



ALLIES, ENEMIES, & QUESTS



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ALLIES, ENEMIES, & QUESTS

A 5TH EDITION SUPPLEMENT

VERSION 1.0

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COVER & INTERNAL ARTIST: DEAN SPENCER

CARTOGRAPHY: DYSON LOGOS

EDITING: ALAN TUCKER



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ABOUT THIS SUPPLEMENT

You may or may not know of my Villains & Lairs supplements. With those supplements I used the art of various artists to inspire NPC writing.

Dean Spencer is an amazing fantasy artist and his work has always inspired me. This book is dedicated to Dean for his fantastic art and as a thank you for kickstarting my imagination.

I hope you enjoy the NPCs we have developed.

Now – go play D&D!

- Jeff C. Stevens

QUESTIONS OR CONCERNS?

Happen to find an error? Have a NPC CR question? If so, you can message me on Twitter (@jcorvinstevens) or send me an email via my website:
jeffstevensgames.com

USING THIS CONTENT

Official Wizards of the Coast books referenced:

MM = 5th edition *Monster Manual*
PHB = 5th edition *Player's Handbook*
DMG = 5th edition *Dungeon Master's Guide*
VGtM = *Volo's Guide to Monsters*
MToF = *Mordenkainen's Tome of Foes*

MAPS

Unless otherwise noted, for all maps: 1 square = 5 feet.

AVERAGE PARTY LEVEL

The **Average Party Level (APL)** can be used to calculate the appropriate challenge level for your party. To calculate the APL, add the total levels of all characters and divide the sum by the number of characters (rounding up for .5 or greater).

THE ART

All Dean Spencer artwork in this supplement is stock art available on DriveThruRPG.

Learn more about Dean Spencer:

<https://www.patreon.com/deanspencerart>

<https://www.deanspencerart.com/>

<https://twitter.com/DeanSpencerArt>

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THE MAPS

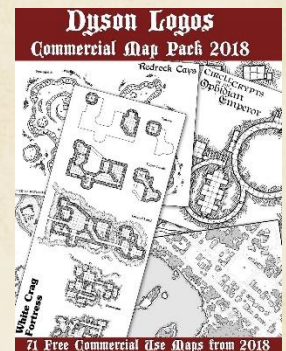
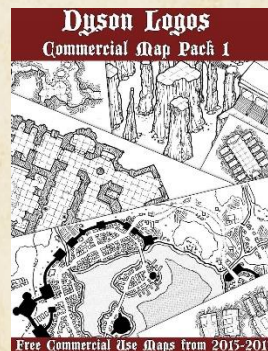
Dyson Logos has many free maps which are available for commercial use. You can find them here:

<https://dysonlogos.blog/maps/commercial-maps/>

The Dyson Logos maps used in this product are:

Blind Lamias, Herlihy Farm, and Onyx Hill Ruins

You can help support Dyson Logos by purchasing their map packs:



ADJUSTING THE NPCs

Although a stat block for most of the NPCs is included, you may wish to adjust them to make them fit in your own campaign. You could accomplish this by increasing the hit points of the villain, raising their Armor Class, or by adding feats or special traits. The latter can be found in Chapter 9: Dungeon Master's Workshop of the *Dungeons Master's Guide* (page 280).

Unless otherwise noted, assume all NPCs have the stats of a **commoner** (MM, p 345).

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AKIIKI

By: Jeff C. Stevens

Akiiki and his camel Bahiti are exiles from a distant land. Once a prince of a city floating above a sea of sand, Akiiki now seeks redemption and revenge.

BACKSTORY

Akiiki's parents rule the city of Brilliant, which floats 20 feet above a desert of endless dunes. Though not its original name, the city changed its name to Brilliant after learning that the stone used in its creation seemed to absorb the power of the sun. This energy slowly releases at night in the form of a pale white light, illuminating the city even during the darkest of nights.

Akiiki's cousin, Ramla, is an evil woman who despises Akiiki and his beloved family. She wants more power and higher status in the family. She knew she couldn't murder Akiiki and get away with it. So, she gave Akiiki an ultimatum: leave the city on the next ship and never return. If he did not comply, she would murder his mother and father, implicating Akiiki in the act.

Akiiki boarded the ship with his camel and sailed for months across a rolling ocean. When they disembarked, the two were met with stares of fascination, wonder, and disgust. Akiiki gathered supplies, loaded them on Bahiti, and left the port to search for a new place to call home.

STATUS & MOTIVES

Akiiki and Bahiti currently reside in a pebbly area along a wide river. The sand bars and fine stone remind them of home.

Current: Akiiki's running low on supplies and currency. He's trying to find a job in the merchant quarter, but he also offers his fighting skills for the right reward.



Long-term: Akiiki is devising a plan to get word to his family that he is okay but is having difficulty doing so. Ramla paid the ship's captain and crew a hefty sum to keep her secret. And Captain Athus's ship is the only foreign ship that travels to Akiiki's homeland.

AKIIKI AS AN ALLY:

- **A Sword for Hire.** Akiiki needs coin and offers his services as a sword-for-hire.
- **A Teacher.** Akiiki can teach someone to expertly ride a horse or camel. Upon successful completion of the training, the creature earns the Skilled Rider skill (see Akiiki's stat block). The training includes several days of being tossed off a bucking camel or horse, riding blindfolded, and being subjected to Akiiki's training mechanism: a contraption similar to a mechanical bull which Akiiki maneuvers using several poles and levers.

AKIIKI AS AN ENEMY:

- **Hired Sword.** Fulfilling his need for coin, Akiiki finds himself in the service of a bandit captain or warlord.
- **Wronged.** If the adventurers steal from Akiiki or take advantage of him, they earn themselves a new enemy.

FLAWS

Being unaware of the customs, languages, and mannerisms of the people in this foreign realm, Akiiki can be gullible. Attempts to Persuade or Deceive Akiiki are made with advantage.

QUESTS

Below are quests that Akiiki may have for the adventuring party:

Rescue Bahiti. A group of bandits, goblins, or orcs have ambushed Akiiki, leaving him badly wounded. The creatures stole Bahiti and plan to either sell the exotic animal at a local market or eat it. If the party rescues Bahiti, Akiiki gives them his *lapis lazuli charm*.

Rescue Akiiki and Bahiti. While exploring this new land, the two find themselves trapped in quicksand. If rescued, Akiiki promises to help the party during an adventure.

Send a Message. Akiiki asks the adventurers to convince either Captain Athus (**bandit captain**) or one of his crew members (**bandit**) to deliver a message to his parents. To secure their services, Akiiki gives the party a large emerald worth 200 gp.

The captain and his crew can often be found in the Mussel's Foot tavern, or aboard their ship, the *Sea Jewel*.

AKIIKI

Medium humanoid (human), lawful neutral

Armor Class 13* (ring of protection)

Hit Points 27 (6d8)

Speed 30 ft.

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

Saving Throws +1 to all savings throws*

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Stealth +6, Survival +4

Senses passive Perception 16

Languages Common, Elvish, his native homeland language

Challenge 1 (200 XP)

Lucky (3/day): Whenever Akiiki makes an attack roll, an ability check, or a saving throw, he can spend one luck point to roll an additional d20, choosing which of the d20s is used for the attack roll, ability check, or saving throw.

Akiiki can also spend one luck point when an attack roll is made against him. Roll a d20, and then choose whether the attack uses the attacker's roll or Akiiki's roll.

Skilled Rider: Akiiki has advantage on all saving throws to avoid being dismounted from a creature he is riding. In addition, should that creature fall prone, Akiiki automatically succeeds in dismounting the creature and landing in an open space within 5 feet of it.

Sneak Attack (1/Turn). Akiiki deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn't incapacitated and Akiiki doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Akiiki makes two melee attacks or two ranged attacks.

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

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. **Hit:** 6 (1d6 + 3) piercing damage.

REACTIONS

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

TREASURE

Akiiki carries a leather pouch containing 2 pp, 16 gp, 23 sp, 310ep, and 67 cp. He also has:

Ring of Protection. Akiiki wears a *Ring of Protection*, giving him +1 to AC and saving throws (included in stat block)

Glow Stones. Akiiki carries two *glow stones*, which is what was used to create the Brilliant city. Each stone emits a soft dim light in a 15-foot radius for 6 hours if they are set in the sun for one hour during the day.

Lapis Lazuli Charm. Akiiki wears a coin-sized *lapis lazuli charm* fastened to a gold chain. The charm and chain have a value of 25 gp each, but the charm grants the Lucky feat as long as it is worn.

AUDRIETTE & OLIVE

By: Jeff C. Stevens

The halfling druid Audriette and her giant raccoon, Olive roam the forest, protecting it from usurping bandits, decaying undead, and no-good adventurers.

BACKGROUND

Audriette Brushrunner was raised in the Havenwood forest she protects. Its tall spruce trees and mighty white oaks provided her halfling village protection from the larger outside world. Over time, as more humanoids and creatures learned of the magical properties of the forest, the trees required aid.

Orcs and bandits build camps in the forest, taking advantage of the area's magical healing abilities and enabling them to attack outlying areas more frequently. These groups now attack interior villages as well. Peaceful creatures fear for their lives as the raiders strike deeper into the forest.

Audriette and Olive, her giant raccoon, patrol the forest, battling lone scouts as they come upon them and taking notes of the enemy encampments they spy.

HAVENWOOD

While within the forest, healing rates are increased. A short rest is equivalent to a long rest, and healing spells and potions gain an additional die.

Example: A *potion of healing* heals 3d4 + 2 points of damage instead of 2d4 + 2.

STATUS & MOTIVES

Audriette and Olive live in a small halfling village deep within the Havenwood forest. They might be found there, or encountered during one of their forest patrols.

Current: Their current motive is to protect the interior villages of Havenwood, by warning them of approaching raiders and dealing with small groups of scouts. She uses these groups against one another, selling information about one group to another, hoping they fight amongst themselves.



Long-term: They want to rid the forest of all raiding parties and return Havenwood to a peaceful and safe place.

AUDRIETTE AS AN ALLY:

- **A Sword for Hire.** If the adventurers need someone to help them deal with a raiding party camp within Havenwood, Audriette gladly offers her assistance without consideration of a reward.
- **A Source of Information.** Audriette and Olive know the location of many raider encampments within Havenwood. Audriette has even taken notes about a few unique members of these groups, complete with descriptions of their physiques and mannerisms.

AUDRIETTE AS AN ENEMY:

- **Guardian of the Forest.** If they suspect the adventurers to be raiders, based on their actions and mannerisms in Havenwood, Audriette takes note and may inform one of the raiding parties of the adventurers' location.

FLAWS

Audriette assumes every newcomer to the Havenwood forest is a potential threat. When spoken to, she is harsh and brash. Deception and Intimidation checks against Audriette and Olive are made with disadvantage.

QUESTS

Below are quests that Audriette may have for the adventuring party:

Protect a Village. A peaceful humanoid village is about to be attacked. Audriette asks the adventurers to help her protect it, offering knowledge or an uncommon item (which she pilfered from an orc scout) as a reward.

The village is attacked by three waves of **bandits** (CR 1/8), with four bandits in each wave. These bandits enter the small, circular village from all sides, with a new wave entering combat every two rounds on initiative count 10.

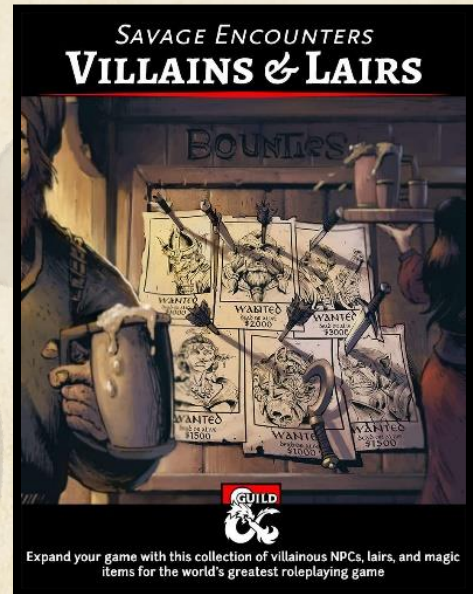
Adjust the threats accordingly based on the average character level of your group, increasing or decreasing the number of bandits, or by replacing them with goblins, orcs, or bandit captains.

Deliver a Message. Audriette has a predicament. She needs to alert two villages of a potential threat, but doesn't have the time to reach both villages. She asks the adventurers to alert one of the villages for her. After giving them directions to the village, the party must succeed on three DC 12 Wisdom (Survival) group checks before failing three group checks. To make a group check, each character rolls the dice. If more characters succeed on the check than fail, then the group check is successful.

On a failed check, the party is attacked by two scouts who are out patrolling Havenwood. The next Survival check is made with one less adventurer, chosen by the party. Thus, reducing the number of dice rolled during the group check.

The party is successful if they reach the village and successfully alert them of the nearby raider camp.

MORE FROM JEFF C. STEVENS:



AUDRIETTE

Small humanoid (halfling), neutral good

Armor Class 11 (16 with barkskin)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

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

Skills Acrobatics +4, Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Common, Druidic, Halfling

Challenge 2 (450 XP)

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

Lucky. When Audriette rolls a 1 on the d20 for an attack roll, ability check, or saving throw, she can reroll the die and must use the new roll.

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

Spellcasting. *Audriette* is a 4th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following druid spells prepared:

- Cantrips (at will): *druidcraft*, *shillelagh*, *thorn whip*
1st level (4 slots): *animal friendship*, *cure wounds*, *healing word*, *speak with animals*
2nd level (3 slots): *barkskin*, *gust of wind*

ACTIONS

Spear. *Melee Weapon Attack:* +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with *shillelagh*.

Spear. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

TREASURE

Coin. Audriette carries a leather satchel containing 35 gp worth of coins, a boiled mushroom sandwich, and a griffon’s tail feather.

Spear of the Havenwood. Audriette’s spear is magical, dealing magical damage and immediately returning to her hand at the end of her turn if it is dropped or thrown.

OLIVE

Medium beast, unaligned

Armor Class 10

Hit Points 13 (2d8 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	12 (+1)	5 (-3)

Senses darkvision 30 ft., passive Perception 11

Languages --

Challenge 1/4 (50 XP)

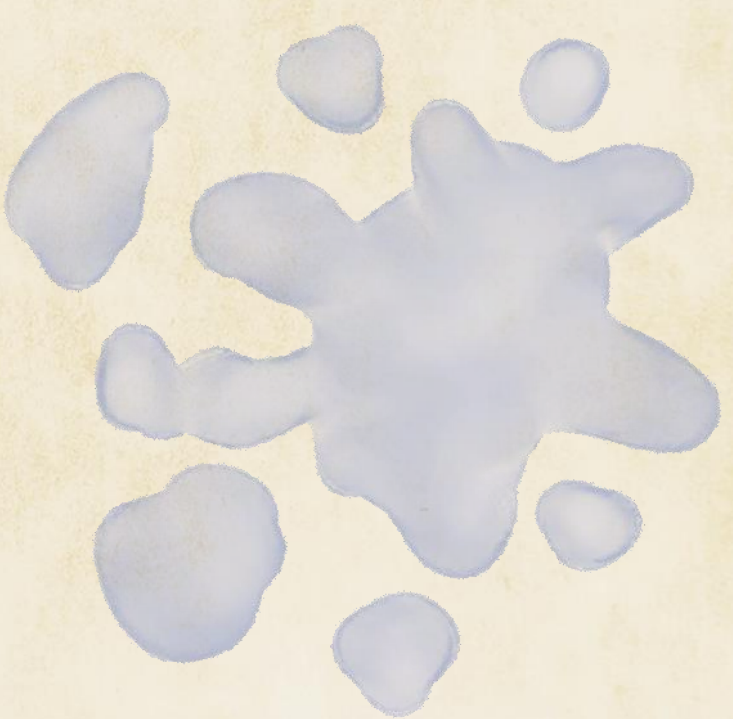
Keen smell. Olive has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. Olive makes two attacks: one with her bite and one with her claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.



BJORN IRONWILL

By: Jeff C. Stevens

Bjorn Ironwill is a blacksmith specializing in weapons. While skilled with his warhammer, his repeating crossbow makes him a formidable opponent from a distance, until it malfunctions.

BACKGROUND

As a youngster, Bjorn Ironwill never really fit in with the other dwarf children in his village. He wasn't as strong as they were, often bested in wrestling matches and games which measured one's strength. He was quick and nimble, though. He thrived in games of 'hide-and-seek' and could run along the village rooftops when his friends could not.

He failed using melee weapons, often being laughed at while his practice dummy stood solid and undamaged. He could use a bow, but what was that compared to the power of a mighty warhammer or battle axe? Sitting back and slinging a single arrow at a target wasn't impressive.

Since he wasn't 'dwarf soldier' material, he took up the art of blacksmithing, specializing in weapons. If he couldn't wield a weapon, he promised that those who could would have the best weapons he could create.

While repairing a heavy crossbow with a damaged firing mechanism, Bjorn had an idea. What if he could create a crossbow that reloaded as you pulled the string back, the bolt dropping into place automatically from an attached storage unit? He began tinkering with the idea, eventually succeeding after seven failed attempts.

Bjorn displayed his new weapon to the village, who were very impressed as two bolts flew from his crossbow in quick succession, hitting a practice dummy and destroying it.



STATUS & MOTIVES

Bjorn has since moved to a larger city, where he opened a weaponsmith shop. He repairs damaged armor, sharpens blades to their finest edge, and dabbles in creating new weapons. He sells his repeating crossbow to those he believes can wield it. He won't sell such a deadly weapon to a careless person.

Current: Bjorn is a happy man. He loves what he does and enjoys talking to people. He's content with things as they are.

Long-term: Bjorn wants to create new weapons, but he's so busy he seldom has the time. He may look to hire an assistant soon. He's also trying to increase the bolt capacity of his repeating crossbow, but is having difficulty (see *Quests: I Need Something*).

BJORN AS AN ALLY:

- **Crossbow for Hire.** Always eager to show off his repeating crossbow, Bjorn sometimes acts as ranged backup for adventuring parties. He'll accept a fair share of the treasure, or a sum of 100 gp per day.
- **A Skilled Blacksmith.** Bjorn can mend and polish armor, and repair damaged weapons. He's also the best blade sharpener in the realms. For a mere 10 gp, Bjorn creates an edge on a person's blade that is so sharp, it gains a +1 to attack and damage rolls for 24 hours.

BJORN AS AN ENEMY:

- **Darn Thieves.** If the party steals from Bjorn, he quickly deduces they are responsible. He took inventory that morning and they were his only visitors. He may approach them, asking for the item, or he may gather a party of his own, tracking down the adventurers and ambushing them.

FLAWS

Bjorn is a likeable man and an astute business owner. He believes in the adage "the customer is always right" and sometimes this costs him money as he's prone to giving discounts.

QUESTS

Below are quests that Bjorn may have for the adventuring party:

I Need Something. Bjorn isn't satisfied with the bolt capacity of his repeating crossbow. He's tried to create larger feeding mechanisms, but the added weight makes the crossbow too cumbersome.

He's heard that the leader of a party of gnoll raiders (see *Gnoll Raiders*) carries unforged mithril, which he believes he can use to improve the feeding mechanism.

The gnoll raiding party camps in a nearby forest. The mithril is found in the gnoll pack lord's sleeping, hidden in a small cellar.

If the adventurers are successful, Bjorn creates a bolt feeder that holds 20 crossbow bolts.

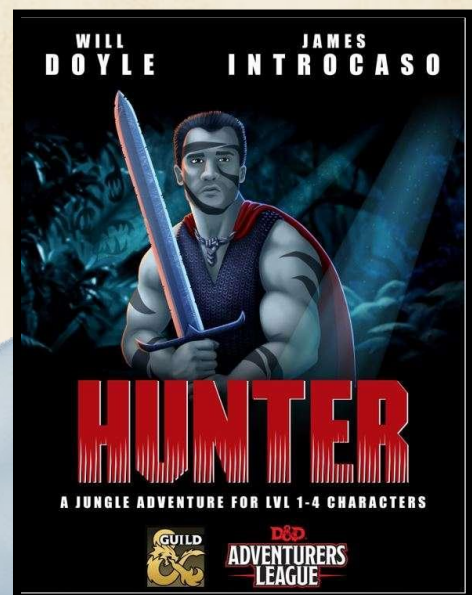
As a reward, Bjorn gives the party a repeating crossbow (without the mithril feeder) and 50 gp. If pressed, he also gives them a 15% discount on items found in his shop, which can be any non-magical items you wish.

Delivery People Wanted. Bjorn has several items he needs delivered to customers. He'd do it himself, but he's too busy with work and could use some quick help. He asks the adventurers to deliver the items below and collect payment in return for a 10% discount on his goods and services.

- A sharpened shortsword to the rogue (**master thief**) Walter (10 gp), who can be found in the city's tavern. Walter attempts to deceive the party, scoffing at the sum owed, stating he and Bjorn had agreed on 5 gp.
- A repaired set of chainmail to the gnome cleric (**priest**) Evan (30 gp), who is worshipping in the city's temple. Evan follows whichever deity you like, but strongly professes they are the best deity in the realms and gives a speech about how a person should actively give to the temple. After his speech, Evan pays the 30 gp and is very happy with Bjorn's work.
- A polished metal shield, engraved with the words "Bustin' Time" on its face, to the fighter (**gladiator**) Ingrid (5 gp), who is enjoying tea and biscuits at a small diner run by halflings: Little Feasts.

Ingrid is a very confident human woman, and egotistical. She belittles the party, flexing her muscles while talking about how she single-handedly slayed a dragon (it was a baby dragon), destroyed beholders (nests of bees), and barely escaped the clutches of an evil tyrant (her ex-husband). She pays the 5 gp after the party has listened to her boasting.

THE REPEATING CROSSBOW IS INSPIRED BY THE ONE THAT APPEARED IN THE ADVENTURE BY JAMES INTROCASO AND WILL DOYLE: HUNTER



BJORN IRONWILL

Medium humanoid (dwarf), chaotic good

Armor Class 16 (studded leather)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

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

Saving Throws STR +3, DEX +5, WIS +4

Skills Athletics +3, Acrobatics +5, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Dwarf

Challenge 2 (450 XP)

Weaponsmith: Bjorn is a skilled blacksmith and weaponsmith and has expertise with smith's tools

Archers Eye (1/day). As a bonus action, Bjorn can add 1d10 to his next attack or damage roll with his repeating crossbow.

ACTIONS

Multiattack. Bjorn makes two mace attacks or two repeating crossbow attacks.

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Repeating Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 10 (1d10 +5) piercing damage.

A creature wielding a repeating crossbow can make two attacks with it. If a natural 1 is rolled on the second ranged attack, the repeating crossbow is jammed (see Sidebar).

REPEATING CROSSBOW

Crossbow, Heavy. Martial Ranged Weapon

Proficiency with a heavy crossbow allows you to add your proficiency bonus to the attack roll for any attack you make with the repeating crossbow.

100 gp cost

Damage: 1d10 piercing

Weight: 25 lbs

Properties: Ammunition, Heavy, (Range 100/400), Two-Handed

The repeating crossbow holds 12 crossbow bolts. After the final bolt is fired, a creature must spend their next turn reloading the crossbow with any number of bolts up to 6. To completely reload the repeating crossbow takes two full turns.

A creature wielding a repeating crossbow can make two ranged attacks with it. If a natural 1 is rolled on the second attack, consult the below:

1 Misfire: The repeating crossbow clears the jam and continues to work properly.

2 Quick Jam: spend your action to clear the jam.

3 Easy Jam: spend your movement and bonus action to clear the jam.

4 Jammed: can't be fired again until it is repaired during a short or long rest.

5 Watch Out!: The bolt flies off in a random direction. Roll a d10 to determine which square the bolt flies to, with 9 and 10 being you. If the square is occupied, that creature is struck by the bolt and suffers normal damage.

6: Ker-Ping: A piece breaks and flies off the repeating crossbow. It is broken and must be serviced by a weaponsmith and costs 50 gp to repair.

GNOLL RAIDERS

By Jeff C. Stevens

A gnoll raiding party has made camp in an old, decrepit ruin. Adventurers may stumble upon this camp, or they may be asked to deal with the gnolls and find the mithril ore they carry (see Bjorn Ironwill).

Note: The events in this encounter can occur at any time. If the adventurers approach the ruins at night, the gnolls have just returned from an excursion and are enjoying themselves before bedtime.

OVERVIEW

A band of gnoll raiders continue to attack nearby settlements, hamlets, and farmsteads. Their leader, the fiendish and foul Grra'ack (gnoll pack lord) is very proud of herself, having recently carried away a wheelbarrow full of mithril ore after defeating the dwarves who mined it.

Not satisfied, Grra'ack plans to raid at least two more farmsteads before leaving the area.

AREA A: MAIN ENTRANCE

A **gnoll** stands guard at the main entrance, though he may not be attentive as he gnaws on the sinew dangling from a sheep's leg.

AREA B: SIDE ENTRANCE

A single **gnoll (CR ½)** attentively stands guard, partially concealed behind the wall (partial cover).

AREA C: MAIN COMPOUND

Three gnolls play a game, using the severed head of a recent kill as a ball. Two of them (**gnoll hunters; CR ½**) are on the ground, while the third (**gnoll**) stands on the stone pedestal, dodging the head. If hit, the gnoll on the pedestal steps down, trading places with one of those on the ground.

They laugh and cackle like hyenas as the head splatters blood when tossed.

A wheelbarrow rests along the south side of the pedestal. It's empty, its contents stashed in Area H: Hiding Place

AREA D: CAMPSITE 1

A single **gnoll** is taking a nap while clutching a small doll which resembles a human boy.

AREA E: CAMPSITE 2

Two **gnolls** throw rocks at each other, seeing who will be the first to suffer a critical hit and pass out. If these gnolls are made aware of an attack, they stand at the top of the steps and throw rocks at the adventurers.

Rock Attack: *Ranged weapon attack.* +3 to hit, range 20/60 ft., one target. *Hit:* 1d4 + 1 bludgeoning damage.

AREA F: DRINKING GNOLLS

Three **gnolls** sit along the wall while drinking brandy from several recently-pilfered casks. These gnolls are intoxicated and are considered poisoned for 12 hours. While poisoned, they have disadvantage on attack rolls and ability checks.

AREA G: PACK LORD'S CAMPSITE

The **gnoll pack lord (CR 2)**, an obese creature whose body and fur protrude sickeningly through her chainmail armor, relaxes in this area, stuffing herself with ham, yams, and pastries raided from a nearby halfling homestead.

Grra'ack has hidden the entrance to the cellar, by piling up old bones and dead tree limbs. A successful DC 12 Wisdom (Perception) check reveals the entrance.

Treasure: A successful DC 12 Wisdom (Perception) check reveals Grra'ack wears twelve gold necklaces valued at 25 gp each. The chains are difficult to see as her fur and neck waddle hide them. The clasps are matted within her fur, requiring a successful DC 12

AREA H: HIDING PLACE

SCALING SUGGESTIONS

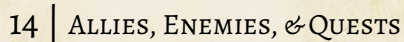
APL 2: change all basic **gnolls** to **gnoll witherlings** (CR 1/4)

APL 3: as written

APL 4: change the **gnoll pack lord** to a **gnoll fang of yeenoghu**

APL 5 - 6: change **gnoll pack lord** to a **gnoll fang of yeenoghu**
and change all basic **gnolls** to **gnoll flesh gnawers** (CR 1)

APL 7 - 8: change all basic **gnolls** and **gnoll hunters** to **gnoll flash gnawers** with 36 hit points each, and **gnoll pack lord** to **gnoll fang of yeenoghu**



BRUGO BADWAL

By: Lydia Van Hoy

Brugo was taken in by a monastery at a young age, one of the only survivors of an attack on a nearby orc camp. He's set out from the monastery on a quest, hoping to better understand where he comes from.

BACKSTORY

As a child, an attack on his family's camp left Brugo parentless and alone; it is unknown who left him on the steps of the monastery. Though he was raised and surrounded by humans, the monks never made him feel out of place, and he is grateful for all they did. They taught him the importance of patience, fostered his love of reading, and—most importantly—taught him to defend himself.

As Brugo grew older, however, he became restless. How was he supposed to find the peace spoken of by the monks, if he knew so little about his past? The ways of orcs—their gods, their customs—were completely foreign to him, and he could find no books on the subject. After several nights of restless sleep, he knew what he had to do: soul searching, as the monks called it. When he announced his decision to leave, the monks showered him with all that he would need: weapons, equipment, rations, and their blessing.

STATUS & MOTIVES

Brugo journeys restlessly in hope of finding orcs that are willing to teach him their ways. He speaks no orcish, and his mannerisms set him apart from other orcs.

Current: Brugo is looking for an orc, any orc, that is willing to take him under their wing and teach him about their people. He is generally trusting, and has been asking everyone he comes across for help or information.

Long-term: Brugo has been studying Orcish in an attempt to better communicate with the tribal orcs he comes across, but desperately needs a tutor to have any hope of becoming fluent. Few are willing to talk to him, let alone help him, and he has little money to hire a professional.



BRUGO AS AN ALLY:

- **Curiosity Killed the Orc...** Brugo will ask just about anyone for help, especially those who look well-traveled.
- **...But Satisfaction Brought Him Back.** Though he asks anyone who will listen, Brugo has a keen eye for those that are best suited to help. If someone can help him—either by finding or paying for a tutor, or tutoring him himself—he offers to show them the monk's secrets for reading people. After spending a few days watching people with Brugo, a creature can add double their proficiency bonus to Wisdom (Insight) checks made to determine someone's social status, occupation, or personality.

BRUGO AS AN ENEMY:

- **Trained Eye.** Adventurers who find themselves on Brugo's bad side—either by taking advantage of him, harassing him, or belittling his goals—can see just how dangerous the ability to read people makes him. In combat, Brugo is a smart and tactical opponent who targets the weakest member of a group.
- **Patience of a Saint.** If the adventurers make an enemy of Brugo, they may not know it until it is too late. While he will always "get his," he waits until the best (or worst) time to do so.

FLAWS

Being raised by humans, and monks at that, Brugo knows very little about that which he seeks. Attempts to deceive Brugo about any aspect of his quest are made with advantage.

QUESTS

Below are quests that Brugo may have for the adventuring party:

Talk the Talk. While looking for someone to teach him Orcish, Brugo comes across the adventurers. He needs another 50 gp to afford a professional tutor, and offers his help with anything they may need in order to earn it. If an adventurer knows Orcish, Brugo is willing to travel with them in order to learn. Roughly three months of regular tutoring teaches Brugo enough to be conversational, while getting him fluent takes close to a year.

Odd Man Out. Brugo has found a clan of orcs, but none of them speak Common and none are friendly. If adventures save him from being attacked, or rescue him from being held captive, Brugo owes them a life debt and travels with them until it has been repaid.

Letters to Home. If the adventurers' journey takes them near the monastery, Brugo asks them to deliver a bundle of letters that he has written to the monks. He can only offer 20 gp, but promises to pay them more if they meet again. An appropriate amount of time after receiving this quest, Brugo randomly saves the adventurers from an ambush. If they have delivered the letters, Brugo offers to travel with them and help protect them. If they haven't delivered the letters, he asks for them back in order to deliver them himself.

BRUGO BADWAL

Medium humanoid (orc), neutral good

Armor Class 16

Hit Points 60 (11d8 + 11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	11 (+0)	16 (+3)	10 (+0)

Skills Acrobatics +5, Insight +5, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 3 (700 XP)

Unarmored Defense: While Brugo is wearing no armor and wielding no shield, his AC includes his Wisdom modifier.

ACTIONS

Multattack: Brugo makes two pike attacks or three unarmed strike attacks.

Pike. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

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

On a successful pike or unarmed strike attack, If the target is a creature, Brugo can choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (Brugo's choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of Brugo's next turn.

REACTIONS

Deflect Missiles In response to being hit by a ranged weapon attack, the adept deflects the missile. The damage it takes from the attack is reduced by 1d10 + 3. If the damage is reduced to 0, the adept catches the missile if it's small enough to hold in one hand and the adept has a hand free.

CONSTANCE 'LYRIC' NAMIR

By R.P. Davis

Lyric wants to have experiences. From the small forest glade where she was raised, she's wandered to the cities, picking up stories to tell—and often finding herself in a starring role.

BACKSTORY

Lyric was born "Constance," a name she soon came to loathe, in the gnome village of Woolhope, in the eaves of the forest. Her parents were goatherds who kept a sizable flock of great, ill-tempered, black-and-white goats large enough for a gnome to ride like a pony. The villagers were a large, interconnected, extended family, who were quite proud of their convoluted genealogy projects and the blankets they crocheted for each other as gifts for weddings and births.

Everyone expected Constance to happily remain in Woolhope and marry a distant cousin. Then she would settle down to raise gnomelings, make a house, tend to a flock of mottled goats, and crochet blankets when she wasn't milking goats and making cheese.

Constance could imagine no future more vile, and devised a plan to run away. The wool merchants came every year at shearing time to buy the great sacks of mohair wool the gnomes harvested from the goats. For months, Constance badgered her father to let her accompany the wool merchants back to the city, to ensure they got the very best price for their produce. Finally, sick to death of her nagging, he agreed.

On the trip to the city she earned the name Lyric. To her delight, the tall men—humans all—who came to buy the wool, entertained themselves on the plodding, goat-perfumed wagons by telling each other stories. She drank in their stories with rapt attention: tales of heroes and villains in faraway lands. They were amused by the tiny gnome girl's stories, which she told in the style of her people, in (sometimes badly) rhyming couplets and considerable (sometimes maudlin) drama.



Since then, Lyric hasn't stopped moving except for a few days here and there in an inn, where she spends some coin and writes down new stories in a long scroll she carries with her at all times.

STATUS & MOTIVES

Lyric is living in a rather run-down inn and tavern in the market district. She could afford better, but this fits her desire for cheap living. Moreover, she finds the people here much more interesting. She performs most evenings in the common room, telling stories she's collected.

Current: Lyric is beginning to develop that most terrifying of gnome traits: boredom. She's recorded all the stories she can find in this part of the city, the next big market day isn't for days and days, and she's willing to tag along with anyone who looks interesting, whether or not they might actually want her company.

Long-term: After many years of wandering the land, getting into scraps and scrapes, Lyric has seen much, and many things she'd prefer to forget. Among birth, joy, and delight, her stories also contain death, blood, bone, and terror. She's constantly at war with herself; she finds appealing the idea of going back to Woolhope and setting up a little tavern where she can tell stories all winter long. At the same time, the next story is just

over the horizon, and she can't stand the idea of not chasing it.

LYRIC AS AN ALLY:

● **Jill of All Trades.** Lyric is *handy*, and she knows it. She knows a little bit about nearly everything under the sun, and if she doesn't, she's heard a story about it.

● **O Hero, What a Hero Hadst Thou Been!** Lyric is a master of the art of propaganda. She can sing songs of praise that make it seem the subject of her song or saga can do no wrong.

LYRIC AS AN ENEMY:

● **What's Your Story?** Hearing of the adventurers' exploits, Lyric hounds them, begging for stories. She gets in the way, ruins their plans by turning up like a bad penny just when they least need her intrusion.

● **Lo, There's a Villain!** Just as easily as she can raise a reputation, she can compose poems that vilify, showing the subject as everything wrong and objectionable.

FLAWS

Her hunger for new stories drives Lyric to great lengths to acquire new material. She can be *very* annoying when she's denied.

QUESTS

Below are quests that Lyric may have for the adventuring party:

The Ghost in the Well. A group of merchants camped near a well just outside the city tell a tale of a haunting melody rousing them from their sleep, only to see a ghostly veiled woman drifting towards the well, beckoning to them before sinking down, down into the dark depths. Lyric simply *must* see that. She hires the adventurers to protect her while she watches at a rate of 1 gp per night.

Dig Me Some Dirt. Lyric plans to take part in a battle of vicious insults in the market square. She hires the adventurers to find the skeletons in her opponent's closet so she can craft some particularly trenchant jabs. The more "Your Mum" joke material she has, the happier she'll be.

Soothe the Restless Dead. It is an annual tradition for a musician to enter the city's catacombs and perform a song to soothe the restless dead. Lately, those dead have been more restless than usual, and no musicians have been willing to enter the place. The prize for completing this task is mounting, and Lyric wants to add it to her nest egg. However, she needs protection to keep the ghoulie-woulies off her while she sings. She's willing to pay the adventurers 50 gp each for their help.

CONSTANCE 'LYRIC' NAMIR

Small humanoid (gnome), lawful neutral

Armor Class 15 (chain shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	14 (+2)	16 (+3)

Saving Throws DEX +4, CHA +5

Skills Deception +6, Investigation +4, Perception +6, Performance +6, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages Common, Gnomish, Lantanese

Challenge 2 (450 XP)

Spellcasting. Lyric is a 4th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She has the following bard spells prepared:

Cantrips (at will): *friends*, *ballad of the zombie king**, *vicious mockery*
1st level (4 slots): *charm person*, *healing word*, *heroism*, *sleep*, *thunderwave*

2nd level (3 slots): *invisibility*, *shatter*

* New spell; see below

Song of Rest. Lyric can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. Lyric can confer this benefit on herself as well.

Taunt (2/Day). Lyric can use a bonus action on her turn to target one creature within 30 feet of her. If the target can hear her, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of Lyric's next turn.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Thieves' Tools. Lyric is proficient with thieves' tools, and has a +4 bonus to Dexterity checks she makes with them.

TREASURE

Lyric has a *bag of holding* containing:

Nest Egg. Coins from a dozen lands in as many different denominations, all worth a total of 500 gp. With this money she can live out the rest of her years in comfort in Woolhope.

Home Away From Home. A complete campsite, with 3 changes of clothes, a bedroll, tent, waterskins, rations, and 12 bottles of red wine of an indifferent vintage.

Scroll of Stories. Lyric's most prized possession is her *scroll of stories*. This unique magic item contains every single story she's collected in her travels. As an action, she can unroll the scroll—which shows no sign of running out of room—and begin to speak. The scroll automatically records what she says. Also as an action, she can think about a certain story and open the scroll, which automatically unrolls to the story she wants. When a new person attunes to the *scroll of stories* its contents are erased.

Should it be stolen, Lyric will without a quiver of conscience commit foul murder to get her scroll back. If someone steals it and erases her collected stories, her fury will be so boundless that she won't stop at the thief—she'll happily flay alive anyone even loosely associated with them.

NEW SPELL

BALLAD OF THE ZOMBIE KING

Enchantment cantrip

Casting Time: 1 action

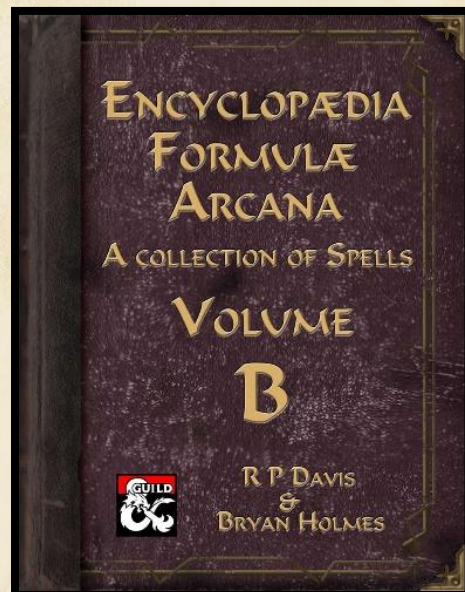
Range: 10 feet

Components: V, S, M (a fingerbone)

Duration: Instantaneous

You sing a song of undeath, invoking fear in your opponent. One target within range which can hear you must succeed on a Wisdom saving throw or be frightened of you until the start of your next turn. Regardless of the saving throw, that creature cannot be affected by this cantrip from any caster for 24 hours.

This spell is from *Encyclopaedia Formulae Arcana – Volume B*, by R P Davis & Bryan Holmes, available here:



CRAFTY

By: Nikolas Totief

Crafty is a kobold who self-exiled from his tribe and carries a secret power within him. He is searching for a way to slay the black dragon that terrifies his family.

BACKSTORY

Crafty is part of a nomadic kobold clan that happened to set up camp near the lair of a great black dragon. The dragon, enraged that the puny kobolds dare disturb her, threatened to melt them with her acidic breath. Crafty's father, the shaman of the clan, managed to strike a deal with her. The kobolds promised to feed the dragon and bring her treasure. For every week they failed to satisfy her, however, she would eat one of the kobolds.

The clan roamed the nearby area, looting and stealing from everyone they could, always careful to not reveal themselves to their victims to avoid drawing attention. But after a while, they had looted everything within the area and food for the dragon became scarce.

Many kobolds were sacrificed to the great black dragon. One day, Crafty drew the short straw. As he entered the cave, scared and quivering, he found the dragon asleep. Relieved at his stroke of luck, he fled. As he ran, however, he stumbled and fell upon one of the black dragon's eggs, crushing it and killing the whelp inside. Drenched in liquid from the egg, he felt power surge through him. The mother dragon woke and roared as she realized what had happened. Crafty ran and never looked back. Now, armed with strange power and the will to right his wrongs, he roams the land searching for a way to kill the dragon and free his clan.



STATUS & MOTIVES

Crafty wants to find a way to defeat the great black dragon that threatens his tribe. Until then, he has to survive and find out more about his power.

Current: Crafty is searching for someone to teach him about his new powers. He has heard there are 'magic-wielders' that can do similar things.

Long-term: Crafty wants to either get strong enough to return to his clan and kill the dragon himself, or bring along a band of adventurers.

CRAFTY AS AN ALLY:

- **A Reliable Source.** Crafty is very skilled in infiltration and has a lot of knowledge about the criminal life in the city where he currently resides without being affiliated with any guild.
- **Backstabber for Hire.** With the appropriate promises, especially if a magic-user agrees to teach him, Crafty will betray anyone. *Anyone.*

CRAFTY AS AN ENEMY:

- **Just Business.** A wizard promised to Crafty that if he gets rid of the adventurers, he will teach him all about his new power.
- **Liars.** If the adventurers promise to help Crafty but then back out, he leaves them in peace but works towards their destruction.

FLAWS

Due to his particular situation, Crafty believes anyone that displays the slightest use of magical ability. He is gullible and while powerful he is unskilled.

QUESTS

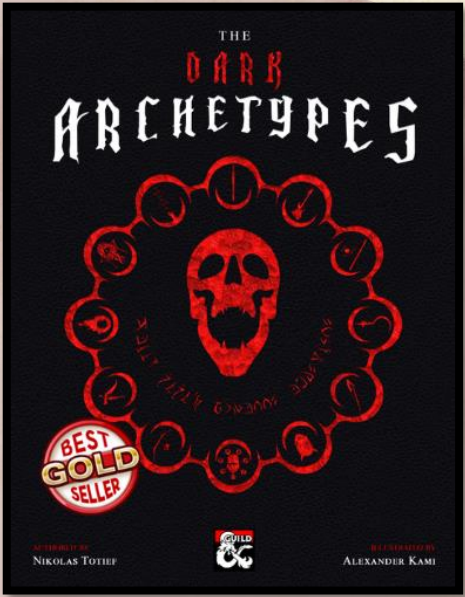
Below are quests that Crafty may have for the adventuring party:

To Steal a Book. Crafty has heard that a wizard has an extensive library on dragons, and he needs a particular book that has information about draconic eggs.

Kill the Dragon. Crafty has finally found adventurers strong enough to challenge the dragon. Crafty promises endless riches to the adventurers if they manage to take the dragon down, since his clan has gathered a great fortune for the dragon.

Draconic Omelette. There is a museum in town that houses a draconic egg. Maybe if Crafty breaks this one as well and bathes in its liquid, he can grow even stronger. Crafty promises the party the location of where the local thieves’ guild stashes its loot.

MORE FROM NIKOLAS TOTIEF:



CRAFTY

Small humanoid (kobold), chaotic neutral

Armor Class 14 (natural armor)

Hit Points 31 (9d6)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-2)	19 (+4)	11 (+0)	18 (+4)	17 (+3)	4 (-3)

Saving Throws Dex +6, Int +6

Skills Acrobatics +6, Perception +5, Sleight of hand +8, Stealth +6,

Senses passive Perception 15, darkvision 60 ft.

Languages Common, Draconic

Challenge 3 (700 XP)

Acid of the Dragon (1/Day). As a bonus action, a green mist surrounds Crafty for the next 10 minutes. His melee weapon attacks deal an extra 21 (6d6) acid damage and he can use *acid spit*.

Acid Spit (Available during Acid of the Dragon). As an action, Crafty spits acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.

Grovel, Cower, and Beg (1/Day). As an action on his turn, Crafty can cower pathetically to distract nearby foes. Until the end of his next turn, his allies gain advantage against enemies within 10 feet of him that can see or hear him.

Sunlight Sensitivity. Crafty has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when he, the target of his attacks, or whatever he is trying to perceive is in direct sunlight.

ACTIONS

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

TREASURE

Crafty carries a leather pouch containing 5 gp, 10 sp and 257 cp.

DEKLAN BOSE

By: Jeff C. Stevens

Deklan Bose is a gemstone merchant and cutter who dabbles in pickpocketing. He's drawn to shiny, pretty things and if he can't trade for, or purchase an item, he may try to steal it away.

BACKGROUND

Deklan Bose grew up around semi-precious and precious gemstones. His father and mother were jewelers and they trained Deklan in the art of valuing, cutting, and selling jewels and jewelry. Deklan learned quickly and excelled in his studies at the notable Ezra's School of Jewelers, which was owned and operated by the venerable gnome Ezra Smartcutter.

Deklan developed a love for the finer things in life. He wears well-fitting, tailored suits and clothing made from exotic fabrics and splashes perfume around his neckline every morning. He keeps his beard shaved and hair trimmed. Deklan often retrieves a gold handled ivory comb from his pocket and runs it through his hair. This usually occurs when he's excited or nervous.

STATUS & MOTIVES

Deklan owns a small, two-story building with his jewelry shop on the main floor and a living space above.

Current: Deklan is fond of unique, shiny, beautiful things. He first tries to acquire these through barter or purchase. For those he can't procure legally, he steals them, stashing them in a mechanical safe hidden inside the statue of a gnome in his shop.

Long Term: Deklan knows Ezra will eventually retire. He hopes to purchase the jewelry school from his mentor, but currently lacks the funds. He continues to acquire wealth.

FLAWS

In addition to his obsession with his hair, Deklan is also infatuated with the number 6. When making payments, the transaction must either end in a 6 or be made of 6 coins. For instance, if Deklan is pricing an item he



wishes to purchase, he quotes 36 gp, or 3 pp and 3 gp (accepting less to make the transaction equal 6 coins).

His shop has:

- Six clocks. One clock is set at the correct time, while the others are all set six hours apart from the first.
- A curio cabinet containing things associated with the number six, like a six-sided die, a candelabra that holds six candles, six matching porcelain teacups, and a palm-sized carving of a clover with six leaves.

The upstairs is finely appointed with silks, colorful pillows, high-quality cookware, and other items that reflect Deklan's love for finer items. He uses the colorful pillows to stash more treasure. A successful DC 15 Wisdom (Perception) check while searching the room reveals new stitching in the pillow seams. Inside each, tightly wrapped in a piece of leather, are 20 gp. There are eight pillows total.

QUESTS

Below are a couple quests Deklan may have for the party:

Save my Teacher. Deklan has learned that his mentor, the gnome Ezra Smartcutter, has been abducted by a band of goblins. (See *Goblin Gnome-Nappers*)

There's Something I Want. There's an item Deklan wants but knows it's going to be difficult to get his hands on. He asks the party to acquire the item, however they wish, and rewards them a sum of gold, gemstones for spell components, or an uncommon magical item he recently purchased.

DEKLAN AS AN ALLY:

- **A Jeweler.** Deklan can value, repair, trade, buy, or sell jewelry. He can also cut raw gemstones, adding 30% to their value. In addition, his shop employs a magic user who can cast the *identify* spell twice per day for a fee of 25 gp.
- **A Thief.** Deklan can pick locks and pockets.

DEKLAN AS AN ENEMY:

- **Contract.** The adventurers have a rare item which Deklan wants. He hires several bandits or assassins to attack the party and retrieve the item.
- **Wronged.** While adventuring with the party, Deklan feels he is cheated of his fair share of treasure or was not treated equally when healing spells were cast. He demands respect and becomes a constant threat to the party, increasing his wealth and hiring henchmen.

DEKLAN BOSE

Medium humanoid (human), lawful neutral

Armor Class 12

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+1)	14 (+2)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +3, Perception +4, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 12

Languages Common, Gnomish

Challenge 1/8 (25 XP)

Jeweler's Training: Through his studies at Ezra's School of Jewelers, Deklan has expertise with jeweler's tools and thieves' tools.

ACTIONS

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

REACTIONS

Parry. Deklan adds 2 to his AC against one melee attack that would hit him. To do so, Deklab must see the attacker and be wielding a melee weapon.

TREASURE

Deklan carries 6 pp, 6 gp, 6 sp, and 6 cp with him at all times.

His jewelry shop contains a safe hidden in the bottom of a statue of a gnome woman holding her infant. The safe is mechanical, with four rows of small, inset buttons ranging from 1 to 10. Depressing the number 6 in each row opens the safe. Otherwise, the safe can be opened with a successful DC 14 Intelligence (Investigation) check followed by a successful DC 14 Dexterity check using thieves' tools. The safe has an AC 14 and 40 hit points and is immune to psychic and poison damage.

To aid in his gemstone cutting and evaluation, Deklan uses *eyes of minute seeing*, which he carries in his breast pocket.

GOBLIN GNOME-NAPPERS

By Jeff C. Stevens

A group of goblinoids have kidnapped the esteemed jeweler Ezra Smartcutter. The goblin boss is to be married in a few days and she wants to give each of her three soon-to-be husbands a gold and diamond ring.

Note: *Goblin Gnome-Nappers* is designed as a sandbox adventure. There are many ways this adventure can unfold, and the information provided should help you run it.

SCALING SUGGESTIONS

APL 2-3: as written

APL 4-5: change goblins to **bugbears** and goblin boss to **bugbear chief**.

OVERVIEW

Goblins have kidnapped Ezra Smartcutter—owner of Ezra’s School of Jewelry and mentor to Deklan Bose (see *Deklan Bose*). Currently, they have not demanded a ransom for Ezra as they have him making jewelry. The **goblin boss** Spit’ang is getting married soon and wants Ezra to craft similar wedding rings for her three husbands-to-be.

There is one small problem. Ezra lost his spectacles while being kidnapped, leaving him nearly blind. He explained to Spit’ang that he is willing to craft the rings, but he can’t without his spectacles. Ezra has asked her to send a message to Deklan Bose, asking Deklan to travel to the goblin camp with his spectacles and a few assistants to help craft the rings.

Spit’ang agreed and has sent her **goblin** scout Blurt on a **worg** to deliver a message to Deklan.

ADVENTURE HOOKS

Below are a few ways you can hook the adventurers into this encounter.

- Deklan knows the goblins kidnapped Ezra and asks the party to save Ezra. (This occurs before Blurt delivers the message and, in my opinion, is a fun hook).
- Blurt successfully delivers the message to Deklan. Deklan asks that party to accompany him to the goblin camp and act as his assistants.
- The party hasn’t met Deklan yet. Instead, they happen upon the goblin hideout, or Blurt and the worg, while traveling.

ENCOUNTERING BLURT

If the party are traveling, either to rescue Ezra or to a new destination, they encounter Blurt (goblin) on his worg. The two may be standing in the middle of the path or road while Blurt looks over the parchment message, or they may be running, on their way to deliver the message to Deklan.

Blurt knows two Common words: Ezra and Deklan. The goblin boss drilled these into his head before sending him to deliver the message.

In Goblin, Blurt yells at the party to move out of his way. If stopped by the adventurers, he shouts *Deklan* and then *Ezra* in Common.

An adventurer who speaks Goblin can easily learn that Blurt is to deliver a message to Deklan. Blurt wants to follow orders and deliver the message himself, but a successful DC 12 Charisma (Persuasion) check convinces him to give the message to the adventurers.

If alive, Blurt escorts the adventurers to the goblin camp, or returns with them to meet with Deklan.

THE MESSAGE

The goblins speak and understand very little Common. They’ve allowed Ezra to write a note, which Blurt is to give to Deklan. Within the note, Ezra has included a few clues.

If Deklan receives the message, he shares it with the adventurers, and may offer to help them save Ezra. That is for you to decide.

If the party intercepts the message, they may find Deklan and share it with him. Or they may continue to the goblin camp using the information in the message to plan an attack or, taking a hint that they may be able to enter the camp posing as jewelers.

The message reads:

My dear boy Deklan,

It seems I've gotten myself in a bit of a pickle—swept away by a group of goblins. I don't believe I'm in any danger, at least not at the moment. The goblin boss wants me to craft three wedding rings for her three husbands-to-be.

They have me shackled to the wall of a dilapidated building, though the goblin boss and I are quite safe under the roof, keeping us nice and dry. The two goblin guards keeping an eye on me are such sweet fellows, but they don't seem to understand Common, and I have no knowledge of Goblin.

Ah! It's also nice to hear the trio of goblins who walk about the compound. Every so often, they sing a goblin folk song. The words are nonsense to me, but the melody is beautiful.

I can't say where the other quartet go. Perhaps they're out-and-about raiding villages or hunting. I do hear them return at night, usually with the north wind.

Anyhow, I need a favor. I've lost my spectacles and am unable to do anything without them. Would you be a dear and bring me a new pair? Perhaps a few assistants to help with the jewelry making?

You might hurry. I'm unsure how much patience their leader has remaining. I believe her wedding is soon.

Yours,

Ezra Smartcutter

THE CAMP

HUNTING GOBLINS

When the party arrives, four goblins are away from the camp on a mission to hunt, pillage, and raid. Roll a d6 every ten minutes of real-time during the game. On the result of a 6, the goblins return empty handed and in foul moods.

AREA A: MAIN COMPOUND

Throughout the day, the compound is patrolled by three goblins. Individually, they slowly walk about the compound, stop at the entrances for a minute each as they peer down the paths, looking for enemies, and then move slowly to the next entrance. After doing this for an hour, they congregate by the largest building, sing a goblin folk song, and then they repeat the process.

At night, one of these goblins patrols the compound for three hours. After which time they are replaced by another of the trio. Those not patrolling sleep in the small, straw hut to the south (Area B).

ENTERING THE MAIN COMPOUND

The patrolling goblins only speak Goblin.

If the party enters the compound **with Blurt while posing as jewelers**, they have little trouble gaining access to Ezra. Though, the goblins may question why jewelers are wearing armor and carrying weapons. A character providing a reasonable response has Advantage on their DC 10 Charisma (Persuasion) check.

If the party enters the compound **without Blurt while posing as jewelers**, they have some trouble gaining access to Ezra. The Goblins are concerned that Blurt hasn't returned and they question the party.

The goblins know this about Blurt:

- He has no living family.
- He has always been intrigued with larger, humanoid cities.
- He loves mead and ale.

If the characters attempt to Deceive or Persuade (DC 12) the goblins with statements that contradict what the goblins know about Blurt, their roll is made with disadvantage. Allow for three checks. If the party fails two checks before succeeding twice, the goblins yell “murderers” in Goblin, alerting the goblin camp and attack the party.

AREA B: MAIN BUILDING

This mud and thatch hut has seen better days. Portions of the walls have crumbled, and sections of the roof are missing.

Ezra is chained to the northeast wall, held by a locked shackle around his ankle. The chain can easily be ripped from the decrepit wall. Spit’ang carries the shackle’s key. It can also be opened with a successful DC 12 Dexterity check using thieves’ tools.

Spit’ang is found in the main building, standing over Ezra and demanding he get to work during the day, or snoring away in a hammock at night, in the center of the building.

Two goblins guard Spit’ang and Ezra at all times, though they tend to nod off during the night. If the main building is entered at night, roll a d6 and consult the below table

D6	RESULT
1	Both goblins are awake
2-4	One goblin is awake
5-6	Both goblins are asleep

ENCOUNTERING SPIT’ANG

If the party is posing as jewelers, Spit’ang demands they get to work. Her weddings are soon, and she wants the rings completed.

Spit’ang is a smaller-than-average goblin woman on a mission. She wants these rings and wants them now. She has more wedding planning to complete before the ceremony, which occurs in three days. If interacted with, one could assume Spit’ang became a goblin leader

because of her managerial skills and ability to take control, or it could also be because the rest of the village was scared of her.

TREASURE

Spit’ang wears a gemstone ring on nine of her fingers. These vary in color and value, with the nine rings totaling a value of 100 gp. She also wears a *ring of protection +1* on her left thumb.

THE RINGS

Spit’ang is giving each of her husbands a diamond ring. Individually, the diamonds are worth 25 gp. If the rings are completed, each is worth 35 gp.

In order to successfully create a ring, a character must succeed on an DC 15 Dexterity check. Characters proficient with jeweler’s tools add their proficiency bonus to the roll.

On a successful check, the character creates a standard diamond ring which pleases Spit’ang.

On a failed check, the ring is created but is less than beautiful. Spit’ang could be convinced this is a new style of ring with a successful DC 12 Charisma (Deception) check.

Once all the rings are created, Spit’ang allows the party to leave with Ezra. She’s too busy finishing her wedding plans to deal with Ezra or the party any longer.

AREA C: ANIMAL PEN

This rundown fenced area was once an animal pen. A pile of old straw and animal dung covers a hidden entrance which is revealed on a successful DC 14 Wisdom (Perception) check. A wooden, circular lid covers an earthen hole, which leads down to a cold cellar containing pickled meats and vegetables. A character searching the cellar and succeeding on a DC 13 Intelligence (Investigation) check finds a small, leather pouch containing 20 small pearls worth 10 gp each.

AREA D: SLEEPING AREA

The hunters and guards use this area as a sleeping quarters. If investigated, the characters may encounter something in the largest room. Roll a d4 and consult the below table:

D4	RESULT
1	The building is empty.
2	A goblin with a nasty case of allergies sneezes and sniffles as mucus drips from their nose.
3	A goblin quietly is napping in the building.
4	A goblin sits in the corner of the building, wide-eyed and enthralled while perusing a picture book about gardening.

TREASURE

The goblinoids sleeping in these rooms have forgotten a few items. A successful DC 14 Wisdom (Perception) check in each room reveals one of the following:

D8	RESULT
1	An empty leather coin purse.
2	A half-full wineskin filled with Chung: an intoxicating beverage that goblins make from their saliva and mint leaves.
3	A small pair of scissors that one of the goblins use to keep their toenails trimmed.
4	A map (your discretion as to what is on the map).
5	Six loose coins: 2 ep, 1 sp, 1 cp
6	A dagger made from a hippogriff talon, valued at 100 gp.
7	A pair of <i>boots of striding and springing</i>
8	Two ammunition +1 (your discretion as to what type of ammunition).

CONCLUSION

If the party successfully creates the rings for Spit'ang, she allows Ezra and the party to leave.

If the camp is attacked, Spit'ang orders her guards to attack the party while she grabs Ezra by his chain and flees into the forest. If the party succeeds on two DC 14 Wisdom (Survival) checks before failing three, they catch up to Spit'ang and Ezra. If they fail, they lose the trail and Ezra is gone.

REWARDS

If saved, Ezra rewards the party with a *wand of Jim detection*, a spell scroll of *Bones of the Earth**, and gives each party member a diamond ring with a gold band worth 60 gp each. He says the rings are souvenirs, so they'll never forget their experience together.

**Bones of the Earth* can be found in the [Elemental Evil Player's Companion](#).

WAND OF JIM DETECTION

Wand, common

This is a sleek, polished wooden wand engraved with fifty small stars.

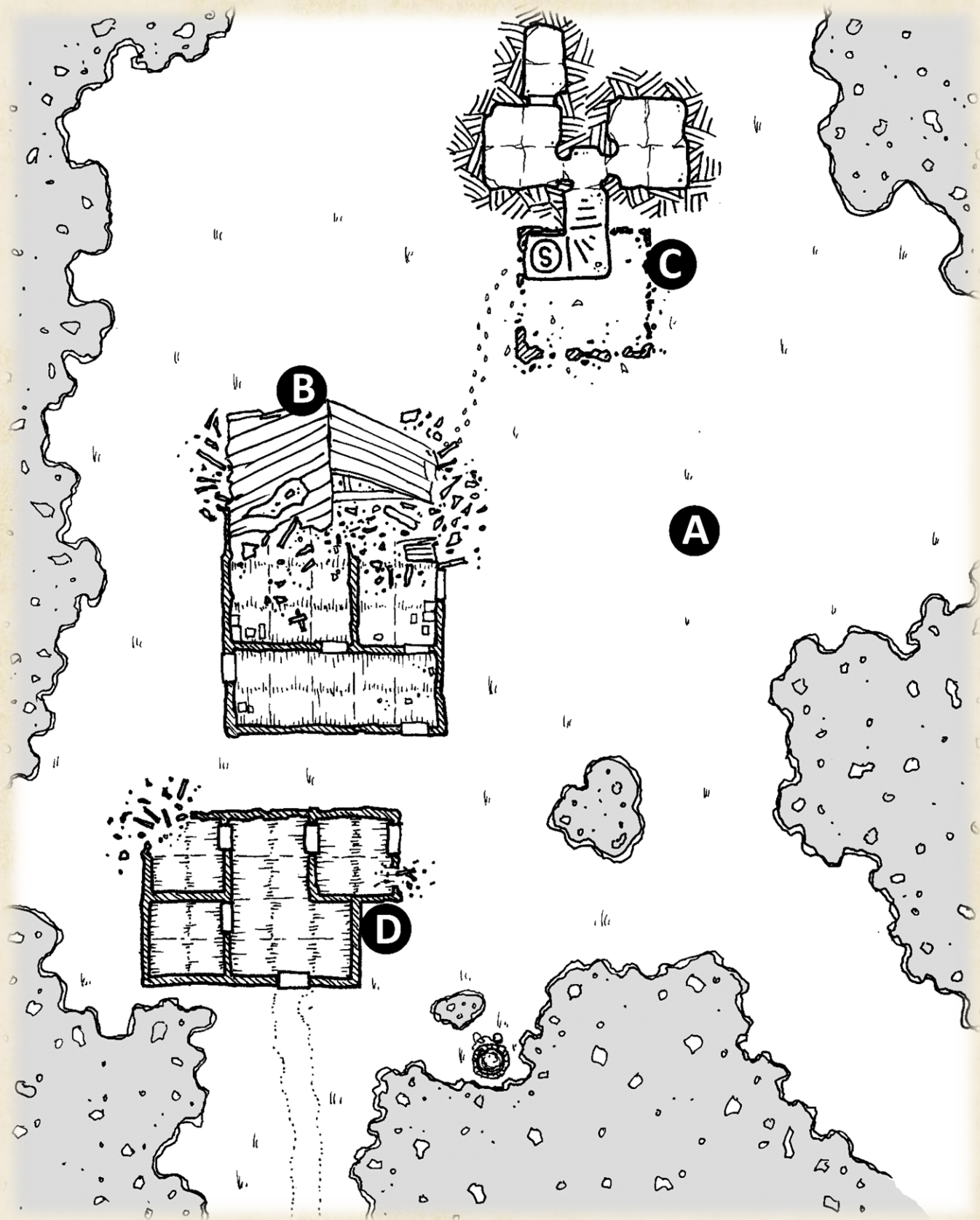
Ezra purchased this wand from a traveling salesman. The wand works perfectly, but he thought it was a *wand of gem detection*. He's learned his lesson and has no need for the wand.

This wand has 3 charges. While holding it, you can expend 1 charge as an action to activate the wand's feature. The wand regains 1d3 expended charges daily at dawn.

You sense the presence of any and all Jims within 30 feet of you. If you sense a Jim in this way, you can use your action to see a faint aura around any visible creature or object in the area whose name is Jim or James.

The sense can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

GOBLIN GNOME-NAPPERS CAMP



DRAKIR DRAGONFIST

By: Eric W.A. Tkachuk

Drakir Dragonfist is a spirited martial artist from a remote valley. Having mastered all there is to know back home and driven by an iron will to learn more, Drakir now seeks new challenges and the thrills of larger society.

BACKSTORY

Drakir Dragonfist spent the vast majority of his youth cloistered within the walls of Dragonfang Keep, taking occasional trips to larger cities for supplies and trade goods.

Secluded from the wider world, Dragonfang Keep is a place of refuge for some travelers and the lifelong pursuit of martial mastery for the Dragonborn orphans who are dropped off at the remote keep.

Located at the heart of a heavily forested valley in the shadow of Mount Talon and bordered by raging sands to the south, Dragonfang Keep is home to the unique monastic practitioners of the Way of the Dragon.

Drakir Dragonfist was the most gifted monk the masters had seen, and his skills soon outgrew those of his fellow students and even those of his teachers. Drakir soon tired of the monotonous drills, the quiet lifestyle, and lack of challenge.

His passion burned for new pastures and, with the permission of his masters, he left Dragonfang Keep and headed south past the raging sands into civilization, searching for those in need of his skills.

STATUS & MOTIVES

Drakir Dragonfist currently meditates at a watering hole and respite point along the main road between settlements.

Current: Drakir is en route to the nearest settlement in search of adventure or worthy and wealthy individuals to train.



Long-term: Drakir dreams of building and operating his own martial arts school in a large city. He needs coin, influence, and a glorious reputation to achieve it.

DRAKIR DRAGONFIST AS AN ALLY:

- **In Search of Glory.** Drakir is hungry for new adventures to gain renown, influence, and coin for his dream and offers his services to those involved in great quests.
- **A Teacher.** For a hefty price, Drakir can teach someone to calm their inner spirit and rejuvenate their inner power more effectively. Upon successful completion of the training, the creature gains the Combat Zen skill (see Drakir Dragonfist's stat block). The training includes several days of meditating in a noisy location and performing breathing techniques, while being subjected to light blows to the torso from Drakir to build stillness of mind and deep focus of will.

DRAKIR DRAGONFIST AS AN ENEMY:

- **Hungry for Glory.** Fulfilling his need for renown and influence, Drakir finds himself in the service of a noble or warlord.
- **Unworthy.** If the adventurers kill indiscriminately in front of Drakir or leave him for dead or unpaid, they earn an unrelenting enemy in Drakir.

FLAWS

Drakir Dragonfist, being as determined as he is, can be too eager for glory. Attempts to Persuade or Charm Drakir are made with advantage.

QUESTS

Below are quests that Drakir Dragonfist may have for the adventuring party:

Aid Drakir. While resting at a watering hole, Drakir notices a group of adventurers and asks for their aid in capturing a set of Animated Armor from a nearby temple swarming with hostile forces for use as a sparring partner in his future martial arts school.

A Chance at Glory. Drakir follows the party along the road to their next adventuring destination and aids them in combat. Afterward, he begs them to allow him to help the adventurers during their travels to gain glory and influence.

Become Investors. Drakir asks the adventurers to invest 350 gp to open his martial arts school. Drakir promises to help the party during an adventure and is willing to immediately provide 3 tins of Calming Tea as compensation, as well as personal training to achieve Combat Zen, once the school is open.

MORE FROM ERIC W.A. TKACHUK:



DRAKIR DRAGONFIST

Medium humanoid (dragonborn), lawful good

Armor Class 15 (Unarmored Defense)

Hit Points 45 (7d8) + 14

Speed 30 ft.

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

Saving Throws STR +2, DEX+5, WIS+3, CON+2

Skills Acrobatics +5, Athletics+5, Insight +3, Perception +5, Sleight of Hand +3, Stealth +3, Survival +3

Senses passive Perception 13

Languages Common, Draconic

Challenge 2 (450 XP)

Ki (3/Short Rest): Drakir can spend Ki points to fuel special actions.

- **Flurry of Blows:** After taking the Attack action, Drakir can make 2 unarmed attacks as a bonus action (costs 1 ki).
- **Patient Defense:** As a bonus action, Drakir can take the Dodge action (costs 1 ki).
- **Ki Step:** As a bonus action, Drakir's jump distances doubles and he can either Dash or Disengage (costs 1 ki).

Combat Zen (1/Day): Drakir Dragonfist is able to enter deep meditation and focus his inner power. When conducting a short rest, Drakir gains the benefits of having conducted a long rest and gains advantage on all rolls during his next round of combat.

ACTIONS

Dragon Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) Slashing damage.

Breath Weapon. *Ranged Spell Attack:* +5 to hit, range 15 ft. cone, Hits all targets within the area. Dex save success for half damage, DC 12. *Hit:* 8 (2d6) Fire damage.

REACTIONS

Deflect Missiles. Drakir can reduce ranged weapon attack damage done to him by 1d10 + 3 + Dex (3), if the damage is negated, he can spend 1 ki point to catch the projectile and throw it back, range 20/60ft.

TREASURE

Drakir carries a backpack containing 100 gp, 50 sp, 50 ep, and 80 cp. He also has:

Dragon Claws. Drakir wears specialized knuckledusters with serrated blades, dealing (2d4 + 3) slashing damage and counting as an unarmed strike (already included in stat block).

Calming Tea. One tin makes two cups of tea. When consumed, the tea allows the user to gain advantage on all rolls for 1 hour.

EDUARDO HIGHCAMP

By: Jeff C. Stevens

Eduardo Highcamp was once a shy and caring wood elf druid before a nasty witch placed a curse on him.

BACKGROUND

It was a beautiful spring day when Eduardo Highcamp became a tree. The thin wood elf, with tan skin and black, shoulder-length hair, was tending to a fallen robin's nest. He had just finished securing it in the soft limbs of a willow tree and rearranging the unhatched eggs when a gentle voice came from behind him.

"May I have those eggs?"

Eduardo turned. A human girl, who he guessed to be 10 years old, with the blondest of hair and green eyes, stood before him, holding out her hands.

"No, young lady. We must wait. There are babies in the eggs." He knelt so she could see his eyes.

"But, but I'm hungry," she said and her eyes began to water. "I'm so hungry. And don't you worry. I'll eat those baby birdies. I'll gobble them right up!"

Eduardo was taken aback by her odd response. "I'm afraid not, young lady. We need these birdies to hatch and grow," he said with a nervous smile.

Her brow knit with anger. "I'll have those eggs, you wood elf goodie-goodie!" Her body twisted and contorted. The little girl's face and appendages split open in grotesque fashion. A grey, viscous liquid oozed out as the beast within her erupted, revealing a hideous, purplish-skinned creature.

The entity spat incoherent words while pointing a gnarled finger at Eduardo. He found himself trapped, unable to move. His own appendages felt like they were stretching, being pulled from their joints as he felt his muscles tear and sinew pop.



The purple fiend continued her chant. From her pointed, twirling finger, Eduardo saw black tendrils reach for him. Excruciating pain seared his being, but he could not scream. He heard a loud 'snap' in his neck, then mercifully fell unconscious.

Eduardo woke some time later, as the sun cast its red and orange glow over the forest. He stood level with the trees, next to the willow with the robin's nest. He moved his arms, but noticed they seemed heavier, slower. He looked at them and gasped. They were tree limbs! His entire body had been transformed into twisted wood and he screamed soundlessly through the night.

The robin's nest was empty.

STATUS & MOTIVES

Eduardo travels the forests of the realm, resting during the day and moving at night when he cannot be seen.

Current: Eduardo's current motive is to stay alive. He's being pursued by a group of lumberjacks who have a large wager on who will be the first to chop Eduardo down.

Long-term: Eduardo wants to remove the curse so that he can return to his family. Realizing he can't

confront the witch who cursed him alone, he hopes to encounter a group of adventurers who may help.

EDUARDO AS AN ALLY:

- **Scout.** Eduardo can act as a scout for the adventurers. His ability to blend in with other trees allows him to watch and listen when others cannot.
- **A Guardian.** Since Eduardo travels by night and sleeps during the day, his internal clock is accustomed to being awake during the night, making him a natural guardian for those who need a long rest.

EDUARDO AS AN ENEMY:

- **Double-Crossed.** Unless double-crossed by the adventurers, Eduardo is too shy and scared to become an enemy for any other reason.

FLAWS

Eduardo has difficulty trusting others. He avoids humanoid contact, fearing those he sees have heard about the wager on his life. Though he searches for someone to help him, he watches from afar until he is satisfied that they are not lumberjacks.

QUESTS

Below are quests that Eduardo may have for the adventuring party:

Cure Me! Eduardo's been cursed by a witch who lives in a cave system (see The Witches Lair) hidden behind a boulder shaped like a human skull.

Eduardo believes the witch either has the means to remove the curse, or killing her will revert him back to his wood elf form.

Help me! A group of **lumberjacks** have placed a wager on which one of them will be the first to 'cut down' Eduardo. The wager began two years ago, while one of the lumberjacks struck Eduardo while he napped. The lumberjacks are persistent. Some think the idea of chopping down Eduardo is equivalent to a lumberjack trophy, while others are more interested in the prize money, which has climbed to 1,250 gp.

Message to My Family. Eduardo hasn't seen his wife and twin eight-year-old boys in three years. He's afraid to approach them; he isn't certain if they'll accept him as a tree.

STATISTICS

Depending on how you use Eduardo in your game, he has the statistics of:

An **awakened tree (CR 2)** or a **Treant (CR 9)**, each with the ability to speak Common, Druidic, Elvish, and Sylvan.

Spellcasting. Eduardo is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following druid spells prepared:

Cantrips (at will): *druidcraft, mending, shillelagh*

1st level (4 slots): *entangle, fog cloud, longstrider, speak with animals*

2nd level (3 slots): *animal messenger, beast sense*



LUMBERJACKS

The lumberjacks chasing Eduardo are an odd group. Perhaps they've been put under a spell by the same witch who cursed Eduardo, or they are just bored with cutting down normal trees and are infatuated with the idea of destroying Eduardo. The decision is yours.

Currently, ten lumberjacks hunt Eduardo, though they may not all be encountered at the same time. Some work in teams of two or more, but most seek him individually. What good is winning the prize if you have to share it with too many others?

LUMBERJACKS ON NOTE

There are a few lumberjacks who stand out from the crowd. They are:

FIGHTS WITH EYES AND STRUTTING FEATHERS

Two tabaxi sisters. Since they can climb, they are often sent into the tops of trees, to thin branches and cut away dead limbs.

Fights with Eyes doesn't speak much. Instead, she uses her eyes to express her response or mood. Strutting Feathers, on the other hand, is very talkative and enjoys flirting with anyone. Every item of clothing she wears is a different color. She's even painted her hand axes.

Adjustments. The tabaxi sisters only carry handaxes (12 each), have a climb speed of 20 ft., darkvision to 60 ft., and have the *feline agility* trait.

PEOTOR

Peotor is a hill dwarf who comes from a long line of lumberjacks. He's obsessed with cutting down trees. It's what he does and he's very good at it. He also has a vast knowledge of dendrology and can identify any tree by viewing a small sliver of bark or piece of a leaf.

Adjustments. Peotor's hill dwarf toughness gives him 9 additional hit points. In addition, his base speed is 25 ft., he has darkvision to 60 ft., and has *dwarven resilience*.

MARCO ERB AND STELLA ERB

The human brother and sister duo didn't begin their adult careers as lumberjacks. They are failed adventurers who, in desperation and after hearing of the wager, took up lumberjacking a year ago.

Adjustments. Though Marco and Stella never thrived as adventurers, they have the ability to cast spells. Stella has an Intelligence of 14.

Spellcasting. **MARCO** is a 3rd-level spellcaster. His spellcasting ability is Wisdom (spell save DC 10, +2 to hit with spell attacks).

Marco has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *cure wounds, sanctuary, shield of faith*
2nd level (2 slots): *aid, enhance ability*

Spellcasting. **STELLA** is a 1st-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand*
1st level (2 slots): *mage armor, magic missile, shield*

BUB

Bub is a bugbear lumberjack with brutish strength. He's a bit of a loner and only speaks Goblin. If spoken to in any other language, Bub responds in Common with "Bub cut tree" while nodding his head.

Adjustments. Increase Bub's strength to 18 (+4), his to hit bonus to +6, and his damage rolls to 2d6 + 4. In addition, Bub has darkvision to 60 ft. and only understands Goblin.

LUMBERJACK

Medium humanoid, chaotic good

Armor Class 12 (leather)

Hit Points 62 (10d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Acrobatics +3, Perception +2, Survival +2

Senses passive Perception 12

Languages Common, plus one other depending on race

Challenge 3 (700 XP)

Master Thrower. Lumberjacks add their Strength modifier to ranged handaxe attack rolls and damage rolls instead of their Dexterity modifier.

Skilled Cutter (1/day). As a bonus action, a lumberjack can add 1d10 to their next attack or damage roll.

ACTIONS

Multiattack. The lumberjack makes three handaxe attacks.

If wielding a battleaxe, it makes two battleaxe attacks. If it has a handaxe drawn, it can also make a handaxe attack.

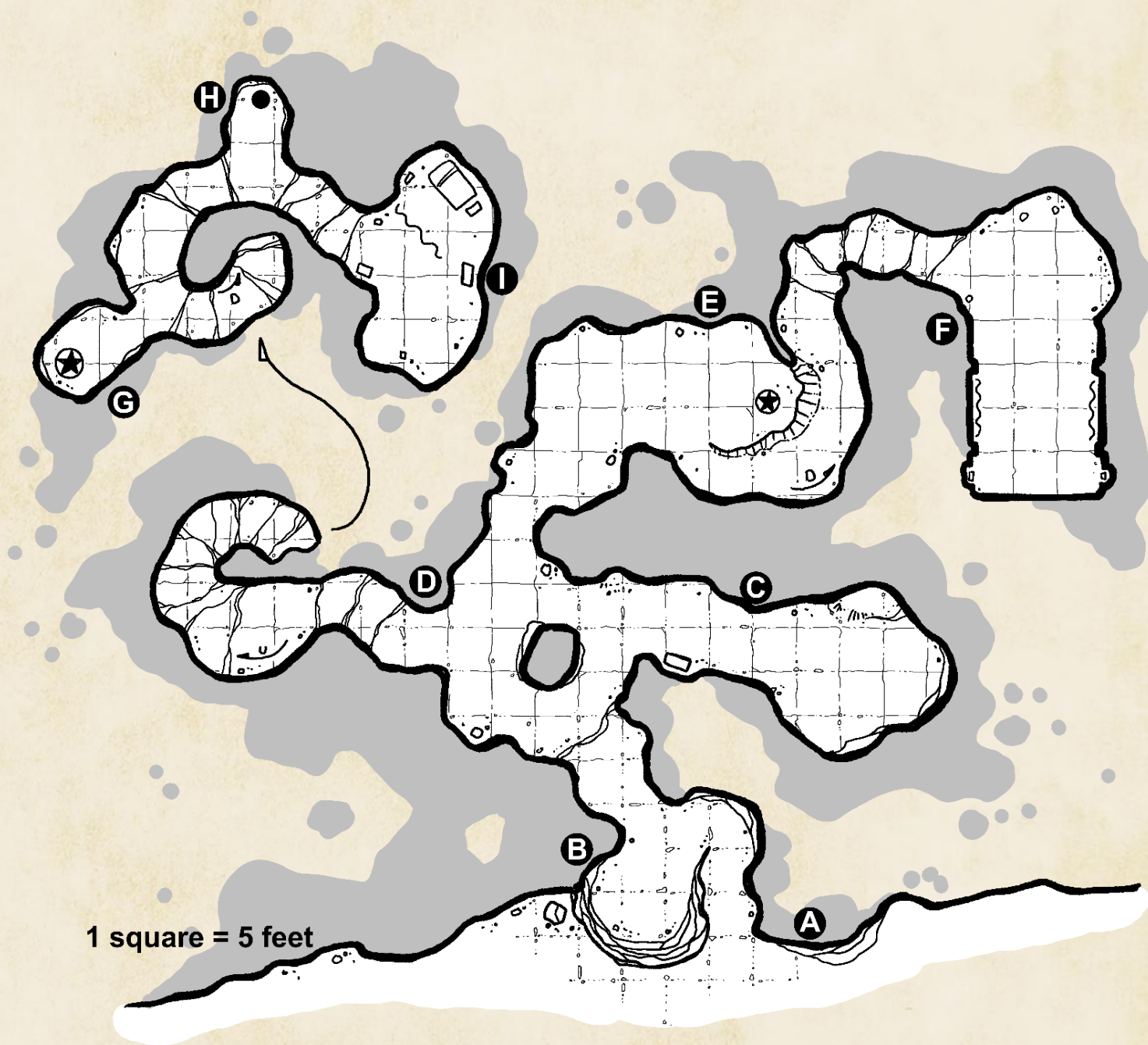
If wielding a greataxe, the lumberjack makes two attacks.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., range 20/60, one target. *Hit:* 6 (1d6 + 3) slashing damage.

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, 8 (1d10 + 3) if used with two hands.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

THE WITCHES LAIR



THE WITCHES LAIR

By: Jeff C. Stevens

The purple creature that cursed and transformed Eduardo Highcamp into a living tree resides in the dark, dank cave.

NOTE: The adventure is written assuming all characters have their sense of sight and smell. In addition, it assumes the characters have a light source.

BACKGROUND

Iris is a peculiar creature, a cross between a night hag and a human wizard. The change happened during the days when she was a wizard, while perusing a few newly-acquired spellbooks.

While relaxing in her lovely cottage, sitting on her overstuffed couch and sipping tea, Iris began reading Chapter 2 of *Tome of Know*. It was a fascinating book with the promise of increasing one's Intelligence. Chapter 2 was the start of the exercises, and Iris was ready to begin.

She turned the page, which activated a spell trap. A *magic mouth* leapt from the book, stared at Iris, and began chanting a magical verse. Iris felt her body change: her skin became loose, her nose grew, and her fingernails and toenails transformed into thick claws.

Having completed its purpose, the *magic mouth* disappeared. Iris held the book tight in fear and frustration, but moments later it turned to ash. She swept up the ash and stored it in a silver container, hoping to one day restore the book and find a cure.

Ugly, and with a hunger for blood and raw meat, Iris fled her cottage and found shelter and a new home in a damp cave system which, surprisingly, felt very much like home to her.

AREA A & B: ENTRANCE

A steep, sloping gravel pathway leads down to the cave entrance. From above, a creature can see vultures feeding on a mass of bones and rotting carcasses. The vultures don't frighten easily—they've had to fight for food before. If attacked, they retaliate, fleeing when half of them have fallen in combat. The surviving vultures return a few moments later, land on the mass of carcasses, and begin feeding again.

Creatures attempting to use the pathway must succeed on a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check or slip in the loose gravel, falling prone and sliding to the base of the pathway. If this occurs, the vultures think they've been sent a new meal and attack the prone creature.

SCALING SUGGESTIONS

APL 3: use one giant vulture and 2 vultures for every two characters.

APL 4: use one giant vulture for every character

APL 5 - 6: use two giant vultures for every character

APL 7 - 8: use three giant vultures for every character

AREA C: PRISONER

Read or summarize:

A wooden shelf stands along the south wall. Jangling chains can be heard from deeper within the cave.

The shelf holds a set of skeleton keys in plain sight. These keys can be used to open the shackles on the **quickling** chained to the far wall.

Iris captured the quickling and is saving her for a late-night snack. The chaotic evil quickling's name is **Zimma** and, though she doesn't want to be chained, she's confident she can get out of the shackles herself by zipping around the room, wearing the chain down.

The party may free Zimma but she won't offer them a reward. If they leave her, her constant movement wears

the chain away from the wall and she escapes, still shackled with the 10-foot chain trailing behind her.

AREA D

Read or summarize:

The cave breaks off into two tunnels, one to the north and one to the west. The western tunnel contains natural stone stairs leading down.

The sloping tunnel leads to Iris's living area. The northern tunnel leads to her trinket room and memory room.

GUARDIANS

Iris's pet displacer beasts from Area G may have heard the adventurers enter the cave. If they did, they are hiding in Area D, watching the adventurers. They may choose to ambush the party when they return from Area E, or if the party decides to go to Area G, the displacer beasts attack.

SCALING SUGGESTIONS

Note: each displacer beast has a natural camouflage ability, allowing it to blend in with its surroundings. While the displacer beast remains motionless, it is indistinguishable from its surroundings.

APL 3-4: use one displacer beast

APL 5-6: use two displacer beasts

APL 7-8: use three displacer beasts

AREA E: TRINKETS

Read or summarize:

A large statue stands between wooden shelves, each containing various-sized animal skulls, a few of which seem to reflect the hint of gold.

The tunnel continues deeper, down another sloping passageway.

THE STATUE

The statue depicts a woman dressed in thin, flowing garments, playing a lute. The **bard's** name is **Emalee**. Iris found the woman in the forest, standing next to a bubbling stream while practicing her lute. Emalee's music hurt Iris's ears, so she petrified her. She then moved the bard to the cave system and placed Emalee with her other trophies.

Emalee's petrification can be reversed if she is the target of the *greater restoration* or *wish* spell, or similar magic. If cured, Emalee tells the adventurers that Iris is mad. The purple fiend visited her statue every day and spoke to her like they were old friends. She doesn't know anything else about Iris and she's anxious to leave the caves.

THE SKULLS

The skulls range from small birds to large wolf heads, and include several humanoid specimens as well.

TREASURE

Three of the humanoid skulls have a single gold tooth, with each tooth worth 5 gp. The teeth can be extracted with a successful DC 12 Strength check.

AREA F: MEMORY ROOM

After traveling deeper into the cave, the party comes to a more purposefully carved room.

Read or summarize:

The glow of orange light bounces off the stone walls.

Two small yet bright flames hang on the far wall, completely lighting the room. Large, purple tapestries hang from both the west and east walls.

THE FLAMES

Two *continual flame* spells light the room.

THE TAPESTRIES

These are Iris's most prized possessions. One tapestry depicts her as a nine-year-old girl, standing next to her

mother and father. Her mother is a short, plump woman with blue eyes and curly blonde hair that falls to her shoulders. Her father is a tall, thin man with thick brown hair and a beard to match. Both her parents wear noble-style clothing.

The other tapestry depicts sixteen blooming irises on a white background, bordered in purple. This was a gift from her parents on her sixteenth birthday.

TREASURE

The tapestries are of fine quality and worth 125 gp each. If taken to an art collector, they know the history of the tapestries and relay the story of the Vildehorn family, whose daughter disappeared many years ago. The family tapestry is of a young, blonde-haired and brown-eyed Iris Vildehorn, her mother Vanna, and her father Fritz. The collector also knows the tapestry with the irises was commissioned as a gift for the Vildehorns' daughter on her sixteenth birthday.

Even though she disappeared many years ago, the Vildehorn family still search for their daughter.

AREA G

After descending a set of rough-hewn stairs, the party comes to a room.

Read or summarize:

A fresh elk carcass lies next to a large, circle of flattened feathers at the base of the far wall.

GUARDIANS

NOTE: if the displacer beasts attacked the party earlier in the adventure, this room is empty.

Iris keeps enhanced displacer beasts as pets.

The beasts are free to roam the caves and may investigate if the party is too loud in other areas. If they do, they prefer to ambush the party here or in Area D.

FEATHERS

The bedding is made of up several different types of feathers, including but not limited to griffon, owlbear, goose, chicken, and duck.

SCALING SUGGESTIONS

Below are suggestions on how to scale the encounter.

Note: each displacer beast has a natural camouflage ability, allowing it to blend in with its surroundings. While the displacer beast remains motionless, it is indistinguishable from its surroundings.

APL 3-4: use one displacer beast

APL 5-6: use two displacer beasts

APL 7-8: use three displacer beasts

TREASURE

A successful DC 14 Wisdom (Perception) check while searching the feather bedding reveals a *ring of jumping* and a pearl ring worth 30 gp.

AREA H: LATRINE

Read or summarize:

A wicker basket filled with maple leaves sits next to a hole in the cave floor.

This is Iris's latrine. The hole leads to an underground stream 20 feet below and the wicker basket holds both fresh and wilted maple leaves.



AREA I: LIVING QUARTERS

Iris may or may not be in her living quarters. Perhaps she appears as the party leaves the cave, or as the party takes a long rest in the cave, or she hunts them down for killing her pets and stealing from her, that is for you to decide.

Read or summarize:

The stone stairs open to a large room containing a few bookshelves, a bed, and a footlocker, and a young boy who is chained to the south wall.

THE BOY

The boy's name is Gentry and Iris intends to eat him. Gentry was kidnapped by the displacer beasts two ten-day ago. Iris found him too skinny, so she's feeding him candies and pastries to fatten him up.

Gentry is tethered to the wall by a 6-foot-long chain and shackled on his left ankle. A successful DC 14 Dexterity check using thieves' tools opens the shackle. Or, if the party found the skeleton keys from Area C, the keys also open this shackle.

The chain has an AC 14 and 40 hit points and is immune to psychic and poison damage.

If Gentry is successfully returned to his parents, they reward the party with 250 gp, or with a family heirloom: an uncommon magic item.

THE BED

The bed is disgusting. The sheets are old and covered in mold, and smells of sweat and decay.

Stashed under the bed is the silver container holding the ashes of the *Tome of Know*, the book that disintegrated after it cursed Iris.

THE SHELVES

The shelves contain several old books, with one being Iris's first wizard spellbook. It contains the following spells:

1st level: *alarm*, *grease*, *expeditious treat*

2nd level: *acid arrow*, *blur*, *levitate*

3rd level: *lightning bolt*, *sending*

FOOTLOCKER

The footlocker by Iris's bed is locked and opens with a key that Iris carries on her person. It is also trapped with a poison needle trap.

POISON NEEDLE

Mechanical trap

A poisoned needle is hidden within a treasure chest's lock, or in something else that a creature might open. Opening the chest without the proper key causes the needle to spring out, delivering a dose of poison.

When the trap is triggered, the needle extends 3 inches straight out from the lock. A creature within range takes 1 piercing damage and 11 (2d10) poison damage, and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

A successful DC 20 Intelligence (Investigation) check allows a character to deduce the trap's presence from alterations made to the lock to accommodate the needle. A successful DC 15 Dexterity check using thieves' tools disarms the trap, removing the needle from the lock. Unsuccessfully attempting to pick the lock triggers the trap.

If opened, the chest contains:

- Two large rubies worth 100 gp each
- A small bag of gold dust worth 50 gp
- A *wand of web*

CONCLUSION

Below are ways the adventure may conclude:

Help Iris: If the adventurers have picked up on the fact that Iris has been transformed into this creature, they may attempt to help her. Her curse can be broken if she is the target of the *greater restoration* or *wish* spell. If cured, her fiendish magic is broken, and Eduardo is reverted to his original wood elf form.

Killing Iris: If Iris is killed, her fiendish magic is broken and Eduardo is reverted to his original wood elf form. In addition, Iris’s body reverts to her original human form: a middle-aged human woman with blonde hair and brown eyes.

Reasoning with Iris: Reasoning with Iris is difficult. Even though she retains a bit of her memories—the tapestries being her link to the woman she once was—her fiendish side controls her. Charisma checks made to reason with Iris are made with disadvantage.

If the party is able to reason with Iris, her human side briefly comes forward. At the end of each round, roll a d6. On the result of a 1 or 2, the fiend takes control of Iris and attacks the party.

The human side of Iris knows what she’s done over the years and she’s ashamed, but the fiend is too powerful for her to fight alone. She begs for their help, either by killing her, capturing her, or curing her. She states the fiend inside of her prevents her from using magic that may remove the curse.

IRIS

Medium fiend (hybrid hag), neutral evil

Armor Class 17 (natural armor)

Hit Points 122 (15d8 + 45)

Speed 30 ft.

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

Skills Deception +7, Insight +6, Perception +6, Stealth +6

Damage Resistances Cold, Fire; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Condition Immunities Charmed

Senses darkvision 120 ft., passive Perception 16

Languages Common, Elvish

Challenge 5 (1,800 XP)

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

At will: *detect magic*, *magic missile*

2/day each: *flesh to stone*, *ray of enfeeblement*, *sleep*

1/day: *true polymorph*

Magic Resistance. Iris has advantage on saving throws against spells and other magical effects.

ACTIONS

Claws. (Hag Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics 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.



ESKAR STORMCALLER

By: Cat Evans

The half-elf Eskar is a ship's sorcerer, calling fair winds to aid his captain and crew... or storms to wreck their enemies. His temperament can change as quickly as the winds he summons.

BACKSTORY

Eskar grew up by the sea, a foundling adopted by a fisherman and his wife. The tiny village they called home was never enough for Eskar; even as a child, he dreamed of crossing the wide, storm-tossed ocean and seeing distant shores. His pointed ears, a mark of elven heritage, convinced him he was worth far more than the simple life his parents could offer him. When he came into his sorcerous powers as a teenager, Eskar knew he'd been right all along.

Exploring his powers came at a great cost, but it wasn't Eskar who paid it. He brought storms crashing to bear on the rugged coastline, wrecking ships and flooding homes without care or regard for the people around him. Eskar wasn't cruel or malicious, just thoughtless and excited by his newfound magic. That distinction didn't matter much to his parents or the other villagers, however. They were all too happy when Eskar announced his intention to set sail with a crew of smugglers who plied their trade along the coast.

Eskar has changed ships dozens of times since then; he rarely stays with a crew for more than a few months. His attention wanders, and he longs to be somewhere else, lured by sailors' tales of strange places and stranger creatures.

STATUS & MOTIVES

Eskar currently resides near the docks of a seaport city, waiting for his next great adventure.

Current: Eskar has back-rent to pay on his lodgings and a growing desire to get out of the city. He can be hired cheaply for any sea voyage.



Long-term: For years, Eskar has heard rumors of the sunken city of Harmon. He's never found a crew going there, but he'd barter his services in a great and dangerous expedition for a promise to help him find Harmon.

ESKAR AS AN ALLY:

- **Crewmate.** Any sea captain would pay good money for fair winds, so Eskar can be a crewmate on a vessel the adventurers hire, or they can hire him directly.
- **Sage.** Eskar has collected a huge number of stories about the waters on which he travels. Many of them are wild sailors' tales, and others are myth, but many more have some grounding in fact. Adventurers might seek him out for information about an upcoming voyage.

ESKAR AS AN ENEMY:

- **Pirate.** Eskar isn't at all picky about the crews he hires on with. Adventurers might face his magical might as part of a pirate crew assaulting their ship.
- **Bored.** If the adventurers spend enough time around Eskar, he grows bored of them and starts seeing insults and offences against him in everything they do. They can make an enemy of him just by being around him, and when they do they might find he turns his next crew against them.

FLAWS

Eskar warms to people quickly, but loses interest in them just as fast. For the first day after encountering him, all attempts to Persuade him are made with advantage. After associating with him for more than a month, all attempts to Persuade him are made with disadvantage. Three months after meeting Eskar, Persuasion rolls are made normally.

QUESTS

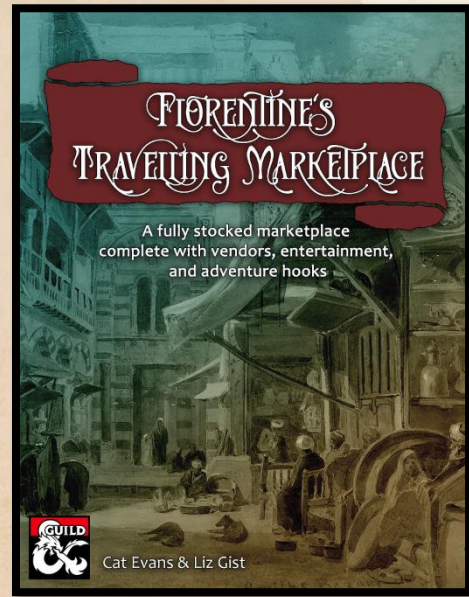
Below are quests that Eskar may have for the adventuring party:

Shipwrecked. Eskar and his current crew have been shipwrecked on a deserted island. The adventurers either stumble across the island or, if they have met Eskar previously, he summons them using his *earring of sending*. If the party rescues Eskar, he gives them the earring as a reward.

Placate the Sea Goddess. Eskar has managed to transgress against a sea goddess by killing a monster that served her. He needs adventurers to travel to a whirlpool sacred to the goddess and drop a substantial treasure in it to placate her before he can return to sea. He'll give them a cut of the treasure in return.

Heritage. Eskar has heard of another person like him: a full-blooded elf with similar, but stronger, powers. He suspects they might be a relative, or at least know more about where he came from. If the adventurers can find out more, Eskar will join their crew for their next voyage, free of charge.

MORE FROM CAT EVANS:



ESKAR STORMCALLER
Medium humanoid (half-elf), chaotic neutral

Armor Class 12
Hit Points 39 (6d8+12)
Speed 30 ft., swim 30 ft.

Table with 6 columns: STR, DEX, CON, INT, WIS, CHA. Values: STR 10 (+0), DEX 15 (+2), CON 14 (+2), INT 14 (+0), WIS 10 (+0), CHA 16 (+3).

Saving Throws +5 Con, +6 Cha
Skills Arcana +5, History +5, Persuasion +6, Perception +6, Nature +5, Survival +3
Damage Resistances: lightning, thunder
Senses darkvision, 60 ft., passive Perception 13
Languages Common, Elvish, Primordial
Challenge: 4 (1,100 XP)

Fey Ancestry: Eskar has advantage on saving throws against being charmed, and magic cannot put him to sleep.

Fortuitous Draft: When Eskar casts a spell of 1st level or higher, he can use a bonus action to summon a gust of elemental wind. Doing so allows him to move up to 10 feet without provoking attacks of opportunity.

Tempest Heart: When Eskar casts a spell of 1st level or higher that causes lightning or thunder damage, that spell deals an additional 3 points of damage of the same type.

Storm Caller: If it is raining, Eskar can use an action to cause the rain to stop falling in a 20-foot-radius sphere centered on him. He can end this effect as a bonus action.

If it is windy, Eskar can use a bonus action each round to choose the direction that the wind blows in a 100-foot-radius sphere centered on him. The wind blows in that direction until the end of his next turn. This feature doesn't alter the speed of the wind.

Distant Spell (3/day): The range for any spell Eskar casts is doubled. If the spell's range is normally touch, the range becomes 30 feet.

Extended Spell (2/day): When Eskar casts a spell with a duration of 1 minute or longer, its duration is doubled, to a maximum of 24 hours.

Spellcasting. Eskar is an 8th level spellcaster. Charisma is his spellcasting ability (saving throw DC 14, +6 spell attack). He has the following spells prepared:

Cantrips (at will): gust, light, mage hand, shape water (Elemental Evil Players' Companion), thunderclap
1st level (4/day): mage armor, thunderwave, witch bolt
2nd level (3/day): gust of wind, warding wind
3rd level (3/day): lightning bolt, wall of water
4th level (2/day): ice storm, storm sphere

ACTIONS

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 2) piercing damage.

TREASURE

Eskar carries a velvet purse containing 12 gp, 27 sp, and 13 cp, plus a pearl worth 50 gp. He also has:

Earring of Sending. This sapphire earring allows Eskar to cast the sending spell once per day. Requires attunement by a sorcerer or wizard.

Arcane Focus. Eskar wears this pale blue, star-shaped crystal as a pendant. It is worth 200 gp.

JACQUES BELLAFONTE

By: Jackson Lewis

A mysterious and charismatic dwarf, Jacques is a hitman for a powerful crime family.

BACKSTORY

Born to a harsh life on the streets, Jacques learned the hard way that only one thing mattered in life: hitting hard enough that your opponent doesn't get up. This led him to some pretty rough places in order to learn how to leverage his incredible strength and stamina to further enrich himself. But, as the old adage says, "What doesn't kill you makes you stronger." And boy howdy, did this make Jacques stronger.

He transformed his formerly doughy body into a living weapon. But then, what good is incredible martial capability if you have no one to use it on? He found himself courted by the various criminal factions of the city, promising fortune and power in exchange for his prowess.

Admittedly, this wasn't the way Jacques wanted to ascend to fame, but beggars can't be choosers. He now bides his time, waiting for the perfect moment to seize power, either from his employers, or from any other vulnerable organization.

STATUS & MOTIVES

Jacques is currently in a large city and is often found working out at a fighters' training facility.

Current: Jacques works for a fairly well-known crime lord or bandit captain, while living in a large urban city. He wants to impress his employer and move up the "corporate ladder."

Long-term: Jacques wants to head his own far-spanning organization, finally proving to himself that he is worth something.



JACQUES AS AN ALLY:

- **Temporary Muscle.** Jacques is certainly willing to aid the party in whatever quest they are on, for the right price.
- **Sparring Partner.** Jacques can teach a player character who possesses the Martial Arts class feature or the Tavern Brawler feat the rough-tumbling ways of a pit fighter. This training typically takes the form of several grueling pit fights with Jacques, wherein he lectures about the history of fighting, while simultaneously beating the snot out of the trainee. Completion of this training and a successful DC 15 Wisdom check grants the ability to perform the **Meteor Punch** (detailed in the stat block section) once per long rest. On a failed check, the trainee may attempt the training again. If the second check fails, the trainee is not worthy of the meteor punch ability.

JACQUES AS AN ENEMY:

- **Enforcer.** Jacques fulfills the work that he is contracted to do, whether or not he is friendly with the characters.
- **Wronged.** If the adventurers embarrass him in front of his current employers, Jacques swears a blood oath and does everything in his power to get some much-desired payback.

FLAWS

Jacques's pride is his achilles heel. He cannot stand to be embarrassed or shown up, especially in front of his current employers. Furthermore, he often puts himself in harm's way if it means he'll come out looking better than before. This leads to him taking a lot of unnecessary risks.

QUESTS

Below are quests that Jacques may have for the adventuring party:

Stoneman. The party comes across Jacques in a dungeon. It seems, in his recklessness, he's come afoul of a basilisk and become petrified. The party's only clue to what lies beneath the stony skin, a mysterious letter lying on the floor, marked to *Mr. Bellefonte* and reads, "Meet us in the dungeon but beware of the basilisk."

Fighting Ring. Rumors float around a small fishing hamlet of an underground fighting ring, run by a powerful crime family. The prize? An obscene amount of gold. All the party has to do is enter one of the members into the competition—and, of course, defeat the grand champion, Jacques Bellefonte.

Intimidated. The party has run afoul of a crime organization. They've been sent threatening messages, had their horses and carts vandalized, and even found decapitated dragon heads in their sleeping quarters. Finally, after days of harassment, they are approached by a representative, Jacques Bellefonte, with an offer they can't refuse: an expensive or magical item for completion of some "business" for the organization.

STATISTICS

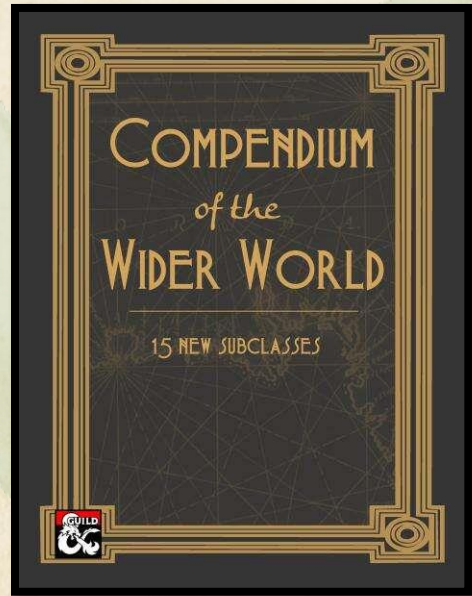
Depending on how you use Jacques in your game, he has the statistics of:

A **martial arts adept** (CR 3) with a Strength of 17 (+3) and replace his Insight skill with proficiency in Athletics. Additionally, his dart action is replaced by the following:

Meteor Punch (recharge 5-6). *Melee weapon attack. Reach 5 ft, one target. Hit: 17 (4d6 + 3) bludgeoning damage.*

A character who learns the meteor punch ability can use it once per long rest, and damage is $1d6 \times \frac{1}{2}$ the character's level, rounded down. Example, a 5th level monk's meteor punch deals 2d6 bludgeoning damage + modifiers.

MORE FROM JACKSON LEWIS:



KARMA

By: R.P. Davis

Karma isn't his real name, and he has no idea what his real name might be. He remembers a city, friends, family—all gone now—but he still has his little statue. It still talks to him, and he still seeks the being the statue represents.

BACKSTORY

Karma was a prosperous merchant in a faraway city, one on the edge of a great forested wilderness. His name was Bernier Armundus, and he made a fortune outfitting parties of adventurers headed into the forest. House Armundus also made money buying the oddities the adventurers returned with and then selling the items to sages and collectors.

One day, a wild-eyed rascal crashed into House Armundus with a small leather sack. Karma recognized her as a burglar, part of an adventuring group that called itself The Gang of Five. He had sold the Gang a pile of gear for their most recent trip. She was alone; so much for the Gang of Five. She dumped the sack's contents on the counter: a small, lumpy statue of a vaguely humanoid creature, carved from a type of stone Karma didn't recognize. She didn't haggle, which was unusual. When he offered her a few coins, she took them and staggered out.

Bernier Armundus sat staring at the statue, which seemed to change shape if he took his eyes off it for a second. The next morning, the shop was in cinders, Bernier Armundus was gone, his family and business destroyed, and "Karma" was all that remained, along with his statue.

Since then Karma has wandered far and wide, seeking anything that resembles his statue: art, written lore, or otherwise. He won't willingly part with his statue for even a moment, though he's happy to let people study it while he looks on.



STATUS & MOTIVES

Karma and his statue currently reside in a stable's hayloft behind a cheap inn. He doesn't care about comfort. He's willing to live in squalor as long as he can hoard all his money to buy information about his statue.

Current: Karma vaguely understands he's running low on money. He's definitely running low on good will; his landlord is about to ask him to move on. He's willing to trade arcane information he possesses in exchange for information he wants. He's also willing to hire on with an adventuring party if the payoff is good enough.

Long-term: Karma has nagging doubts about his statue. He remembers little about his previous life other than fleeting feelings and emotions. He remembers being happy, and knows he is not happy now. He wants to regain his memories, to find the happiness he once had (or at least understand what happened to him). Whenever he tries to think of his past, however, all he sees is the statue's face—and all he feels is overpowering disapproval. He is convinced the statue is hiding his past behind an impenetrable shroud—somehow.

KARMA AS AN ALLY:

- **Pew Pew Pew.** Karma needs coin. He's perfectly willing to cast spells for hire, even as far as *eldritch blasting* targets as an assassin.
- **A Teacher.** Karma has learned much about the Great Old Ones who live beyond space and time. He thinks he's figured out their geometry, which appears to use at least four dimensions beyond the three used by known mathematics. He's more than willing to share this knowledge for the right price.

KARMA AS AN ENEMY:

- **Pew Pew, Take 2, Eldritch Boogaloo.** Karma is hired by an enemy of the characters, who suddenly can't move for *eldritch blasts* and black tentacles and stuff trying to kill them or suck them into the Far Realm.
- **Give It Back, You Bastards.** If the adventurers steal the statue, or withhold information about the Far Realm or the statue, Karma will wade through their intestines to get it without a second thought.

FLAWS

Karma's mind is dominated by two thoughts: his statue and his past. Getting him to be interested in anything else is a trial. Unless connected somehow to one of those subjects, attempts to Deceive, Intimidate, or Persuade him are made with disadvantage.

QUESTS

Below are quests that Karma may have for the adventuring party:

Go Get Me a Rock. Karma has heard about a long-lost, crumbling temple, deep in the wilderness, that shares the weird geometry of his statue. He promises to pay much gold if they return with detailed drawings, rubbings, or (best of all) actual samples of the architecture or art.

Find My Family. Karma tells the adventurers what little he knows of his past, and promises to share his knowledge if they can find out what happened to his family, perhaps reunite them.

Night Terrors. The innkeeper who owns the stable asks the adventurers to keep watch, because he thinks Karma is losing control of his powers. Just after midnight the past three nights, guests have complained about screaming, loud noises, and strobes of purplish-white light coming from the hayloft.

KARMA

Medium humanoid (human), chaotic neutral

Armor Class 12 (15 with *mage armor*)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	20 (+5)

Saving Throws Wis +4, Cha +8

Skills Arcana +4, History +4

Damage Resistances psychic

Senses darkvision 60 ft., passive Perception 11

Languages any two languages, telepathy 30 ft.

Challenge 6 (2,300 XP)

Innate Spellcasting. Karma's innate spellcasting ability is Charisma. He can innately cast the following spells (spell save DC 16), requiring no material components:

At will: *detect magic*, *jump*, *levitate*, *mage armor* (self only), *speak with dead*, *dark side of the moon**

1/day each: *arcane gate*, *true seeing*

Spellcasting. Karma is a 14th-level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). He regains his expended spell slots when he finishes a short or long rest. He knows the following warlock spells:

Cantrips (at will): *chill touch*, *eldritch blast*, *guidance*, *mage hand*, *minor illusion*, *prestidigitation*, *shocking grasp*
1st-5th level (3 5th-level slots): *armor of Agathys*, *arms of Hadar*, *crown of madness*, *clairvoyance*, *contact other plane*, *detect thoughts*, *dimension door*, *dissonant whispers*, *dominate beast*, *telekinesis*, *vampiric touch*

Whispering Aura. At the start of each of Karma's turns, each creature of his choice within 5 feet of him must succeed on a DC 16 Wisdom saving throw or take 10 (3d6) psychic damage, provided Karma isn't incapacitated.

* New spell, see below

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage

TREASURE

Karma carries a *bag of holding* containing 53 pp, 486 gp, 48 sp, 52 ep, and 167 cp. He has gems cut to 50 gp values amounting to another 1,000 gp. He also has a change of clothing, some food and water in sealed packages, warm winter boots, and a hopelessly disorganized pile of papers, scrolls, parchments, journals, and books scrawled with notes about his statue.

He wears the statue in the leather bag it came in suspended from a stout leather cord around his neck.

NEW SPELL

Dark Side of the Moon

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

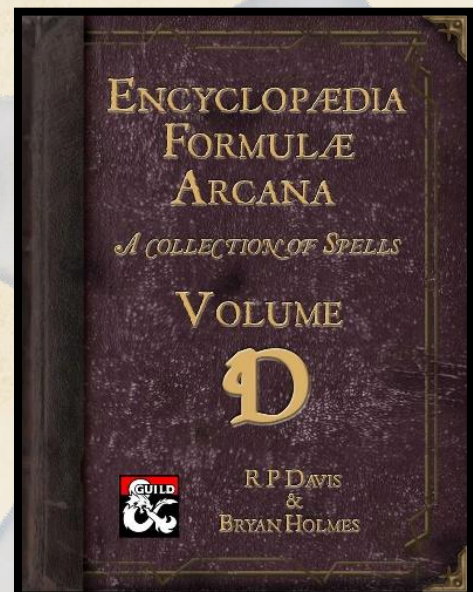
Components: S

Duration: Concentration, up to 1 minute

Choose a creature you can see within range. You fill their mind with the gibbering madness of the Far Realm. The creature must make a Charisma saving throw. On a failure, the creature takes 2d10 psychic damage and can't take bonus actions until the end of its next turn.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, increase the damage by 1d10 for each slot level above 2nd.

This spell is from *Encyclopaedia Formulae Arcana – Volume D*, by R P Davis and Bryan Holmes, available here:



KELLAN

By: JVC Parry & Jeff C. Stevens

Kellan is an Aasimar paladin following Milil: god of poetry and song. He travels the realms offering his protection to those who need it, or don't.

BACKGROUND

Born to human parents, Kellan and his twin brother Malik lived in peace on the island of Gunnar until their early teens. At this time, their aasimar nature began to manifest as they received visions from a celestial being they could not fully understand.

Kellan embraced the presence of the celestial in his dreams asking for its guidance and help, while Malik rebelled against it and searched for ways to remove it from his life.

One day, after returning from a fishing trip with his mother, Kellan found his village in ruins, destroyed by his brother Malik as he performed a ritual and attempted to rid the celestial from his body. The ritual failed, but not before devastating the village. Ashamed of what he had done, Malik fled.

In a cruel twist of fate, the remaining villagers, who needed an outlet for their pain and grief, blamed Kellan for the massacre rather than his twin. Kellan's mother helped him flee the island before the angry mob that formed could serve him the justice they believed he deserved.

Outcast from his community, Kellan had to keep moving to survive. Being a skilled fisherman, he took jobs on different ships catching great silverskin to earn a living. On one of these vessels, he met a travelling priestess named Eliah of the Song. Kellan instantly fell in love with the woman, whose cutting wit and gravelly song was irresistible to him. It was Eliah who showed Kellan the light of Milil, allowing him to finally understand what the divine presence in his dreams wanted him to do.



Unfortunately for the relationship, it became clear that Kellan was obsessed not with Eliah, but with Milil and the magic granted by the deity. After a few years travelling across the world together, spreading song and story, the two split unceremoniously when Kellan stole credit for one of Eliah's songs.

Now, Kellan wanders the lands in search of vengeance. He sings songs of how he has been wronged: by his brother, his community, and his lost love. He believes he is destined for greatness, but has yet to find it. His celestial guide drives him on however, so perhaps there is something great in store for this hero.

Somewhat aimless, Kellan searches out adventuring parties and offers his assistance. He charges a steep rate, but most is donated to children's homes to ensure that those who are outcast do not feel as lost as he did growing up. Kellan's convictions are only matched by his ego. Because of this, he tends to grate on his companions by always offering unsolicited, if sometimes helpful, advice. No one can deny his talent in combat or his healing abilities, but Kellan's troubled past makes him a difficult travelling companion for most.

STATUS & MOTIVES

Kellan wants to live up to the destiny he believes he has. His celestial guide drives him toward some act of greatness, but it has not yet become clear what that is.

Somewhat frustrated, Kellan offers his services as a healer and combatant to adventuring parties. If denied, he has a bad habit of trailing the party and waiting for his services to become necessary.

KELLAN AS AN ALLY:

- **A Sword for Hire.** Kellan offers his sword for 50 gp per day. He retains 10 gp and gives the remaining to orphanages, hospitals, temples of good gods, beggars, street performers, and urchins in any city he passes through.
- **A Source of Information.** Kellan has traveled far, visited many cities, towns, and villages, and spoken with many. He is a wealth of information if asked about specific places within a 100-mile radius, and he may know an influential individual in the area.

He's also traveled with many caravans and adventuring parties; though, often not invited to do so. He may have information about specific bandits or other adventuring parties if he's traveled with them.

KELLAN AS AN ENEMY:

- **Unscrupulous Fraudster.** Kellan seems to think that being involved, even only slightly, in an adventure makes him the protagonist. He always over exaggerates his role, and even attempts to claim bounties and rewards that the characters have earned.

FLAWS

Kellan believes everyone requires his help in one way or another. He's approached seasoned adventuring parties and explained why they require his services, only to be rebuked by the adventurers.

He's headstrong and determined that his services and abilities be used by others, often tagging along or

following from a distance until he can swoop in and save the day.

He often blurts out or ends his sentences with:

"I bring the light!"

"Darkness is nigh. The light shall persevere!"

"I live to give!"

QUESTS

Below are quests that Kellan may have for the adventuring party:

I can Help You. Kellan is always over eager to help. He offers his services for 50 gp a day, and trails the party for weeks looking for an opportunity to jump in if refused.

I've Found Him! Kellan has finally discovered the location of his missing brother. Malik has joined a pirate armada under the moniker of Captain Blackwing and is raiding island ports for bounty and loot. His undead crew consists of **skeletons** and a **minotaur skeleton** first mate.

Characters who assist Kellan must track down Blackwing's ship through rumors of its passing, and attempt to ambush the Captain lest they be swarmed by his skeletal crew.

Blackwing can be accompanied by whatever undead creatures you like, and could have knowledge that furthers your campaign.

I Did It! The adventurer's encounter Kellan when trying to claim the reward for a quest they have recently undertaken. When they find the quest's patron, they see Kellan attempting to claim the bounty himself. Kellan claims that he undertook the quest before the characters, and did most of what was asked before they came along and finished the job. His commanding presence makes the quest patron surrender the reward to him, and apologize briefly to the characters before running off.

KELLAN

Medium humanoid (aasimar), neutral good
Paladin of Milil – god of poetry and song

Armor Class 18 (plate)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	11 (+0)	15 (+2)	17 (+3)

Saving Throws WIS +5, CHA +6

Skills Athletics +7, Intimidation +6, Persuasion +6

Damage Resistance necrotic, radiant

Senses darkvision 60 ft., passive Perception 12

Languages Celestial, Common

Challenge 8 (3,900 XP)

Boon of Milil: Kellan's god has gifted him with the ability to cast the cantrip *vicious mockery*. On a successful attack, Kellan can include his Celestial Aspect damage

Celestial Aspect (1/day). As an action, Kellan can unleash the divine energy within himself, causing his eyes to glimmer and two luminous, incorporeal wings to sprout from his back.

This transformation lasts for 1 minute or until he ends it as a bonus action. During the transformation, Kellan has a flying speed of 30 feet, and once on each of his turns, he can deal extra 18 radiant damage to one target when he deals damage to it with an attack or a spell.

Spellcasting. Kellan is a 10th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He has the following spells prepared:

Cantrip: *light*, *vicious mockery* (damage can include Celestial Aspect damage)

1st level (4 slots): *bless*, *heroism*, *thunderous smite*

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

3rd level (2 slots): *crusader's mantle*, *dispel magic*

Lay on Hands. Kellan has a healing pool of 50 hit points. As an action, Kellan can touch a creature to restore a number of hit points to that creature, up to the maximum amount remaining in his pool.

Alternatively, he can expend 5 hit points from his pool of healing to cure the target of one disease or neutralize one poison affecting it. He can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

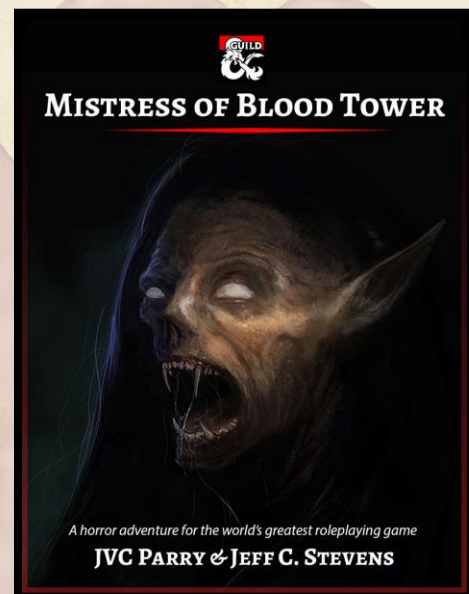
This feature has no effect on undead and constructs.

ACTIONS

Multiattack. Kellan makes three attacks with his greatsword.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, or 29 (2d6 + 4) slashing damage and 18 radiant damage if Kellan is using his Celestial Aspect.

MORE FROM JVC PARRY & JEFF C. STEVENS:



LITTLE PUP

By: Jeff C. Stevens

Iron Wolf is a free man, though that means little to him. The exiled, gladiator-trained boy seeks the only joy he knows: the fight.

BACKGROUND

Petar, the only name known to him, was abducted from his birth family at the age of five, thrown into a large wagon filled with smelly, brutish men and women, and carried away.

Harkel's Gladiators, a traveling troop competing in blood games around the realms, named their new errand boy Little Pup. They ordered Little Pup to tend to their aching feet and muscles, to clean their backsides when they were too injured to do so, to launder their soiled garments, polish their armor, and spoon feed them when necessary.

Little Pup did as he was told and learned to love caring for the gladiators. They became his family and his mentors. The gladiators reciprocated, teaching Little Pup fighting styles and maneuvers, sharing bits of their food with him—which was much more appealing than the gruel he was fed—and helping him grow into a mature and muscled man.

Little Pup learned to fight, to feint, to wield weapons. He became a sparring partner for many of the gladiators, which furthered his training.

Sadly, this training became his demise. During his last day with the gladiators, while practicing his javelin skills, he missed his mark, fatally injuring a prized gladiator. Harkel learned of this and ordered the boy killed. The other gladiators pleaded for Little Pup's life, striking a bargain to banish the boy to the streets. Harkel gave the boy 25 bullwhip lashings, then tossed him naked and penniless into the streets.



Little Pup quickly found a job as an enforcer for a small-time gang. The jobs paid well and allowed him to fashion his armor to resemble his name.

STATUS & MOTIVES

Little Pup lives in a small shack on the outskirts of the city, along the river. He uses his gladiator training to act as an enforcer for coin.

Little Pup lives day-to-day. Other than enjoying life to its fullest with combat, food, drink, and companionship, he doesn't have any current or long-term motives.

LITTLE PUP AS AN ALLY:

- **A Sword for Hire.** Little Pup is highly trained and loves a good fight. He offers his mace to anyone willing to pay 5 gp a day.
- **A Source of Information.** Little Pup traveled with the gladiators for many years. If the adventurers are looking to earn some fighting experience, he can supply directions to the cities with arenas.

LITTLE PUP AS AN ENEMY:

- **It's Business.** After upsetting the wrong person, Little Pup is hired to hunt one or all of the adventurers.

FLAWS

Having been raised by a traveling gladiator troop, Little Pup has limited social skills. When embarrassed, he turns to his strength rather than his wits. This has led to many tavern brawls and scuffles with local guards.

QUESTS

Below are quests that Little Pup may have for the adventuring party:

Hire Me. Little Pup is running low on coin and needs a job. His typical rate is 5 gp per day, but he'll accept less if successfully haggled.

Help Me. Little Pup has learned the location of a magical mace, which he would like to acquire. He's not accustomed to adventuring, so he seeks adventurers to tag along, offering them all treasure except for the magical mace.

The mace is located in a ruined temple with six rooms. When a room is entered, roll a d10. On the result of a 10, the magical hammer is in the room, wielded by a dwarf **ghast** or other creature. If the hammer has not been found by the time the party enters the sixth room, it is found in that room.

The rooms can contain undead or other creatures as you like, or they may be empty or contain a clue that furthers your campaign. One room contains a **poison dart trap** (see Chapter 5: Adventure Environments of the *Dungeon Masters Guide*).

Hit Me. A local tavern is holding fighting matches as entertainment. Little Pup sees this as an easy way to make a bit of coin, but no one will fight him. He offers the party half the winnings if one of them agrees to join him in hand-to-hand combat at the tavern.

The combat is non-lethal and, due to Little Pup's three melee attacks, may end quickly with the adventurer laying on their back. If so, Little Pup helps them up while laughing. He quickly says, "Nice work! Now, let's go get our coin and drink a mead."

LITTLE PUP

Medium humanoid (human), chaotic neutral

Armor Class 14 (breastplate)

Hit Points 45 (6d8) + 18

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws STR +6, DEX +7, CON +6

Skills Athletics +9, Intimidation +5

Senses passive Perception 11

Languages Common

Challenge 5 (1,800 XP)

Brave. Little Pup has advantage on saving throws against being frightened.

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

Gladiator's Endurance (1/day). Little Pup can use a bonus action to regain 1d10 + 10 hit points.

ACTIONS

Multiattack. Little Pup makes three *melee attacks*.

Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) bludgeoning damage.

REACTIONS

Parry. Little Pup adds 3 to his AC against one melee attack that would hit him. To do so, Little Pup must see the attacker and be wielding a melee weapon.

TREASURE

Aside from his custom armor (breastplate) and 200 gp he keeps stashed in his small shack, Little Pup has nothing of value. Things aren't important to him.

MALINDA DAWNFORGED

By: Cat Evans

Malinda Dawnforged is the last member of a famous order of dwarven battle-mages. Defeated in battle by a fire giant's minions, Malinda seeks vengeance for her lost comrades.

BACKSTORY

For a hundred years of her life, Malinda was a member of the Hammer of the Mountain, a company of dwarven battle-mages famous for their insular loyalty to one another, their prowess in battle, and their triumph over impossible odds. Attempting to fulfill this last trait led to their downfall when they faced the army of the fire giant, Nyvaung. The Hammer of the Mountain was destroyed as an organization, with only a few badly injured dwarves left alive to limp back to their clans and holds.

It took Malinda many years to heal, and grow familiar enough with the artificer-crafted jade arms that replaced her own (usually disguised under an illusion of skin) to regain the ability to cast spells. She spent those years brooding over everything she had lost, and planning how she might one day achieve vengeance against the fire giant and his minions. Before she can put any of her plans into action, however, she needs money.

For the time being Malinda is a wand-for-hire, selling her services to principled clients in need of her skill. So far, she's found that money flows out as fast as it flows in, and that her reputation as a Hammer doesn't mean as much as it once did. The order was destroyed twenty years ago—the blink of an eye for a dwarf, but a generation for humans—and is remembered only for its final defeat, when it is remembered at all.

STATUS & MOTIVES

Malinda is currently signed on with a mercenary company contracted to defend a small, walled city. She lives in the city garrison.



Current: Malinda is looking for ways to supplement her income, and the most promising are teaching magecraft or combat.

Long-term: Malinda is constantly refining her plans for revenge against Nyvaung. The first step is to gather intelligence on where the giant is now, and what his plans are.

MALINDA AS AN ALLY:

- **Teacher.** Malinda is a tough taskmaster, and something of a bully as a teacher, but she has a lot of wisdom to impart to spellcasters and melee fighters.
- **Wand-for-hire.** The adventurers may simply hire Malinda as an ally.
- **Sister-in-arms.** Dwarven adventurers, especially ones who know their race's history, will find a staunch ally in Malinda.

MALINDA AS AN ENEMY:

- **City Guard.** The city that currently employs Malinda and her colleagues as guards are the adventurers' antagonists. Either they have opposing plans, or they have something the adventurers want.
- **Grudgebearer.** Malinda keeps in touch with her former comrades from the Hammer of Dawn. Crossing one of them makes enemies of them all, and Malinda proactively seeks out the enemies of her friends.

FLAWS

When she's working, Malinda is disciplined, attentive, and determined. When her time is her own, she doesn't entirely know how to fill it. This means she gives in to the burning anger she still feels about the loss of her friends—family, really—in the Hammer. She drinks and starts fights, and working with Malinda means frequently bailing her out of local jails.

QUESTS

Below are quests that Malinda may have for the adventuring party:

Repairs. Malinda prides herself on being self-sufficient, but the one thing she can't do alone is maintain the complicated arcane machinery used in her arms. She needs the characters' help to fix an increasingly severe error with them. In return, she lets them inspect how they work, allowing them to devise blueprints to one day craft similar sets themselves.

Favor for a Friend. One of Malinda's old comrades-in-arms is in need of her help. She can't, however, currently leave the city she defends: an army from a neighboring city-state is on the march, and she won't abandon her post. She asks the characters to help her friend in her stead. To show her gratitude, she uses her military connections to get the adventurers an audience with a high-ranking individual in the city's government.

Reconnaissance. Malinda asks the adventurers to track down the **fire giant**, Nyvaung, and report to her his whereabouts and current activities. In return, she'll allow them to work with her to destroy Nyvaung and give them first share of his treasure.

STATISTICS

Malinda has the statistics of a **war priest** (VGtM), with the following changes:

Malinda has an Intelligence of 17 (+3). She is a 6th level spellcaster and her spellcasting ability is Intelligence. She is proficient in heavy armor.

Malinda has the following spells prepared:

Cantrips (at will): *firebolt*, *light*, *message*, *ray of frost*

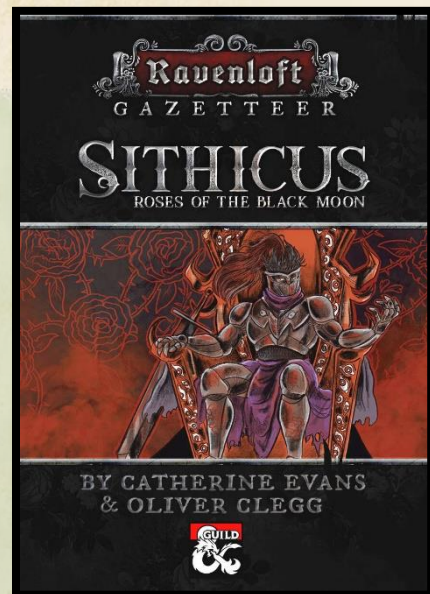
1st level (4 slots): *burning hands*, *magic missile*, *shield*

2nd level (3 slots): *mirror image*, *misty step*, *shatter*

3rd level (3 slots): *counterspell*, *fireball*, *lightning bolt*

These changes reduce Malinda's CR to 7.

MORE FROM CAT EVANS:



NARALI

By: RCG Harlow

An elven woman steps out of the darkness, the moonlight glinting faintly off the steel of her curved sword. Swift as the wind and silent as a shadow, she is both an excellent ally and a terrible enemy.

BACKSTORY

Narali hails from a desert region where little is taken for granted and grudges run deep. As one of her merchant family's youngest children, she was never expected to inherit the business and was allowed to pick her own path. Narali decided to embrace her inherent wanderlust and chose to make her living as a caravan guard for her first century of life.

Over the years, she developed a reputation for her quick wit and uncanny ability to sense trouble approaching. Because of these traits, she became a much sought-after guide through hazardous regions of the world. Her steadfast work ethic earned her many plum assignments, but eventually she tired of working as a glorified babysitter and followed the path of a mercenary. Be it a bodyguarding assignment or an assassination, Narali maintains her professional air and insists her kills are never personal.

She is not openly emotional, keeping her feelings concealed behind a veneer of professionalism, but she occasionally lets that facade slip around those she considers friends. Once her loyalty is earned it is long lasting; conversely, she never forgets when someone has wronged her.

STATUS & MOTIVES

Narali's main drive centers around making a living. She's used to traveling and has never put down roots, and for the right price will join even the most dangerous expedition.



Current: Narali's looking for her next gig, and she's in the mood for something a little more interesting than her usual escort missions.

Long-term: She would like to broaden her horizon beyond her homeland, fulfilling her lifelong desire for adventure.

NARALI AS AN ALLY:

- **Hired Muscle.** Narali gladly joins an adventuring party for the right price, and her services as a guide are particularly helpful in desert or wasteland regions.
- **Instructor.** Narali can instruct characters in swordsmanship, letting them use downtime days to become proficient in either martial or finesse weapons.

NARALI AS AN ENEMY:

- **Goon.** Narali may end up in the service of an antagonistic party, but insists she has no personal grudge against those she ends up fighting. She can be persuaded to switch sides for the right price.
- **Payback.** If she has been cheated or betrayed she never forgets, and will do whatever she can to balance the scales and right any wrongs done to her.

FLAWS

Narali's professional demeanor makes her appear coldhearted, and she rarely opens up to people. She is not especially personable and dislikes social interaction unless it's necessary to do her job.

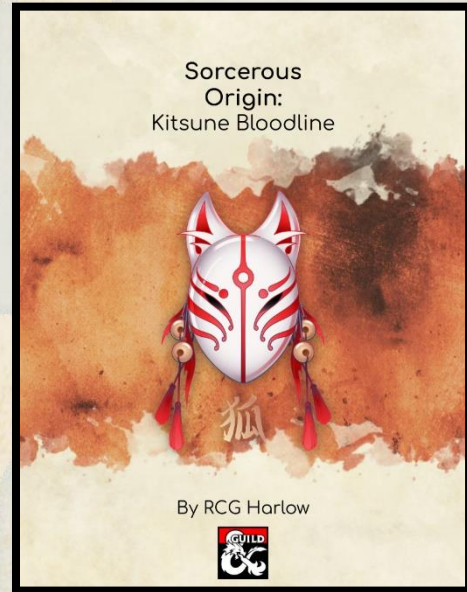
QUESTS

Below are quests that Narali may have for the adventuring party:

Favor for a Friend. A retired mercenary named Bhatia, who Narali worked with in the past, has settled down with a wife and stepdaughter, but an old rival with a grudge named Tinashe is threatening them. Bhatia has asked Narali, and anyone else she can find, to help defend his family.

Unpaid Service. A merchant named Kareena hired Narali to guide her caravan a few months ago, but when they reached their destination, she ran off in the middle of the night without paying. Narali offers the party a cut out of the outstanding payment if they help her track Kareena down, get what she's owed, and teach her a lesson.

MORE FROM RCG HARLOW:



NARALI

Medium humanoid (elf), true neutral

Armor Class 15 (studded leather)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

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

Saving Throws +4 STR, +6 DEX

Skills Athletics +4, Stealth +6, Nature +4, Perception +6, Animal Handling +6, Survival +6

Senses passive Perception 16

Languages Common, Elvish

Challenge 2 (450 XP)

Fighting Style: Dueling: When she is wielding a melee weapon in one hand and no other weapons, she gains a +2 bonus to damage rolls with that weapon.

Desert Traveler: Narali’s extensive experience in desert and mountain environments grants her companions advantages when traveling in this type of terrain. While traveling in these terrain types for at least an hour the group gains the following benefits:

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

Colossus Slayer: When she hits a creature with a weapon attack, the creature takes an extra 1d8 damage if it is below its hit point maximum. She can deal this extra damage only once per turn.

Primeval Awareness. Narali can sacrifice a spell slot to determine if the following creature types are within 1 mile of her (6 miles if favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. She can maintain this awareness for up to 1 minute or the number of minutes of the spell slot used.

Spellcasting. Narali knows the following spells with a spell save DC of 14 and a +6 to spell attacks:
1st Level (4 slots): *hunter’s mark*, *ensnaring strike*
2nd Level (2 slots): *pass without trace*, *spike growth*

ACTIONS

Multiattack. Narali makes two melee attacks or two ranged attacks.

Tulwar. Melee Weapon Attack: +6 to hit, range 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Longbow. Ranged Weapon Attack: +6 to hit, reach 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

TREASURE

Narali carries a leather pouch containing 1 pp, 54 gp, 11 sp, 5 ep, and 88 cp.

Narali also wears a *cloak of displacement*.



NOEMIE “DAISY” PASTEUR

By: Jeff C. Stevens

Noemie Pasteur is an artist with her daggers, as deadly from a distance as she is from close range. Now in hiding, she uses the alias of Daisy.

BACKGROUND

Noemie’s parents were both skilled thieves. They taught her the family business, introduced her to influential guild members, trained her, and put her to work when she was only eight years old.

Her first jobs were easy, approaching nobles or travelers appearing as a lost child while her parents slipped past the distracted fools and pilfered their pockets. She begged at hotel entrances, taverns, and eateries. Sometimes she transported illicit goods from one place to another. No one suspected the little, red-haired girl of being involved in illegal activities.

By the age of 16, she participated in more dangerous acts: caravan ambushes, breaking and entering, robbery, and con games. Her parents now led the local thieves’ guild and those within the guild prospered. Alas, Deterius Silvertongue, a cunning halfling master thief, murdered her parents and took over leadership. Noemie survived the night, but not before feeling Deterius’s cold blade against her face while trying to rescue her parents.

Noemie fled, changed her appearance, and assumed a new identity in a new city. Now known as Daisy, she left the thieving life she knew, afraid that her actions may be noticed by other guilds who hunt her for the 500 gp bounty Deterius has placed on her.

STATUS & MOTIVES

Noemie lives in a small cottage on the outskirts of the city. Though the exterior appears run-down and unkept, the interior is pristine and decorated with unique trinkets and colorful, plush pillows.



Current: Noemie is enjoying life in her new city. She volunteers at the local orphanage and helps street performers earn extra coin by juggling her daggers to their mystical music.

Long-term: Noemie wants revenge. She’s biding her time, hoping Deterius lifts the bounty on her head. Until then, it’s too dangerous for her to go near Deterius or her old home.

NOEMIE AS AN ALLY:

- **A Sword for Hire.** Noemie is quite skilled with her daggers. She’ll accept a job with the adventurers for a fair share of the treasure or a 100 gp per day flat fee if the quest doesn’t involve treasure.
- **A Source of Information.** Noemie knows several thieves’ guild members. If the party is searching for a specific member, she can give them information about them and where to find them.

NOEMIE AS AN ENEMY:

- **I Can’t Help Myself.** Noemie takes an interest in something the party carries: a magic item, a piece of art, or a piece of clothing or armor. Though she’s left most of her thieving ways behind, sometimes she can’t help herself.
- **She’s the Mark.** Deterius hires the party to find Noemie. He’d like her alive so he can flaunt his success, but will accept her lifeless body as proof of completing the mission. He offers a reward of 1,000 gp alive, or 500 gp dead.

FLAWS

Noemie is self-conscious about the scar on her cheek, acquired the night her parents were murdered. She resents her inability to save them, feeling she failed her family and guild. She lies about how she acquired it, stating it was a simple accident while training with her daggers, and quickly changes the subject.

QUESTS

Below are quests that Noemie may have for the adventuring party:

Got a Job? Having overheard the party, or heard rumors of an adventure they are about to undertake, Noemie offers her services for the right price.

Revenge. Noemie hires the party to kill Deterius. She’d like to tag along, to see the halfling (master thief) slain, but understands if the party prefers to work on their own. If she does go along, she doesn’t want any treasure they find, but does want the killing blow.

Deterius is in a hideout two days walking travel from Noemie’s city. He’s held up in a five-room, stone building with six **bandits**, two **bandit captains**, and an **assassin**. Deterius is a confident and devious thief and believes his reputation is enough to deter most from approaching his hideout, leaving security relaxed. A single guard patrols the perimeter of the hideout, while another mans the front door.

NOEMIE “DAISY” PASTEUR

Medium humanoid (human), chaotic neutral

Armor Class 14 (leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Saving Throws CON +4, DEX +6

Skills Acrobatics +6, Deception +3, Perception +3, Performance +3, Sleight of Hand +9, Stealth +9

Damage Resistance poison

Senses passive Perception 13

Languages Common, Elvish, Thieves’ Cant

Challenge 8 (3,900 XP)

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

Dagger Master. Noemie is a master with a dagger. Attacking at long range doesn't impose disadvantage on her ranged weapon attack rolls, and her ranged weapon attacks ignore half cover and three-quarters cover.

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

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

ACTIONS

Multiattack. Noemie makes three melee attacks, or three ranged attacks, or a combination of each.

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

REACTIONS

Parry. Noemie 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.

TREASURE

Noemie carries a small pouch containing 20 pp, 15 gp, 25 ep, and 20 cp.

When preparing for combat, Noemie dons a bandolier, which holds 15 poisoned daggers.

Noemie wears a *ring of jumping*, allowing her to leap around the battlefield to gain advantage or distance.

RETRIBUTION SHADOWSBANE

By: Jessica Marcrum

Reviled for his demonic appearance, Retribution Shadowsbane became an unstoppable champion against the forces of evil. When evil can be anywhere, the merciless paladin now sees it everywhere.

BACKSTORY

Retribution Shadowsbane has always looked more demonic than most tieflings. Horrified at his appearance, his parents gave him to the church of Tempus at a young age where he quickly prospered as an acolyte. Determined to find a “cure” for his infernal appearance, he grew disheartened when none could be found. He quickly found that mercilessly killing undead and evil creatures garnered him more love and admiration than kindness ever had. He threw himself single-mindedly into his purpose: total eradication of demons, devils, undead, and all who do evil.

Retribution thrived in the glory of violent purification, liberating townsfolk plagued by demons and brutally slaughtering any who opposed him. He came to take just as much joy in the fear of his enemies as he did the gratitude of townsfolk he’d saved. Leading a small army of like-minded knights, Retribution Shadowsbane now seeks out evildoers to eliminate and finds them everywhere. The more he longs to scourge the wicked, the more wicked he sees around him.

A devout follower of Tempus, Retribution has unknowingly caught the attention of Bane, the god of tyranny, ambition, and conquest. Retribution’s holy sash, emblazoned with Tempus’s sigil, is slowly being overtaken by Bane’s black hand. When Retribution smites evildoers in Tempus’s name, he unknowingly receives blessings from both gods.



STATUS & MOTIVES

Retribution Shadowsbane lives in a small keep with his knights close to a temple of Tempus.

Current: Retribution Shadowsbane lives to smite the wicked and eliminate them from the realms. He is willing to assist anyone in a quest to destroy evil, though his definition of evil is now quite broad.

Long-term: Retribution Shadowsbane wants nothing more than to conquer and destroy the Nine Hells, one by one.

RETRIBUTION SHADOWSBANE AS AN ALLY:

- **Martial Assistance.** Retribution Shadowsbane is eager to smite the wicked and will happily join anyone currently doing the same, free of charge, provided he can keep a trophy from his kills.
- **Spiritual Guidance.** Retribution Shadowsbane is well-versed in world religion. He can offer guidance to souls in need as well as heal the sick or wounded.
- **Weapon Supply.** As commander of a small cadre of knights, Retribution Shadowsbane has access to assorted powerful weapons and armor.

RETRIBUTION SHADOWSBANE AS AN ENEMY:

- **Irreconcilable Differences.** If the adventurers argue with Retribution Shadowsbane or frequently question his violence, he refuses to assist them further and may even come to view them as evil
- **Let It Be War.** Anyone who steals from, or in the presence of, Retribution Shadowsbane or consorts with demons, devils, or undead is hereafter seen as evil in his eyes, and must be eliminated.

FLAWS

Retribution has a one-track mind when it comes to smiting, and little patience for anything else. If he is extemporizing about the glory of battle, Dexterity (Sleight of Hand) checks to pickpocket him are made with advantage.

QUESTS

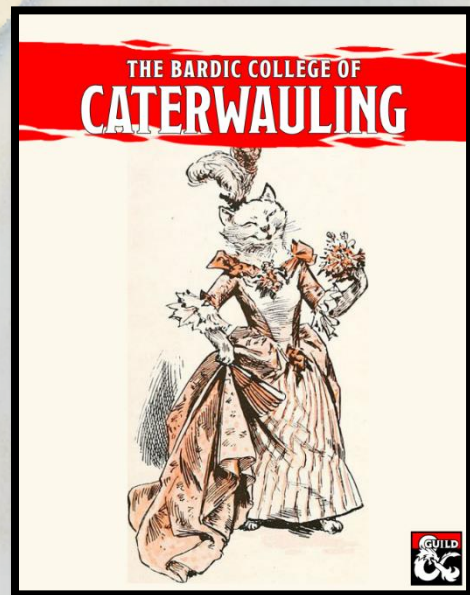
Below are quests that Retribution may have for the adventuring party:

A Town in Need. A town is overrun with undead and Retribution Shadowsbane is separated from his knights. If adventurers assist in eliminating the undead, Retribution Shadowsbane offers to help them with a future mission.

Rescue the Knights. Retribution Shadowsbane's knights attempted to take on a Marilith to impress him and instead are imprisoned in her den. Retribution offers to give the adventurers an opal worth 1,000 GP plus a weapon from his armory.

Military Coup. Fueled by Bane and Tempus, Retribution Shadowsbane feels a need for violence unlike ever before. He plans to overthrow a local dictator known for their brutal tactics. He puts out a call for any interested in casting the wicked from their throne and offers high ranking titles in his new world order.

MORE FROM JESSICA MARCRUM:



RETRIBUTION SHADOWSBANE

Medium humanoid (tiefling), lawful neutral

Armor Class 18 (plate)

Hit Points 68 (8d8+32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (0)	18 (+4)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Str +8, Dex +4, Con +8, Int +5, Wis +9, Char +11

Skills Athletics +7, Insight +5, Intimidation +7, Religion +4

Senses passive Perception 12, darkvision 60 ft.

Damage Resistance fire

Condition Immunity disease

Languages Abyssal, Celestial, Common, Infernal

Challenge 6 (2,300 XP)

Aura of Conquest. Retribution Shadowsbane constantly emanates a menacing aura extending 10 ft. from him in every direction, but not through total cover, while he is not incapacitated. If a creature is frightened of him, its speed is reduced to 0 while in the aura, and that creature takes 4 psychic damage equal if it starts its turn there.

Aura of Protection. Whenever Retribution Shadowsbane or a friendly creature within 10 ft. makes a saving throw, they gain a bonus to the saving throw equal to his Charisma modifier (already included in the stat block). He must be conscious to grant this bonus.

Divine Sense (5/day). As an action, Retribution Shadowsbane can smell the location of any Celestial, fiend, or Undead within 60 feet that is not behind total cover. He knows the type (celestial, fiend, or undead) but not its identity. Within the same radius, he also detects the presence of any place or object that has been consecrated or desecrated.

Great Weapon Fighting. Retribution Shadowsbane can reroll a 1 or 2 on a damage die when fighting with a Two-handed weapon or Versatile weapon.

Lay on Hands. Retribution Shadowsbane has a pool of 40 hit points he can access to heal or remove poisons and diseases from creatures of his choice. As an action, he lays hands on a creature of his choice to bestow this benefit. Once the 40 hit points are expended, he cannot use this until after taking a Long Rest. He cannot use this feature on Undead or Constructs.

Innate Spellcasting. Retribution Shadowsbane's innate spellcasting ability is Charisma (spell save DC 15). He can innately cast the following spells without using components.

At will: *thaumaturgy*

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

Spellcasting. Retribution Shadowsbane is a 7th level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He has the following paladin spells prepared:

1st-level (4 slots): *armor of agathys*, *command*, *compelled duel*, *protection from evil and good*, *thunderous smite*, *wrathful smite*

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

ACTIONS

Multiattack. Retribution Shadowsbane makes two melee attacks.

Despair. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 4) bludgeoning damage plus 7 psychic damage.

Absolution. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 4 radiant damage.

Conquering Presence (1/day). As an action, Retribution Shadowsbane forces each creature of his choice that he can see within 30 feet to make a Wisdom saving throw (DC 15). On a failed save, the creature becomes frightened of him for 1 minute. The frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Divine Smite. As a bonus action, Retribution Shadowsbane can expend a spell slot to cause his melee weapon attacks to magically deal an extra 9 (2d8) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If he expends a spell slot of 2nd level or higher, the extra damage increases by 1d8 for each level above 1st. The damage increases by 1d8 if the target is an undead or a fiend.

Guided Strike (1/day). When Retribution Shadowsbane makes an attack roll, he can gain a +10 bonus to the roll. He makes this choice after he sees the roll, but before the DM says whether the attack hits or misses.

TREASURE

Retribution carries a leather pouch containing 6 pp, 100 gp, a handful of gemstones, collected sashes from conquered foes, and spell components. He also has:

Despair. Retribution Shadowsbane carries a massive maul forged from infernal fire and inscribed with the word "Despair" in Infernal. The maul so terrifies his enemies that any creature struck with it takes psychic damage equal to the wielder's Intimidation skill level.

Absolution. Retribution Shadowsbane carries a whip to scourge the souls of sinners before sending them to their eternal rest. Etched with the word "Absolution" in Celestial on the handle, anyone struck by the whip takes radiant damage equal to the wielder's Religion skill level.

Sash of Conquest. Retribution Shadowsbane wears a leather sash emblazoned with his holy symbol: the flaming sword of Tempus. He has yet to notice the black hand of Bane filling the space behind the sword. Any paladin wearing this sash may use both of their Channel Divinity features before needing a Short or Long Rest.

PIKE AND POKE

By: Lydia Van Hoy

Pike and Poke are twin brothers and once belonged to a strong, roving goblin clan. While dangerous apart, they are utterly deadly when together.

BACKSTORY

In their younger days, Pike and Poke were the terror of many a town. Their clan was particularly violent—raiding towns, robbing travelers, and regularly fighting amongst themselves. While the clan has probably not changed much in the last few years, Pike and Poke have become remarkably civilized considering their past.

One night, after a particularly successful raid on a large brewhouse, Pike and Poke were separated from their clan. No fighting or foul play was involved, simply too much drink. They wandered for days, searching for their friends and family but only discovering town after town. Eventually, the need for rest and supplies was too great, and the pair of goblins found themselves trying to assimilate into a run-down city.

While part of them still yearns to rejoin their clan, they have found a surprising amount of success among the common folk. They have learned just enough to fit in, but can still be found using their identical looks and devious nature to con anyone who might fall for their tricks.

CON EXAMPLES:

- Using their gold-painted copper pieces
- Selling bogus treasure maps
- Offering tours of the city for a fee, only to make up everything they say.

STATUS & MOTIVES

Pike and Poke keep to their city, out of a fear of getting lost should they wander away. Their run-down shack and endless supply of marks is all they need to be content.



Current: The goblin twins have had trouble finding new people to con, due to a slowing down of trade to the area. They are more likely to rush into carrying out another con than fixing their underlying issues finding a new city.

Long-term: Pike and Poke have been trying to muster up the courage to set out in search of their clan once again. Though they have a general distrust of non-goblins, they recognize that traveling with a group of seasoned adventurers could have benefits—without revealing their true intentions, of course.

PIKE AND POKE AS ALLIES:

- **Dangerous Duo.** Though Pike and Poke might not be the friendliest of allies, they know that keeping their traveling partners safe benefits them. They don't shy away from combat, and are terrifying to watch fight together.
- **Sticky Fingers.** The twins are skilled thieves and cons, and are willing to teach someone who shows an interest in learning their skills. With enough studying and training, a creature can gain proficiency with either the Sleight of Hand skill or the Disguise Kit.

PIKE AND POKE AS ENEMIES:

- **What's Yours is Mine.** It's been a while since the twins have seen a fresh face, and they attempt to fleece any gold they can from a character that finds themselves in their city.
- **The Search for Home.** If Pike and Poke gain the courage to set out in search of their clan on their own, they mercilessly rob any adventurer's they come across.

FLAWS

Pike and poke have managed to fit into the city around them well enough, but still stick out like a sore thumb in certain situations. They are particularly inept at civilized conversation, and have disadvantage on all Charisma rolls not related to running cons or robberies.

QUESTS

Below are quests that Pike and Poke may have for the adventuring party:

Homeward Bound. Pike and Poke have decided to tag along with adventurers in order to find their clan. They offer a 100 gp reward to be paid at the end of their journey. Depending on how desperate the situation in the city has become, their bag of gold may turn out to be merely painted copper pieces.

Let's be Rational. Pike and Poke have set out to find their clan on their own, but were not well prepared for the journey. The adventurers find them a few days travel from the city in any direction, engaged in an argument over who ate the last of the rations. If the adventurers stop to help defuse the situation, or offer rations of their own, the goblins propose they travel together; they might not be able to provide rations, but they can definitely provide protection.

Missed the Mark. Pike and Poke have gotten wrapped up in a con, which may or may not involve nobility. In hope of getting themselves out of trouble, the duo attempts to hire unsuspecting adventurers to execute or overthrow the city's governor (**noble**). While the governor of the city is corrupt, and directly responsible for keeping most citizens in poor living conditions, the goblins aren't afraid to tell some tall tales to secure the adventurers' help. The governor rarely leaves his estate, which is always filled with any number of **guards**, but evidence of his corruption can be uncovered by snooping through government buildings or the homes of other, less protected, city officials or nobles.

POKE & PIKE

Small humanoid (goblin), neutral evil

Armor Class 15 (leather armor and shield)
Hit Points 7 (2d6)
Speed 30 ft.

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

Skills Sleight of Hand +6, Stealth +6, proficiency with thieves' tools
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1/4 (50 XP)

Nimble Escape. Poke and Pike can take the Disengage or Hide action as a bonus action on each of their turns.

Pack Tactics. Poke and Pike have advantage on attack rolls against a creature if at least one of their allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

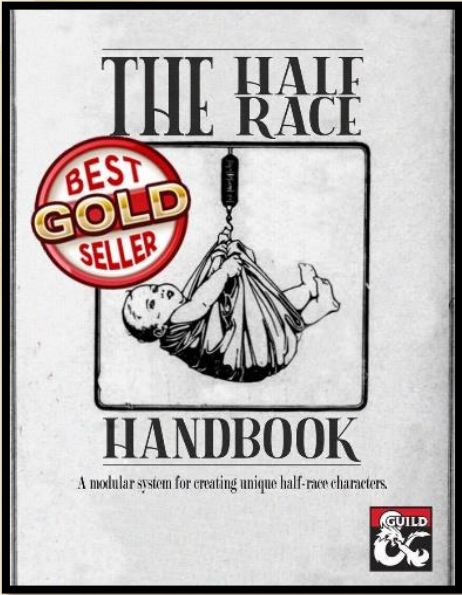
Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

TREASURE

Poke and Pike each carry a burlap satchel containing a set of thieves' tools, 5 gp, and 40 cp painted to look like gold pieces. A successful DC 13 Wisdom (Perception) check is required to notice the fake gold pieces.

MORE FROM LYDIA VAN HOY:



VELASARYN DEL ANA

By: Jessica Marcrum

Once a foundling on the streets of the Underdark, Velasaryn del Ana has become one of the finest infiltrators the world has ever seen. Fiercely independent, they nevertheless wonder what a family or supportive community is like.

BACKSTORY

Abandoned as a child in the Underdark, Velasaryn del Ana quickly learned they could only depend on themselves. With a mind as nimble as their fingers, it wasn't long before they broke into a powerful wizard's study and realized they had a gift for the arcane. Wary of being caught by the authorities, Velasaryn del Ana moved to the surface and quickly became known in the criminal world as the elf who could get anything from anywhere.

Adamantly insisting they work best alone, Velasaryn del Ana is often hired as a spy or thief by criminal factions and feuding nobles. Their prized possession, stolen on one such mission, is a *ring of appraisal* that tells them exactly what the item they're being hired to steal is worth. Preferring to avoid violence whenever possible, Velasaryn is nevertheless deadly with their rapier, striking from the shadows in order to avoid capture.

Passionately beholden to no one, Velasaryn del Ana has nevertheless felt something missing in their life. They wonder why they were abandoned as a youngster and though they would never admit it to another, have begun to ache for personal connections.



STATUS & MOTIVES

Velasaryn del Ana lives in the cellar of a tavern where parties seeking their services order “the nightly special, no chaser.” They pay rent in several other locations they occasionally visit to hide their true home.

Current: Velasaryn del Ana is a thief, spy, and information broker for hire. If the target is interesting and the coin is fair, they'll break in and grab what's requested.

Long-term: Velasaryn del Ana would love to form an emotional bond with someone, retire from professional thievery, and make a home together. They yearn to create the family they never had and insist they never needed.

VELASARYN DEL ANA AS AN ALLY:

- **An Information Broker.** Velsaryn del Ana is an expert infiltrator and can find incriminating information on anyone with something to hide.
- **A Fence.** Thanks to their *ring of appraisal*, Velsaryn del Ana knows the exact worth of everything they handle and don't balk at moving stolen merchandise.
- **A Thief.** If there's anything Velsaryn del Ana can't steal, they have yet to find it.

VELSARYN DEL ANA AS AN ENEMY:

- **Spy.** Beholden to no one and no cause but themselves, Velsaryn del Ana is happy to infiltrate and steal from adventurers.
- **Wronged.** If adventurers steal from Velsaryn del Ana or worse, bring the law to their door, they find a new enemy in Velsaryn.

FLAWS

When not working a job, Velsaryn del Ana is brusque, taciturn, and socially awkward. Attempts to embrace or include them make them terribly uncomfortable, and they are likely to give in to whatever is requested just to get away.

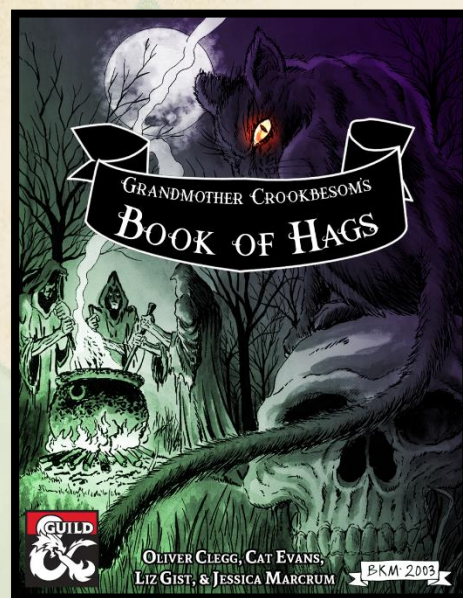
QUESTS

I Work Alone? Velsaryn del Ana finds themselves for the first time with a job that needs a few extra hands to successfully complete: breaking into the governor's mansion unnoticed during a festival ball to steal evidence the governor is personally pocketing tax income. They offer the adventurers a share of the spoils, provided the job is a success.

Seal My Record. Velsaryn del Ana has avoided returning to the Underdark since running away as a teenager. Surprisingly homesick, they wonder if it's safe to return and ask adventurers to travel there and find out if there's still a substantial bounty on Velsaryn's head. In return, they offer to have an identical *ring of appraisal* created for them.

Doublecrosser! As an independent contractor, Velsaryn del Ana has been stealing secrets and magic items for two rival noble houses (or criminal organizations, if that better suits your campaign). While Velsaryn sees working for both sides as purely professional, the nobles see a spy in their midst. Velsaryn del Ana is now on the run from two major powers in the city and needs help both staying alive and redeeming their professional reputation. In return for assistance, they offer 500 gp, a pink diamond worth 1,000 gp, and a future infiltration job performed free of charge.

MORE FROM JESSICA MARCRUM:



VELASARYN DEL ANA
Medium humanoid (drow), chaotic neutral

Armor Class 15 (leather armor)
Hit Points 39 (7d8+7)
Speed 30 ft.

Table with 6 columns: STR, DEX, CON, INT, WIS, CHA. Values: STR 9(-1), DEX 18(+4), CON 13(+1), INT 16(+3), WIS 14(+2), CHA 14(+2).

Saving Throws Dex +7, Int +6
Skills Acrobatics +7, Deception +5, Insight +5, Investigation +9, Perception +8, Sleight of Hand +10, Stealth +10
Senses passive Perception 18, darkvision 120 ft.
Condition Resistance charmed
Condition Immunity sleep
Tool Proficiencies disguise kit, thieves' tools
Languages Common, Elvish, Undercommon, Thieves' Cant
Challenge 5 (1,100 XP)

Evasion. When subjected to an effect that requires Velasaryn del Ana to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

Fey Ancestry. Velasaryn del Ana has advantage on saving throws against being charmed, and magic can't put them to sleep.

Innate Spellcasting. Velasaryn del Ana's innate spellcasting ability is Charisma (spell save DC 13). They can innately cast the following spells without using components.
At will: dancing lights
1/day each: darkness, faerie fire

Spellcasting. Velasaryn del Ana is a 7th level spellcaster. Their spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). They have the following wizard spells prepared:
Cantrips (at will): mage hand, minor illusion, prestidigitation
1st-level (4 slots): disguise self, ice knife, silent image
2nd-level (2 slots): invisibility, misty step

Mage Hand Legerdemain. Velasaryn del Ana's mage hand is invisible and can be used to:
• Stow one object the hand is holding in a container worn or carried by another creature
• Retrieve an object in a container worn or carried by another creature
• Use thieves' tools to pick locks and disarm traps at range.
Velasaryn del Ana can perform these tasks without being noticed by a creature by succeeding on a Dexterity (Sleight of Hand) check contested by the creature's Wisdom (Perception) check.

Sneak Attack (1/Turn). Velasaryn del Ana deals an extra 14 (4d6) damage when they hit a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn't incapacitated and Velasaryn doesn't have disadvantage on the attack roll.

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

ACTIONS
Blade of Shadows. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage plus 10 psychic damage.

Crossbow, hand. Ranged Weapon Attack: +7 to hit, range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Cunning Action. Velasaryn del Ana can use a Bonus Action to Dash, Disengage, Hide, or control their mage hand on each of their turns in Combat.

REACTIONS
Uncanny Dodge. Velasaryn del Ana halves the damage of an attack that hits them. They must be able to see their attacker.

TREASURE
Velasaryn del Ana carries a leather pouch containing 50 gp, 75sp, 55 ep, a handful of gems, assorted jewelry worth 250 gp, and spell components. They also have:

Blade of Shadows. Velasaryn del Ana's rapier is veiled in tendrils of shadows, making it difficult for enemies to see until it's too late. Whenever the wearer attacks from dim light or darkness, they attack with advantage. Additionally, the bearer of the Blade of Shadows adds their Stealth bonus as psychic damage to any creature they successfully attack with the blade.

Confusion Orbs. Velasaryn del Ana carries three glass orbs that can be thrown up to 60 ft. and shatter upon impact, casting the spell confusion (DC 15) in a 10 ft. radius. A moderate wind disperses the spell in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round.

Ring of Appraisal. Velasaryn del Ana wears a plain silver ring valued highly among thieves, fences, and pawnbrokers alike. The ring has 6 charges. The wearer of the Ring of Appraisal can use an action to expend 1 charge while touching an object and immediately learn all information granted by the identify spell, plus the approximate monetary worth of the object. The ring regains 1d6 expended charges daily at dawn. If the wearer expends the ring's last charge, roll a d20. On a 1, the ring continues to regain charges, but only provides accurate information 50% of the time.

THANK YOU FOR PURCHASING ALLIES, ENEMIES, & QUESTS.

PLEASE REMEMBER TO LEAVE A RATING ON THE DUNGEON MASTERS GUILD!

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