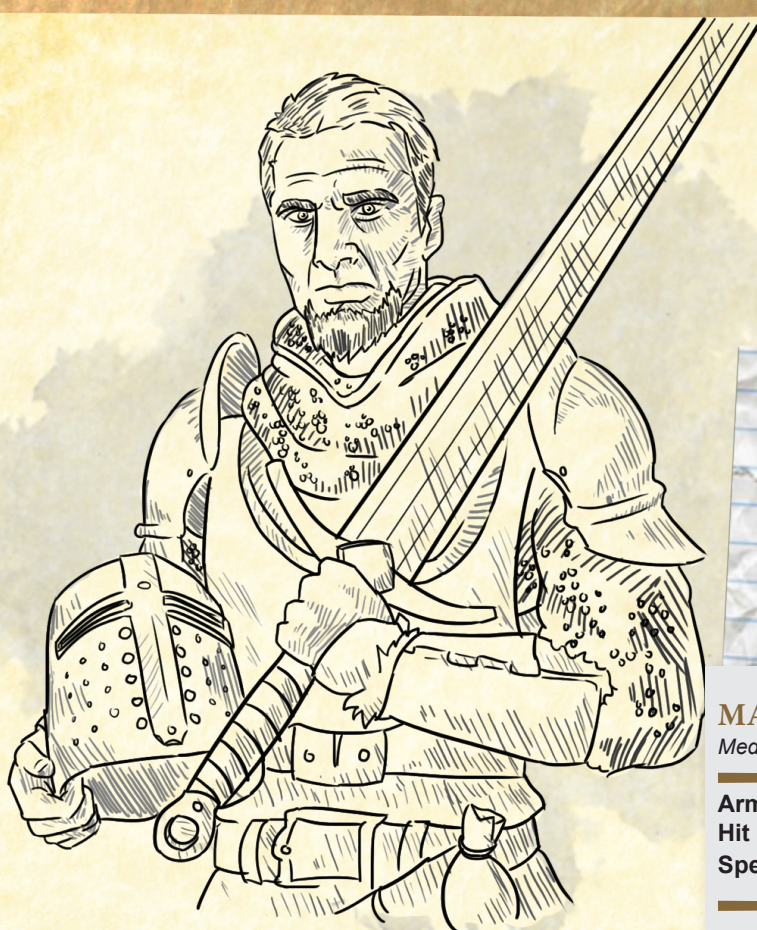
Jundrek Stoneshallow is stout and wide, as most dwarves are, with a long brown beard he keeps braided and studded with a metal clasp. He wears a suit of scale armor, with a menagerie of weapons upon him.

Blood and Gold

Jundrek's two favorite things are blood and gold, and the dwarf doesn't consider it a good day unless he gets to see each. The dwarf is not discerning about which job he takes, fighting as a soldier for hire in rival armies during the same war on more than one occasion.

Personality, Quirks, & Memorable Features

- Jundrek has many scars he's collected from countless skirmishes, claiming a man may only judge his worth on the battlefield by the number of scars he bears.
- Jundrek lives for the thrill of battle, strong ale, fresh meat, and company of women of negotiable affection. When his spirits are high, he's surprisingly generous; Jundrek has been known to buy rounds of drinks (and other indulgences) after being paid.
- Despite his gruff exterior, Jundrek does keep a memento on him from another time and place. The dwarf wears a locket he keeps stowed beneath his hauberk, and no one has seen what contents hide within. The few that have questioned the dwarf about it have left only with scars of their own.



MARIUS VILLAMOV

Male human veteran knight

Appearance

Marius Villamov is a mountain of a man, caught somewhere after adulthood yet before old age. He is stern and well groomed, sporting a simple beard, short cropped hair, and a smile-less expression that makes others feel uneasy around him. He has a no-nonsense demeanor, and while he isn't clad in his ornate suit of armor, he wears a sensible doublet and baldric.

A Knight's Code

Marius Villamov lives and dies by the knight's code he swore a long time ago, all other laws and notions or morality come second. He's dedicated his life to the following ideals:

- *Honor is won only in combat. There is no shame in defeat to worthy opponent, and no glory in victory over a lesser.*
- *Vengeance before clemency. Those that wrong others deserve punishment, not absolution.*
- *Cleanliness is godliness. Those that soil their bodies sully their souls.*

Personality, Quirks, & Memorable Features

- Marius is obsessed with keeping himself and his belongings clean, bathing more often than usual. The man is normally fearless, but hesitates to engage "dirty" people or creatures.
- Although he considers such actions displays of vanity, Marius has named his greatsword, which he calls *Direblade*.
- Marius may used to have served in as a guard captain or infantryman in the past, but if he has its not a story the dour man likes to bring up.

GM Tip

Marius' *retaliate* reaction will make opponents think twice before engaging him in melee - especially since his *savage attacks* and *vow of enmity* abilities affect it. The veteran knight can be troublesome for a party unprepared to attack him at range!

MARIUS VILLAMOV

Medium humanoid (human)

Armor Class: 18 (half plate)

Hit Points: 65 (10d8 + 20)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	12 (+1)	16 (+3)	13 (+1)

Saving Throws: Con +4, Wis +5

Skills: History +3, Medicine +5, Perception +5

Senses: passive Perception 12

Languages: Common

Challenge: 3 (700 XP)

Great Weapon Master. On Marius' turn, when he scores a critical hit with a melee weapon or when he reduces a creature to 0 hit points with one, he can make one melee weapon attack as a bonus action.

Savage Attacks. When Marius scores a critical hit with a melee weapon attack, he rolls one of the weapon's damage dice one additional time and adds it to the extra damage of the critical hit.

Actions

Multiattack. Marius makes two greatsword attacks.

Greatsword. Melee Weapon Attack. +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Vow of Enmity (Recharges after a Short or Long Rest).

As a bonus action, Marius can utter a vow of enmity against a creature he can see within 10 feet of him. He gains advantage on attack rolls against this creature for 1 minute or until it drops to 0 hit points or falls unconscious.

Reactions

Retaliate. When Marius takes damage from a creature that is within 5 feet of him, he can use his reaction to make a melee weapon attack against that creature.

NPC Codex

NEZIRA DARKSCALE & MAJEUS

Female dragonborn warlock and raven familiar

Appearance

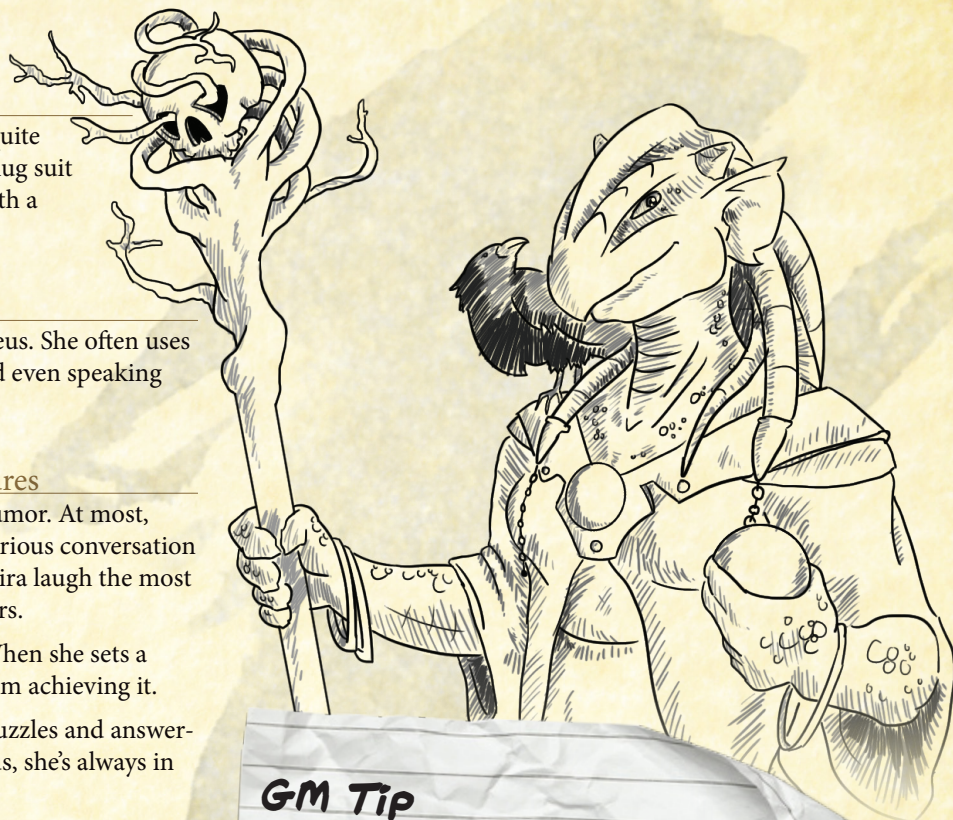
Nezira is a black dragonborn, a heritage she is quite proud of. She dresses in loose clothing over a snug suit of studded leather. She carries a gnarled staff with a humanoid skull entwined upon its top.

Companion

Nezira is never without her **raven** familiar, Majeus. She often uses the bird as a scout, looking through his eyes and even speaking through Majeus when necessary.

Personality, Quirks, & Memorable Features

- While friendly, Nezira lacks a sense of humor. At most, she'll appreciate a dry joke, but prefers serious conversation to joke-telling. The things that make Nezira laugh the most are usually not considered funny by others.
- Nezira is strong willed and influential. When she sets a goal, she doesn't let anything stop her from achieving it.
- Nezira is exceptionally good at solving puzzles and answering riddles. Though she's generally serious, she's always in the mood to do this.
- Even through she's rather intelligent, Nezira is prone to using the wrong words. For instance, she'll always use the word "infer" instead of "imply," or "compatible" instead of "comparable." She gets quite defensive when she's corrected about her word usage.



GM Tip

Use Nezira's spider climb ability to keep her a safe distance away from threats, allowing her to attack at range with her eldritch blast. If worse comes to worst, don't be afraid to use invisibility to make a retreat.

NEZIRA DARKSCALE

Medium humanoid (dragonborn)

Armor Class: 14 (studded leather)

Hit Points: 44 (8d8 + 8)

Speed: 30 ft., climb 30 ft. (with *spider climb*)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	12 (+1)	10 (+0)	17 (+3)

Saving Throws: Wis +2, Cha +5

Skills: Arcana +3, History +3, Religion +3

Damage Resistances acid

Senses: passive Perception 12

Languages: Common, Draconic

Challenge: 3 (700 XP)

Voice of the Chain Master. Nezira can communicate telepathically with her familiar, and perceive through her familiar's senses as long as it is on the same plane of existence as she is. While perceiving through her familiar's senses, she can also speak through her familiar in her own voice, even though it is normally incapable of speech.

Spider Climb (Recharges after a Short or Long Rest). Nezira can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. This ability until Nezira's concentration is broken, or for up to 1 hour.

Actions

Quarterstaff. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage or 6 (1d8 + 2) bludgeoning damage when held in two hands.

Eldritch Blast. *Ranged Spell Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) force damage. Nezira makes this attack twice. She can target the same or different target with each attack. She makes a separate attack roll for each attack.

Acid Breath (Recharges after a Short or Long Rest). Nezira exhales acid in a 30 foot long line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 7 (2d6) acid damage on a failed save, or half as much on a successful one.

Invisibility (Recharges after a Short or Long Rest). Nezira magically turns invisible until she attacks, until her concentration is broken, or up to 1 hour (as if concentrating on a spell). Any equipment Nezira wears or carries is invisible with her.

Dungeons On Demand

NYX BOLAS & CORDE

Female gnome ranger and bear companion



GM Tip

Nyx will stick close to Corde in combat, targeting him with cure wounds if needed and allowing her to use pact tactics. You can use a brown bear for Corde's statistics.

NYX BOLAS

Small humanoid (gnome)

Armor Class: 14 (hide)

Hit Points: 44 (8d6 + 16)

Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	14 (+2)	16 (+3)

Saving Throws: Con +4, Wis +4

Skills: Animal Handling +4, Insight +4, Nature +4, Survival +4

Senses: darkvision 60 ft., passive Perception 12

Languages: Common, Gnomish

Challenge: 2 (450 XP)

Gnomish Cunning. Nyx has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Pack Tactics. Nyx has advantage on an attack roll against a creature if Corde is within 5 feet of the creature and isn't incapacitated.

Speak with Beasts. Nyx can communicate simple ideas with nonmagical beasts.

Appearance

Nyx is tall for a gnome, with jet black hair and traveling clothes usually stained and tattered by days spent in the wild. Humans may mistake her for a child when they first meet her, as she has a childlike mirth about her; Nyx commonly skips and talks to herself, narrating her endeavors aloud regardless of who, if anyone, is listening.

Companion

While in the wilderness, Nyx travels with her **brown bear** companion, Corde. Corde is fiercely protective of Nyx, and those that would dismiss or underestimate the gnome quickly learn what it means to be on Corde's bad side.

Personality, Quirks, & Memorable Features

- Nyx has spent the better part of her life exploring the world around her; spending days following brooks through the forest and nights nestled in the branches of trees while she slept. She's proficient in making herself and others comfortable even in the least hospitable environments.
- Nyx has a curious and almost unsettling talent to communicate with all manners of beasts animals, beyond what is typical of most forest gnomes. It's unclear if there's something magical at work in this talent, or just another part of Nyx's rather eccentric nature.
- The gnome bites her lower lip when thinking. It's easy to underestimate her, but she's surprisingly bright and intuitive when she has time to plan.

Spellcasting. Nyx is a 3rd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Nyx has the following ranger spells prepared:

Cantrips (at will): *dancing lights*

1st level (3 slots): *cure wounds*, *hail of thorns*, *longstrider*

Actions

Multiattack. Nyx makes two weapon attacks, or Nyx makes a weapon attack and instructs Corde.

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

Shortbow. *Ranged Weapon Attack.* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 3) piercing damage.

Instruct Corde. Nyx gives Corde an order to make a melee attack against a target within Corde's reach. Optionally, Nyx can instruct Corde to move up to his current speed.

To instruct Corde, the brown bear must be within 30 feet of Nyx and able to hear her.



ODDO

Male gnome sorcerer

Appearance

Oddo always jokes that he's short – like his name. In truth, “Oddo” is an acronym for *Oldimundo Dranbergasto Dulfrich Oldogitberto*, the gnome's first four names (he has many others). Oddo prefers to sport a stubbled beard, disheveled hair, and a pair of black rimmed spectacles. His presence can be a slightly unnerving at times, as the gnome often whispers things under his breath – loud enough to hear, but too quiet to make out his words.

Everything Burns. Everything.

Oddo's sorcerous powers manifested while he was maturing, and nothing enthralled him more than seeing his hand engulfed by flame through his own sheer will. To this day, the gnome is obsessed by fire, often testing the mettle of his foes by displays of his talents. As Oddo says, *everything* burns, it's all a matter of finding a fire hot enough.

Personality, Quirks, & Memorable Features

- On the same day Oddo's powers first manifested, the gnome finished crafting a tin firebox. He believes this was an omen of latent ability. He still fidgets with the firebox, opening and closing it to create sparks and brief flames. This is a habit of his and he often does so absentmindedly.
- Oddo's love for pyrotechnics earned him a spot in a traveling circus. He performed tricks of fire, both magical and mundane, to dazzle audiences and to find a use for his skills. However, the gnome shortly assessed these shows were a poor challenge for one of his caliber, and left in pursuit of grander adventure.
- Oddo rarely speaks of his family, but only out of his own lack of interest. The truth is the gnome may have a family alive and well somewhere, but his capriciousness and wayward lifestyle have led him far away from that place.

GM TIP

Oddo's Obsessed with Fire trait works against him, even with fire spells he casts. The gnome's allure for flame dulls his other senses, which is also a great role-playing tool. He's probably not the best NPC to sit guard at night, watching the campfire.

ODDO

Small humanoid (gnome)

Armor Class: 12

Hit Points: 49 (9d6 + 18)

Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	13 (+1)	9 (-1)	17 (+3)

Saving Throws: Con +4, Cha +5

Skills: Deception +5, Insight +1

Senses: darkvision 60 ft., passive Perception 10

Languages: Common, Gnomish

Challenge: 2 (450 XP)

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

Empowered Spell (3/day). After rolling damage for a sorcerer spell, Oddo can choose to reroll up to 3 of the damage dice and use the new result instead.

Obsessed with Fire. Oddo has disadvantage on all Wisdom (Perception) checks he makes while he can see a fire.

Spellcasting. Oddo is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Oddo has the following sorcerer spells prepared:

Cantrips (at will): *dancing lights*, *fire bolt*, *friends*, *minor illusion*, *prestidigitation*, *shocking grasp*
 1st level (4 slots): *burning hands*, *chromatic orb*
 2nd level (3 slots): *blur*, *scorching ray*
 3rd level (2 slots): *fireball*, *major image*

Actions

Dagger. *Melee or Ranged Weapon Attack.* +5 to hit reach 5 ft. or range 20/50 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

GM TIP

No good crime boss goes without his cronies! Regardless of whether or not the party is aware of Ryn's criminal affiliations, he should always be in the company of 'associates.' This lets the tiefling mobster take advantage of his *redirect attack* and *issue orders* actions if he finds himself in combat.

RYN POLYFORGE

Medium humanoid (tiefling)

Armor Class: 15 (chain shirt)

Hit Points: 75 (10d8 + 30)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	17 (+3)	13 (+1)	19 (+4)

Saving Throws: Dex +4, Cha +6

Skills: Intimidation +6, Persuasion +6, Sleight of Hand +4, Stealth +4

Damage Resistances: fire

Senses: darkvision 60 ft., passive Perception 11

Languages: Common, Infernal

Challenge: 4 (1,100 XP)

Shadow Stealth. While in dim light or darkness, Ryn can take the Hide action as a bonus action.

Innate Spellcasting. Ryn's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He can cast the following spells, requiring no material components:

At will: *thaumaturgy*

1/day each: *hellish rebuke*, *darkness*

Actions

Multiattack. Ryn issues orders and makes two longsword attacks.

Longsword. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 4) piercing damage and 10 (3d6) poison damage. If the target was a creature, it must make a DC 14 saving throw or be poisoned for 1 minute.

Issue Orders. Ryn issues orders to his allies. Friendly allies within 10 feet of Ryn may each move 5 feet. This movement does not provoke opportunity attacks.

Reactions

Redirect Attack. When a creature Ryn can see targets him with an attack, Ryn chooses an allied target within 5 feet of him. He swaps places with the ally, and the chosen ally becomes the target instead.



RYN POLYFORGE

Male tiefling merchant

Appearance

The tiefling Ryn Polyforge has come a long way in life. Once a thief and an orphan who couldn't tell the difference between six and a half-dozen, Ryn has grown into an enormously successful merchant and well-respected pillar of the community. His affluence allows him to dress in the finest garments, and the tiefling is always appropriately cordial, suave, and well-mannered for a member of the upper echelons of society.

Appearances Are Everything

Ryn's business endeavors are mostly legitimate; although they all serve as a cover for the job he's held the longest – the head of the largest criminal syndicate in the kingdom. Ryn rose through the ranks of the crime ring aided by the skills he learned as a thief, and his involvement as a crime boss is perhaps one of his best kept (and favorite) secrets.

Personality, Quirks, & Memorable Features

- The tiefling does not consider himself an adventurer, although he can hold his own in a fight. He lacks any scruples that prevent others from "fighting dirty," employing the use of poisons and other underhanded methods to ensure a fight is anything but fair.
- Ryn is as capable of acts of kindness as he is ruthlessness. He's spend plenty of gold on the poor and downtrodden, mindful of his own upbringing in poverty.
- Ryn has a tattoo of a demon skull on his right shoulder. He doesn't discuss how he got it, or what it means.

GM TIP

Salty is old, yes. But men that have lived dangerous lives don't live to old age because they're bad at their jobs. Salty may surprise the party - he's a deceptively fast and potent unarmed combatant, and more than capable of taking on low level threats!

Salty's bitter outlook can serve as a good role-playing tool. Tales about 'the good ole days' might actually be clues to something relevant.



SALVADOR “SALTY” GORDON

Male human retired sailor

Appearance

Time has made an old man of Salty, a retired sailor whose days at sea live only in his memories now. It's unclear just how old he really is - he still has most of his scraggly, albeit gray, hair atop his head, and he is always clean shaven. He prefers to wear simple garments and his old sailor's jacket, and perpetually smells of pipe smoke and alcohol.

A Sailor's Life

Salty lives a life of nostalgia. When encountered, the old man is quick to describe how much “better” things were in his time, and he's never too reserved to hold back his loathe for new things and young people.

Personality, Quirks, & Memorable Features

- Salvador Gordon earned his nickname “Salty” from a life at sea, indeed there was a time when he had the strength of youth and could brave such affairs. However, the years have turned him bitter and crotchety, making his nickname all the more appropriate.
- If there's one thing Salty still does well, it's giving lectures to young people about how easy they have things in life, why things were better in his day, and the “real” way to do things.
- Although he's difficult to deal with, Salty does have a few shreds of human empathy remaining. He may claim to not care about others, however, and makes sure to keep any kindnesses he affords secret.

SALVADOR “SALTY” GORDON

Medium humanoid (human)

Armor Class: 12
Hit Points: 38 (5d8 + 15)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	17 (+3)	11 (+0)	15 (+2)	13 (+1)

Saving Throws: Con +5
Skills: Athletics +4, History +2
Senses: passive Perception 10
Languages: Common
Challenge: 1 (200 XP)

Aggressive. As a bonus action, Salty can move up to his speed toward a hostile creature that he can see.

Grappler. Salty has advantage on attack rolls against any creature grappled by him.

Reckless. At the start of his turn, Salty can gain advantage on all melee weapon attack rolls he makes during that turn, but attack rolls against him have advantage until the start of his next turn.

Wounded Fury. If he has 10 hit points of fewer, Salty has advantage on attack rolls. In addition, he deals an extra 3 (1d6) damage to any target he hits with a melee attack.

Actions

Unarmed Strike. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.



GM TIP

Shifty certainly doesn't have any reservations against fighting fair. The kobold works best when he's running in and out of melee, particularly when he has some allies to take advantage of his pack tactics. If there is terrain for him to climb, all the better; encountering him on a ship at sea makes him all the more dangerous with his climb and swim speeds. The more Shifty stays in motion during a fight, the better he can catch his foes off guard.

SHIFTY

Male kobold pirate

SHIFTY

Medium humanoid (kobold)

Armor Class: 15 (leather)

Hit Points: 36 (8d6 + 8)

Speed: 30 ft. (climb 30 ft., swim 30 ft.)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	12 (+1)	14 (+2)	10 (+0)	11 (+1)

Saving Throws: Con +3, Dex +5

Skills: Acrobatics +5, Athletics +2, Stealth +5, Survival +2

Senses: darkvision 60 ft., passive Perception 10

Languages: Common, Draconic

Challenge: 2 (450 XP)

Pack Tactics. Shifty has advantage on an attack roll against a creature if at least one of his allies is within 5 feet of the creature and the ally isn't incapacitated.

Fancy Footwork. If Shifty makes a melee attack against a creature during his turn, that creature cannot make opportunity attacks against him for the rest of his turn.

Mariner. So long as he is not wearing heavy armor or using a shield, Shifty has a climb speed and swim speed equal to his speed, and he gains a +1 bonus to his AC (included above).

Actions

Multiattack. Shifty makes two cutlass attacks.

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

Appearance

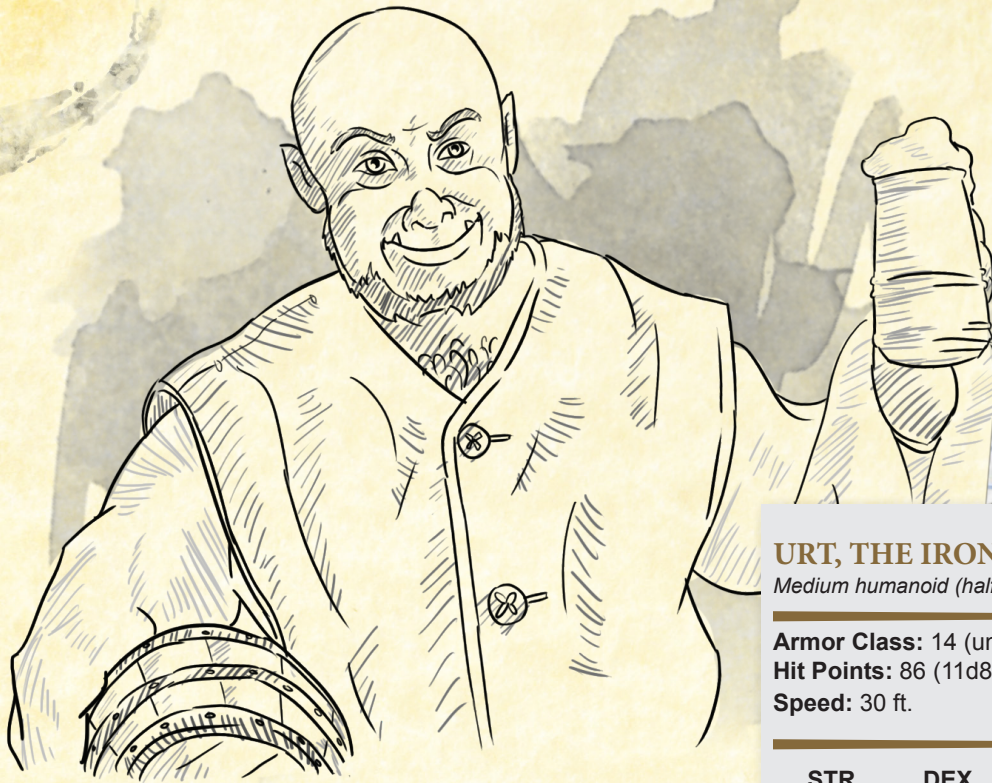
Shifty looks like a kobold, of course, but his years aboard the pirate ship *Red Midnight* have influenced his attire. Shifty wears loose vestments, ideal for seafaring, and has chosen a cutlass over simpler weaponry of his kind. He proudly wears a pirate's bandana over his head (though he lacks any hair it might otherwise keep in place).

The Pirate's Way

Shifty snuck aboard the *Red Midnight* to plunder whatever riches it might contain, only to be caught by her crew. The pirates admired the kobold's spite and fighting spirit, and though he was a thief, took him for a dock hand and pet. From there, the kobold proved to be a valued asset and capable pirate; he is silent as night when the need arises, and twice as deadly. Before long, Shifty had earned a place among the crew. In the kobold's time aboard the *Red Midnight*, he has grown well past the limitations of his kin, into something much more dangerous.

Personality, Quirks, & Memorable Features

- Shifty got his name when one of the pirates shouted at him "what a shifty bugger!" The ensuing uproar of laughter from the rest of the crew sealed his namesake to this day. The kobold may not understand it, but it's the only name he's truly known or cared for.
- Though the kobold would grow to make an ideal pirate, the sea did not agree with Shifty at first. His first few weeks aboard the *Red Midnight* were spent retching over its sides. Even still, a tumultuous trip causes Shifty's stomach to turn.
- Shifty may get along with his pirate brethren, but he's still a malicious and greedy little creature. He's not intimidated easily, and has killed grown men twice his size should they try to cross him.



URT, THE IRONGUT

Male half-orc drunkard

Appearance

Urt is large and imposing, a brute with pale green skin, a pressed nose, and jowls that highlight small tusks common among his species. He is perpetually drunk or drinking, and carries the smell of dirt and alcohol with him as commonly as a bottle. Despite his condition, he is typically considered friendly company, always willing to join in a song or a jape provided he's sober enough to stand.

The Best Disguise

Urt's true duty requires him to collect information and secrets. Urt reports to a powerful underground organization that deals explicitly in knowledge and all of its uses. The half-orc has found his best disguise is his persona that parades around as an innocuous drunkard.

Personality, Quirks, & Memorable Features

- No one really knows where the half-orc Urt came from; certainly no one has any impression that he's heading anywhere. The fact that Urt can be so commonplace without others giving him a thought works to his advantage.
- While this role may require him to partake of his fair share of drinks, Urt's real talent is that of a dubious actor, collecting secrets passed in alleyways and taverns while he pretends to be in a drunken stupor.
- Urt absolutely detests anyone that belittles or mistreats him because of his race. His heritage is generally a mystery among the populace, and people have found the half-orc is much more pleasant drowning in a bottle than when his wrath is stoked.

GM Tip

Urt is just full of surprises! The half-orc could be either a helpful informant, or a potential blackmailer. If his hand is forced, give Urt some creative improvised weapons he can use to defend himself. The players are sure to remember the 'drunk' that knocked them out cold with a table leg, an ale stein, and cat in the wrong place at the wrong time.

URT, THE IRONGUT

Medium humanoid (half-orc)

Armor Class: 14 (unarmored defense)

Hit Points: 86 (11d8 + 36)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	16 (+3)	15 (+2)	14 (+2)

Saving Throws: Str +6, Wis +4

Skills: Deception +4, Insight +4, Investigation +5, Intimidate +4, Performance +4

Senses: darkvision 60 ft., passive Perception 17

Languages: Common, Orc, Elvish, Dwarfish

Challenge: 3 (700 XP)

Drink Like a Demon. Urt has advantage on Constitution saving throws to prevent becoming intoxicated.

Improvised Weapon Master. Urt is always considered to be proficient in improvised weapons, and improvised weapons he wields deal 1d8 damage.

Observant. Urt gains a +5 bonus to his passive Perception score (included). If he can see a creature's mouth while it is speaking a language he understands, he can interpret what it is saying by reading its lips.

Relentless Endurance (Recharges after a Short or Long Rest). The first time Urt is reduced to 0 hit points but not killed outright he drops to 1 hit point instead.

Unarmored Defense. While wearing no armor and not wielding a shield, Urt's AC equals 10 + his Dexterity modifier + his Wisdom modifier.

Actions

Multiattack. Urt makes three unarmed strikes, or Urt makes two attacks with improvised weapons.

Unarmed Strike. Melee Weapon Attack. +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

GM Tip

Use a drow or drow elite warrior for Tau's statistics, depending upon how strong you want him to be. Regardless of your choice, he's still intimidated and fearful of his sister's burgeoning powers.

VENDRA TWILOSCIENT

Medium humanoid (drow)

Armor Class: 12

Hit Points: 33 (6d8 + 12)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	18 (+4)	15 (+2)	13 (+1)

Saving Throws: Int +6, Wis +4

Skills: Insight +4, Medicine +6, Stealth +4

Senses: darkvision 60 ft., passive Perception 12

Languages: understands Common and Elvish but can't speak

Challenge: 3 (700 XP)

Fey Ancestry. Vendra has advantage on saving throws against being charmed and magic can't put her to sleep.

Psychic Focus. As a bonus action, Vendra can select one of the following psychic focus benefits. The benefit lasts until Vendra becomes incapacitated or uses another bonus action to gain a different psychic focus benefit:

Mind Vault. Vendra gains proficiency with one skill, weapon, shield, armor, or tool of her choice while she has this psychic focus.

Psionic Restoration. While Vendra has this psychic focus, she can use a bonus action to touch a living creature that has 0 hit points and automatically stabilize it.

Third Eye. Vendra gains blindsight in a radius of 30 feet while she has this psychic focus.

Psionic Resilience. At the start of each of her turns, Vendra gains 4 temporary hit points provided she has at least 1 hit point.

Sunlight Sensitivity. While in sunlight, Vendra has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Unarmed Strike. *Melee Weapon Attack.* -1 to hit, reach 5 ft., one target. *Hit:* 1 (1d3 - 1) bludgeoning damage.

Mind Thrust. Vendra blasts a nearby creature with a psychic force. Vendra selects a creature within 5 feet that she can see. That creature must make a DC 14 Intelligence saving throw or take 7 (2d6) psychic damage. A creature damaged by this effect is pushed up to 10 feet away from Vendra.

Thought Spear. Vendra psychically strikes a creature. Vendra selects a creature within 120 feet that she can see. That creature must make a DC 14 Intelligence saving throw or take 9 (2d8) psychic damage.



VENDRA & TAU TWILOSCIENT

Female drow mystic and male drow companion

Appearance

Vendra Twiloscient is young by any standard at 14 years of age, particularly to the long lived drow. She's just over 4 feet tall, typically clad in a dark cloak, with the pointed features common of her race. She's also entirely mute, a feature that's immediately apparent to anyone that attempts to converse with her. Her brother, *Tau*, has been her guardian and closest thing she's had to a parent for her entire life. The two are inseparable, as Tau never lets her out of his sight.

Escaping the Spider Queen's Web

The girl is a curiosity and a disappointment among the drow; she was prophesized to become a priestess of Lolth before her birth, but such expectations subsided when it was discovered she lacked the capacity to speak. She was discarded by her clan at a young age, and is alive only by virtue of her brother's pity and tireless watch. When Vendra started to manifest the powers associated with a mystic, Tau made it a point to get her safely away from the very drow that had forsaken her. Drow agents stalk the duo, seeking to reclaim Vendra and use her powers to serve their goddess – a fate Tau abhors above all else.

Personality, Quirks, & Memorable Features

- Though mute, Vendra has learned to communicate through gestures. She's still a child, however, which makes it difficult for her to convey complex ideas.
- Vendra is keenly aware of her abilities, and her psionic power grows by the day. Tau has witnessed, often to his horror, men fall to their knees as their ears and nose run with blood – all while his little sister stares coldly in their direction.
- Though she's spent an above average amount of time on the surface for a drow, Vendra retains a strong dislike for sunlight. It's difficult to coerce her to travel during the light of day, and the two have taken to doing their traveling at night.

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ZANA FAL'TININ

Female half-elf wizard

Appearance

Zana is a comely half-elf, slender and graceful with flowing amber hair and a devious smirk. She dresses in comfortable and extravagant dresses while home, and more practical outfits while traveling.

A Grand Display

Zana makes no attempt to conceal her magic; her belief being talents not used are talents wasted. Wherever Zana travels, she is accompanied by a grand display of magical fireworks, flits and sparks of magical essence, and impressive demonstrations of her power. This usually draws a crowd of attention the half-elf, which she haughtily enjoys.

Personality, Quirks, & Memorable Features

- Raised by her elven father, Zana carries his surname with pride. It was him who taught her the subtleties of magic, and after displaying great skill in spellcasting, Zana decided to devote her life to the mastery over the arcane.
- Zana is confident to the point of arrogance. She believes that her magical talents elevate her above those incapable of spellcasting, and only those that unlock the powers of magic are worthy of respect.
- Zana refrains from using coarse language, ribaldry, or other things she considers “indecent.” The doesn't, however, prevent her from openly insulting those she does not like or respect.



GM Tip

Zana is arrogant for a reason - her arsenal of spells make her threat in single combat. If she's outnumbered, she's not too proud to dimension door to safety and then scheme for revenge.

ZANA FAL'TININ

Medium humanoid (half-elf)

Armor Class: 11 (14 with *mage armor*)

Hit Points: 49 (9d8 + 9)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	12 (+1)	16 (+3)	13 (+1)	12 (+1)

Saving Throws: Int +6, Wis +4

Skills: Arcana +6, History +6

Senses: darkvision 60 ft., passive Perception 11

Languages: Common, Draconic, Elvish

Challenge: 5 (1,800 XP)

Arcane Recovery. Once per day, when Zana finishes a short rest, she can recover three levels worth of spell slots.

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

Spellcasting. Zana is a 7th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Zana has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *message*, *prestidigitation*

1st level (4 slots): *mage armor*, *magic missile*, *silent image*, *witch bolt*

2nd level (3 slots): *crown of madness*, *mirror image*, *ray of enfeeblement*

3rd level (3 slots): *hypnotic pattern*, *lightning bolt*

4th level (1 slot): *dimension door*

Actions

Quarterstaff. *Melee Weapon Attack.* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage.

Dagger. *Melee or Ranged Weapon Attack.* +5 to hit reach 5 ft. or range 20/50 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

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