

THE ESSENTIALS SIDEKICKS EXPANDED



Additional sidekicks for the world's
greatest roleplaying game

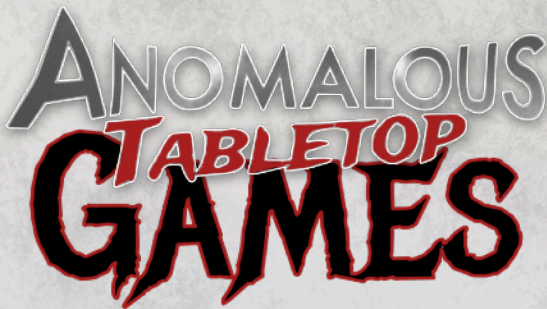
THE ESSENTIALS: SIDEKICKS EXPANDED

ADDITIONAL SIDEKICK OPTIONS

Wizards of the Coast first introduced the official rules for sidekick characters with the *D&D Essentials Kit*, streamlining gameplay between dungeon masters and a single player. This idea allows for more accessible one-on-one gameplay, while still maintaining one of the central tenets of D&D, the adventuring party. Within this text you'll find stat blocks and level progression tables, as well as further customization options and advice, for additional sidekicks, including, but not limited to, the stealthy **assassin**, the zealous **crusader**, the fiery **evoker**, and many more. And, if stat-blocks aren't exactly your thing, please feel free to check out one of my other Dungeon Masters Guild offerings, [*The Essentials: Sidekick Sheets*](#), the custom sidekick character sheets created just for you.

Thanks for your support & happy gaming.

BY LANE MATTHEWS



Cover art by Aaron Lee

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For Icarus. The best feathered friend
that a guy could ask for. I'm going to
miss you, little guy.

June 19th, 2011 - August 11th, 2019

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SIDEKICK CHARACTER SHEETS

You can find sidekick character sheets available for download at [*The Essentials: Sidekick Sheets*](#).

Additionally, be sure to keep an eye out for updates, because I will be releasing custom sidekick sheets for the sidekicks contained within this text in the upcoming weeks.

A BRIEF INTRODUCTION

Since its inception, D&D has been a largely social game. Friends gathering around a table, making up imaginary tales of knights and dragons, goblins and fairies. Laughing and crying as their favorite characters struck down world ending villains or fell heroically in the attempt.

Throughout the years the game has evolved, but at its core remains the concept of the adventuring party; those friends sharing in a communal storytelling exercise around a dining room table. Or, in today's world, connected across the globe via the magics of the internet.

However, given our often hectic modern lives, many people don't have the luxury of a large group of friends that are available to play on a regular basis, but still ache to play

D&D all the same. Still yearn to gather their party and venture forth into worlds of imagination and adventure.

With the advent of sidekick characters, those players who may only be able to play with their spouse, child, friend, or a family member have more options than ever before. Now, that's not to say that gamers haven't found ways to play one-on-one games in the past, they certainly have, but now there is an official ruleset in place to streamline that gameplay. Instead of a DM and player trying to manage multiple PCs and/or NPCs, with their full plethora of abilities and options, they can now focus on the singular "hero" of their game, and still get to experience the core concept of the adventuring party.

THE ROLE OF THE HERO & PLAYING WITH SIDEKICKS

While this text may be focused on sidekick characters, make no mistake, its true purpose is to open up the possibilities for the hero. That hero, born out of necessity, is your player character. The sidekicks exist solely to enrich your playing experience, to fill out your adventuring party, support your hero, and to provide you, and your DM, the ability to adventure through the worlds of D&D as they were meant to be.

Sidekicks shouldn't be the focus of your game. They should be as straight forward and as easy to play as possible, leaving your main focus on the hero and the adventure. With that in mind, sidekicks level up and possess abilities unique to them, and while there may be similarities between them and the hero player characters, they are intended to be as simple to play as possible, while still adding tactical depth and variety to your game.

The choice of who controls the sidekicks is entirely up to you and your DM. In fact, you

may find it beneficial to let the DM roleplay sidekick characters while you control them in combat. This will open up narrative opportunities for you and your DM to explore, while also providing support for your hero in battle.

The *D&D Essentials Kit* introduces the **expert**, **spellcaster**, and **warrior** sidekicks; each representing one or two of the traditional D&D archetypes. The expert provides its roguish expertise, the spellcaster pulls double duty as either a mage or healer, while the warrior specializes in hurting enemies up close in the melee.

Within the following pages you'll find the **assassin**, the **conjurer**, the **duelist**, the **crusader**, the **evoker**, the **gladiator**, the **hunter**, the **necromancer**, and the **oathbreaker**. Who will you choose to gather to your party and venture forth?

SIDEKICK MECHANICS

Like most other aspects of the game, what sidekicks are and what they can do are governed by a system of rules. These rules dictate what abilities they have and how they progress to a large degree. And, although they share similarities with player characters, they aren't entirely the same beast. These distinctions may not be terribly important for those who are already intimately familiar with the system, but there are a few important things to be aware of, especially for newer players.

THE STAT BLOCK

Within the *D&D Essentials Kit* and *The Essentials: Sidekicks Expanded* you'll find various stat-blocks that mechanically represent sidekick characters within the game. Now, these stat-blocks don't govern the characterization, personality, or the myriad of other roleplaying elements that go into a character. That is left largely up to you and/or your DM. What they do is explain what those sidekicks can do and how capable they are in a fight or social situation. For the most part, the existing stat-blocks do this wonderfully, but what they don't do well is explain how it all comes together; how proficiency is determined and what affects what modifier.

PROFICIENCY BONUS

Probably the most important omission of information on the individual sidekick stat-blocks is the lack of a listed proficiency bonus. This bonus is applied to several very important aspects of the game such as to hit rolls, skill checks, spell save DCs, spell attack bonuses, and saving throws, and is already calculated into the skills, saving throws, and actions on the stat-block itself.

1st Level Proficiency Bonus = +2

5th Level Proficiency Bonus = +3

For example, The crusader has a +4 to hit modifier with their greatsword. This +4 is calculated by adding the crusader's Strength modifier and their proficiency bonus together. It is also worth noting that only the crusader's Strength modifier is used when determining damage, not their proficiency bonus.

Whereas most melee weapons use Strength to determine their to hit modifier in combination with their proficiency bonus, weapons that possess the **finesse** quality, such as scimitars, may use Dexterity or Strength to determine their to hit and damage modifier. In this text, the hunter uses Dexterity when determining these factors when attacking with their scimitars.

Ranged weapons are governed by Dexterity. Melee weapons that are thrown use Strength unless they are also finesse weapons; daggers for example.

WEAPONS AND ARMOR

While there is no dedicated spot on the stat-blocks for equipment such as armor and weapons, you can locate that information in two spots:

Armor can be found in parenthesis following AC (Armor Class) towards the top of the stat-blocks.

Weapons can be found under the Actions heading towards the bottom of most stat-blocks. It is assumed that if the sidekick has an action that uses a weapon, they by default come equipped with that weapon. Of course, there is no rule that says you can't swap out that longsword for a battle axe or a mace, you certainly can, just be aware of the sidekick's proficiencies and make note of the new weapon's statistics and qualities on their character sheet or your notes.

THE ASSASSIN

The assassin specializes in stealth and violence. They excel in dealing damage, but not necessarily on the front lines of a conflict. With that in mind, keep the assassin hidden and/or moving in order to take full advantage of their abilities. Be sure to take advantage of flanking and surprise, and don't forget about their proficiency with poison.

ASSASSIN

1st-level medium humanoid

Armor Class 14 (studded leather)

Hit Points 10 (2d8+1)

Speed 30 ft.

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

Saving Throws Dexterity +4

Skills Acrobatics +4, Deception +4, Intimidation+4, Sleight of Hand +4, Stealth +4

Senses passive Perception 11

Languages Common, plus one of your choice

Sneak Attack. Once per turn, the assassin can deal an additional 1d6 damage to one creature they hit as long as they have advantage on the attack roll.

Tools. The assassin has thief's tools & a poisoner's kit.

ACTIONS

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

PROFICIENCIES

The assassin is proficient in light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords, thief's tools, and poisoner's kits.

ASSASSINS BEYOND 1ST LEVEL

Level	Hit Points	Sneak Attack	New Features
2nd	15 (3d8+3)	1d6	Cunning Action. On the assassin's turn in combat, they can take the Dash, Disengage, or Hide action as a bonus action.
3rd	21 (4d8+4)	1d6	Assassinate. The assassin has advantage on attack rolls vs any creature that hasn't taken a turn in combat yet. Additionally, any hit that the assassin scores against a creature that is surprised is a critical hit.
4th	26 (5d8+5)	2d6	Ability Score Improvement. The assassin's DEX or INT score is improved by two, raising the selected attribute's modifier by 1.
5th	32 (6d8+6)	2d6	Proficiency Bonus Increase. The assassin's proficiency bonus is increased by 1, increasing their Dexterity save, as well as their to hit modifier.
6th	37 (7d8+7)	3d6	Uncanny Dodge. When an attacker that the assassin can see hits them with an attack, they can use their reaction to halve the attack's damage.

CRAFTING POISONS

During long rests, the assassin may craft one dose of poison that they can then use to coat their weapons with. They may coat their weapon with poison as a bonus action or as an object interaction. One dose is used per hit and does 1d8 poison damage.

Likewise, an assassin may attempt to harvest poison from a poisonous creature, such as a snake or a giant spider. To harvest the poison, the creature must be dead or incapacitated, and the assassin must pass a DC 20 Intelligence check (poisoners kit proficiency allows proficiency bonus to apply). On a successful check, the assassin harvests a single dose of poison of that type, as determined by the creature's stat-block.

POISONER'S KIT

The poisoner's kit includes the vials, chemicals, and other equipment necessary for the extraction and creation of poisons. Proficiency with this kit allows the assassin to add their proficiency bonus to any ability checks they make to craft or use poisons.

THE CONJURER

The conjurer is a master of creating things out of thin air with their magics. Although the conjurer has some decent combat spells, their best bet is to stay out of the muck of it, using their spells to damage and control their opponents from a safe distance.

CONJURER

1st-level medium humanoid

Armor Class 13

Hit Points 10 (2d8+1)

Speed 30 ft.

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

Saving Throws Wisdom +3

Skills Arcana +4, History +4, Investigation +4

Senses passive Perception 11

Languages Common, plus one of your choice

Spellcasting. The conjurer's spellcasting ability is INT (spell save DC 12, +4 to hit with prepared spells.)

Cantrips (at will): *Acid Splash*, *Mage Hand*

1st Level (2 slots): *Ice Knife*

ACTIONS

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

Acid Splash. *Ranged Spell Attack:* target DEX save, range 60ft., two targets (within 5ft. on each other). *Hit:* 3 (1d6) acid damage.

PROFICIENCIES

The conjurer is proficient in daggers, darts, slings, quarterstaves, and light crossbows.

CONJURATION SPELLS

ICE KNIFE

1st-level conjuration

Casting Time: 1 action

Range: 60 feet (5 ft radius)

CONJURERS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	14 (3d8+1)	Spellcasting. The conjurer learns another 1st level spell: <i>Grease</i> .
3rd	19 (4d8+1)	Spellcasting. The conjurer gains one 1st-level spell slot & learns another 1st-level spell: <i>Unseen Servant</i> . Minor Conjunction. The conjurer can use their action to conjure up a small, handheld object of non-magical origin, that they have previously seen. This object radiates dim light in a 5 ft. radius and disappears after 1 hour or the conjurer uses this feature to summon another item.
4th	22(5d8+1)	Ability Score Improvement. The conjurer's INT score is improved by two, raising its modifier by 1. Spellcasting. The conjurer learns another Cantrip: <i>Poison Spray</i> .
5th	28 (6d8+1)	Proficiency Bonus Increase. The conjurer's proficiency bonus is increased by 1, increasing their Wisdom save, as well as their to hit modifier, spell DC and spell attack bonus. Spellcasting. The conjurer gains one 1st-level spell slot, two 2nd-level spell slots, & one 2nd-level spell: <i>Misty Step</i> .
6th	32 (7d8+1)	Benign Transport. As an action, the conjurer may teleport up to 30 ft., swapping spaces with a small or medium sized creature that they can see and is willing to do so. This feature may be used once per short rest.

Components: S, M (drop of water or ice)

Duration: Instantaneous

The conjurer creates a shard of ice and flings it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d6 cold damage.

At Higher Levels. When the conjurer casts this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.

GREASE

1st-level conjuration

Casting Time: 1 action

Range: 60 feet (10 square foot radius)

Components: V, S, M (pork rind or butter)

Duration: 1 minute

Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration.

When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

MISTY STEP

1st-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Instantaneous

Briefly surrounded by silvery mist, the conjurer teleports up to 30 feet to an unoccupied space that they can see.

POISON SPRAY

Conjuration cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

The conjurer extends their hand toward a creature they can see within range and projects a puff of noxious gas from their palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

This spell's damage increases by 1d12 when they reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

UNSEEN SERVANT

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (bit of wood & string)

Duration: 1 hour

This spell creates an invisible, mindless, shapeless, Medium force that performs simple tasks at the conjurer's command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, but it can't attack. If it drops to 0 hit points, the spell ends.

Once on each of the conjurer's turns as a bonus action, they can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once given the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.

If the conjurer commands the servant to perform a task that would move it more than 60 feet away from them, the spell ends.



THE CRUSADER

The crusader is a zealous warrior of faith and conviction, that is at their best when fighting along the front line of any conflict, swinging their greatsword and smiting their enemies. And, although formidable warriors, they also possess the otherworldly healing powers of their faith.

CRUSADER

1st-level medium humanoid

Armor Class 14 (scale mail)

Hit Points 12 (2d8+3)

Speed 30 ft.

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

Saving Throws Wisdom +3

Skills Athletics +4, Insight +3, Religion +2

Senses passive Perception 11

Languages Common, plus one of your choice

Divine Sense. The crusader can, as an action, know the location and type of any fiend or undead within 30 ft. of them that is not behind total cover. May be used a number of times equal to the crusader's CHA modifier per *long rest* (twice).

Healing Touch. As an action, the crusader's touch heals 1d6 + their crusader level worth of hit points (1d6+1 at 1st level). They may use this ability a number of times per *long rest* equal to their CHA modifier (twice).

ACTIONS

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

CRUSADERS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	18 (3d8+5)	Smite. When a crusader hits a creature with a melee weapon attack, they may deal an extra 1d8 radiant damage to their target. The crusader may use <i>Smite</i> a number of times per long rest equal to their CHA modifier.
3rd	25 (4d8+7)	Turn the Unholy. The crusader may, as an action, present their holy symbol and speak a prayer causing all fiends and undead that can see them within a 30 ft. radius to make a Wisdom saving throw (DC 12 8+Prof. Bonus+CHA mod). Upon a failed save, it is turned for 1 minute or until it takes damage and must attempt to move as far away from the crusader as possible. It can't willingly enter within the crusader's 30 ft. radius and can only use the Dash action, unless there is nowhere to move to, then it can use Dodge. May be used once per long rest.
4th	31 (5d8+9)	Ability Score Improvement. The crusader's STR or CHA score is improved by two, raising the selected attribute's modifier by 1.
5th	38 (6d8+11)	Proficiency Bonus Increase. The crusader's proficiency bonus is increased by 1, increasing their Wisdom save, as well as their to hit modifier. Smite. Radiant damage increased to 2d8.
6th	44 (7d8+13)	Extra Attack. The crusader can attack twice, instead of once, when they take the attack action on their turn.

PROFICIENCIES

The crusader is proficient in all armor and shields, martial weapons, and simple weapons.

SWORD 'N' BOARD

Although the crusader is a powerful warrior while wielding their greatsword, you may decide that the defensive bonus of a shield and longsword is more important than their damage output. If wielding a shield, increase the crusader's AC to 16 and replace their greatsword with a longsword.

THE DUELIST

The duelist is the swashbuckling master of counterattack. With their ability to parry melee attacks and return the favor, they should be found fighting on the main lines of any combat encounter.

DUELIST

1st-level medium humanoid

Armor Class 14 (studded leather)

Hit Points 13 (2d8+4)

Speed 30 ft.

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

Saving Throws Dexterity +4

Skills Athletics +2, Intimidation +3, Perception +3

Senses passive Perception 13

Languages Common, plus one of your choice

Duelist Style. The duelist has one of the following traits of your choice:

Aggressive. +2 damage bonus to hits when wielding only a single, one-handed weapon.

Defensive. +1 AC when wielding a one-handed weapon.

ACTIONS

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

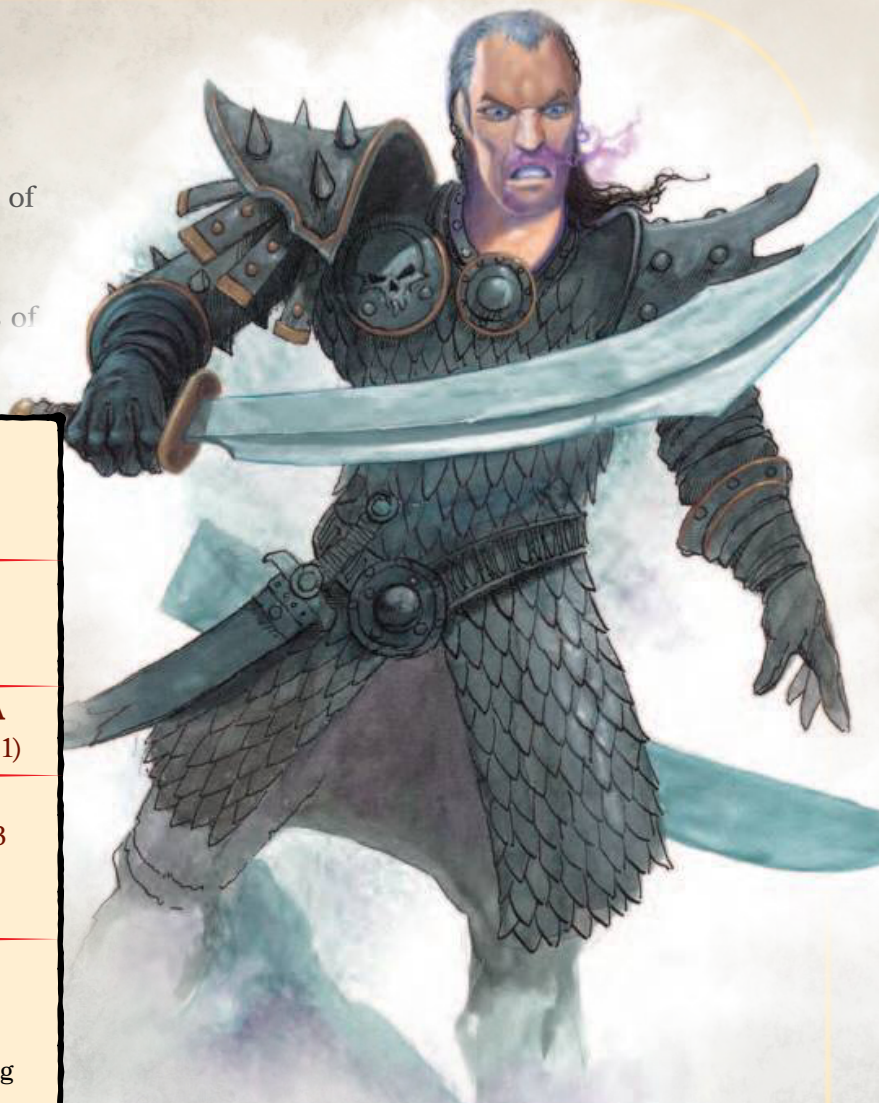
Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., thrown range 20/60, one target. *Hit:* 4 (1d4+2) piercing damage.

Reactions

Parry. The duelist may use their reaction to add their proficiency bonus to their AC when another creature strikes them with a melee attack, potentially causing the attack to miss.

PROFICIENCIES

The duelist is proficient in all armor and shields, martial weapons, and simple weapons.



DUELISTS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8+6)	Quick Reflexes. The duelist may add their proficiency bonus to initiative checks.
3rd	26 (4d8+8)	Riposte. The duelist may use their reaction to make a melee weapon attack vs a creature that just missed them with a melee attack. May be used a number of times equal to the duelist's DEX modifier per long rest.
4th	32 (5d8+10)	Ability Score Improvement. The duelist's DEX score is improved by two, raising its modifier by 1.
5th	39 (6d8+12)	Proficiency Bonus Increase. The duelist's proficiency bonus is increased by 1, increasing their Dexterity save and passive Perception by 1, as well as their to hit modifier.
6th	45 (7d8+14)	Extra Attack. The duelist can attack twice, instead of once, when they take the attack action on their turn.

THE EVOKER

The evoker is a master of magical energies and the elements. They specialize in powerful offensive magics, using them to devastate their opponents from afar. Although powerful combatants take care to not expose the evoker to enemy attacks.

EVOKER

1st-level medium humanoid

Armor Class 13

Hit Points 10 (2d8+1)

Speed 30 ft.

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

Saving Throws Wisdom +3

Skills Arcana +4, History +4, Investigation +4

Senses passive Perception 11

Languages Common, plus one of your choice

Spellcasting. The evoker's spellcasting ability is INT (spell save DC 12, +4 to hit with prepared spells.)

Cantrips (at will): *Fire Bolt*, *Light*

1st Level (2 slots): *Magic Missile*

ACTIONS

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

Fire Bolt. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage.

PROFICIENCIES

The evoker is proficient in daggers, darts, slings, quarterstaves, and light crossbows.

EVOKERS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	14 (3d8+1)	Spellcasting. The evoker learns another 1st level spell: <i>Burning Hands</i> .
3rd	19 (4d8+1)	Spellcasting. The evoker gains one 1st-level spell slot & learns another 1st-level spell: <i>Thunderwave</i> .
4th	22(5d8+1)	Ability Score Improvement. The evoker's INT score is improved by two, raising its modifier by 1. Spellcasting. The evoker learns another Cantrip: <i>Dancing Lights</i> .
5th	28 (6d8+1)	Proficiency Bonus Increase. The evoker's proficiency bonus is increased by 1, increasing their Wisdom save, as well as their to hit modifier, spell DC and spell attack bonus. Spellcasting. The evoker gains one 1st-level spell slot, two 2nd-level spell slots, & one 2nd-level spell: <i>Shatter</i> .
6th	32 (7d8+1)	Potent Cantrips. The evoker can add their INT modifier to damage dealt by their cantrips.



THE GLADIATOR

The gladiator is a brutal warrior and a cunning showman. An expert of sword and shield combat, the gladiator is well suited to the rigors of front line combat, often closing the distance between themselves and their adversaries with a devastating charge.

GLADIATOR

1st-level medium humanoid

Armor Class 15 (studded leather, shield)

Hit Points 13 (2d8+4)

Speed 30 ft.

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

Saving Throws Constitution +4

Skills Athletics +4, Intimidation +3, Performance +3

Senses passive Perception 10

Languages Common, plus one of your choice

Brave. The gladiator has advantage on fear saves.

Shield Specialist. The gladiator gains the Shield Block reaction & may take the Shield Bash action as a bonus action.

ACTIONS

Javelin. *Melee Weapon Attack:* +4 to hit, reach 5 ft. thrown range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

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

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

Reactions

Shield Block. The gladiator may use their reaction to double their shield's AC bonus when another creature strikes them with an attack, potentially causing the attack to miss.

GLADIATORS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8+6)	Hard Charger. If the gladiator moves at least 10 ft. in a straight line towards their target and then takes the attack action, they may add +5 damage to their thrown or melee weapon attacks.
3rd	26 (4d8+8)	Improved Critical. The gladiator's attacks now score a critical hit on attack rolls of 19 or 20.
4th	32 (5d8+10)	Ability Score Improvement. The gladiator's STR score is improved by two, raising its modifier by 1.
5th	39 (6d8+12)	Proficiency Bonus Increase. The gladiator's proficiency bonus is increased by 1, increasing their Constitution save, as well as their to hit modifier.
6th	45 (7d8+14)	Extra Attack. The gladiator can attack twice, instead of once, when they take the attack action on their turn.

PROFICIENCIES

The gladiator is proficient in all armor and shields, martial weapons, and simple weapons.

NET AND JAVELIN

Though most gladiators specialize in combat with sword and javelin, there are those that equip themselves with a net in place of their short sword. If selecting this option, the gladiator gains proficiency with nets and replaces their short sword with nets.

NET

A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are **huge** in size or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.

Net. *Ranged Weapon Attack:* +3 to hit, thrown range 5/15 ft., one target.

THE HUNTER

The hunter is a capable warrior as well as an expert tracker and outdoorsman. Whether dual wielding their scimitars in the thick of combat or striking from afar with their longbow, the hunter is an opponent to be reckoned with.

HUNTER

1st-level medium humanoid

Armor Class 14 (studded leather)

Hit Points 12 (2d8+3)

Speed 30 ft.

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

Saving Throws Dexterity +4

Skills Animal Handling +4, Perception +4, Survival +4

Senses passive Perception 14

Languages Common, plus one of your choice

Martial Role. The hunter has one of the following traits of your choice:

Archer. +2 to all attack rolls made with ranged weapons.

Two-Weapon Fighter. The hunter may add their ability modifier to the damage of their 2nd attack when dual wielding & may draw or sheathe two weapons instead of just one.

ACTIONS

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

Long Bow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

PROFICIENCIES

The hunter is proficient in light armor, medium armor, shields, simple weapons and martial weapons.

HUNTERS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	18 (3d8+5)	Natural Tracker. The hunter has advantage on Survival checks made to identify & follow tracks left by another creature.
3rd	25 (4d8+7)	Hunters Mark. As a bonus action, the hunter may designate a creature that they can see within 60 ft as targeted by this feat. Once designated, the hunter deals an additional 1d6 damage to their first attack against the targeted creature per turn. May not designate more than 1 creature at a time.
4th	31 (5d8+9)	Ability Score Improvement. The hunter's DEX score is improved by two, raising its modifier by 1.
5th	38 (6d8+11)	Proficiency Bonus Increase. The hunter's proficiency bonus is increased by 1, increasing their Dexterity save and passive Perception by 1, as well as their to hit modifier.
6th	44 (7d8+13)	Extra Attack. The hunter can attack twice, instead of once, when they take the attack action on their turn.



THE NECROMANCER

The necromancer is a wizard that specializes in the forces of life, death, and undeath. In combat, the necromancer has spells that can wreak havoc on the life energies of their opponents, but like most wizards, they shouldn't stray to close to the melee.

NECROMANCER

1st-level medium humanoid

Armor Class 13

Hit Points 9 (2d8)

Speed 30 ft.

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

Saving Throws Wisdom +3

Skills Arcana +4, Investigation +4, Medicine +4

Senses passive Perception 11

Languages Common, plus one of your choice

Spellcasting. The necromancer's spellcasting ability is INT (spell save DC 12, +4 to hit with prepared spells.)

Cantrips (at will): *Chill Touch*

1st Level (2 slots): *Ray of Sickness*, *Cause Fear*

ACTIONS

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

Chill Touch. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 4 (1d8) necrotic damage.

"The necromancer creates a ghostly, skeletal hand that assails a target within range with its cold, necrotic touch, damage of which cannot be regained until the end of the necromancer's next turn."

PROFICIENCIES

The necromancer is proficient in daggers, darts, slings, quarterstaves, and light crossbows.

NECROMANCERS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d8)	Spellcasting. The necromancer learns another 1st level spell: <i>False Life</i> .
3rd	18 (4d8)	Spellcasting. The necromancer gains one 1st-level spell slot. Grim Harvest. When the necromancer kills one or more creatures in a turn, with a necromancy spell of 1st-level or higher, they regain HP equal to 3 times the spell level. Does not apply to constructs or the undead
4th	21 (5d8)	Ability Score Improvement. The necromancer's INT score is improved by two, raising its modifier by 1. Spellcasting. The necromancer learns another Cantrip: <i>Toll the Dead</i> .
5th	27 (6d8)	Proficiency Bonus Increase. The necromancer's proficiency bonus is increased by 1, increasing their Wisdom save, as well as their hit modifier, spell DC and spell attack bonus. Spellcasting. The necromancer gains one 1st-level spell slot, two 2nd-level spell slots, & one 2nd-level spell: <i>Blindness/Deafness</i> .
6th	31 (7d8)	Necrotic Resistance. The necromancer gains resistance to necrotic damage.

NECROMANCY SPELLS

BLINDNESS/DEAFNESS

2nd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 1 minute.

The necromancer can blind or deafen an opponent. Choose one creature that the necromancer can see that is within range to make a CON save. Upon failure, the target is either blinded or deafened (casters choice) for the duration. The target may attempt CON saves at the ends of its turns until the spell ends.

At Higher Levels. When the necromancer casts this spell using a spell slot of 3rd level or higher, they may increase the number of targets by one for each slot above 2nd level.

CAUSE FEAR

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute.
The necromancer puts the fear of death into one creature that they can see within range. The target must succeed on a WIS save or become frightened of the necromancer until the spell's duration ends. The affected creature can repeat the saving throw on its turns. Does not affect constructs or undead.

At Higher Levels. When the necromancer casts this spell using a spell slot of 2nd level or higher, the necromancer may increase the number of targets for each slot above 1st.

FALSE LIFE

1st-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (alcohol)

Duration: 1 hour

The necromancer temporarily gains 1d4+1 hit points for the duration of the spell

At Higher Levels. When the necromancer casts this spell using a spell slot of 2nd level or higher, the necromancer gains 5 extra HP per spell slot level above 1st level.

RAY OF SICKNESS

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A sickening green ray springs from the necromancer's hand, washing over a creature within range. The necromancer makes a ranged spell attack against a target. On a successful hit, the creature takes 2d8 poison damage and must make a CON

saving throw. On a successful save, the creature is poisoned until the end of the necromancer's next turn.

At Higher Levels. When the necromancer casts this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 per level of spell slot above 1st. 2nd (3d8), 3rd (4d8), 4th (5d8), 5th (6d8), 6th (7d8).

TOLL THE DEAD

Necromancy cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

The necromancer points its bony finger at a creature within range that it can see and the air around it is filled a cacophony of bells for a moment. The target must succeed a WIS save or take 1d8 necrotic damage. If the target is already wounded, then it take 1d12 necrotic damage.

This cantrip's damage increases by one die when the necromancer reaches 5th level.



THE OATHBREAKER

The oathbreaker was once a champion of good, a pillar of faith and justice, but through some circumstance of failed character or a craven moment of weakness, they fell. Now, the oathbreaker revels in violence and death. Pain and destruction follow in their wake. A twisted caricature of a crusader, the oathbreaker is best suited to front line combat, where they can unleash their dark desires and their terrible wrath.

OATHBREAKER

1st-level medium humanoid

Armor Class 14 (scale mail)

Hit Points 12 (2d8+3)

Speed 30 ft.

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

Saving Throws Wisdom +3

Skills Athletics +4, Intimidation +4, Religion +2

Senses passive Perception 11

Languages Common, plus one of your choice

Unholy Touch. As an action, the oathbreaker may make an unarmed melee attack and inflict 1d6 + their oathbreaker level worth of necrotic damage on a successful hit, restoring half as many hit points to the oathbreaker in the process. They may use this ability a number of times per *long rest* equal to their CHA modifier (twice).

ACTIONS

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

OATHBREAKERS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	18 (3d8+5)	Unholy Smite. When a oathbreaker hits a creature with a melee weapon attack, they may deal an extra 1d8 necrotic damage to their target. The oathbreaker may use <i>Unholy Smite</i> a number of times per long rest equal to their CHA modifier.
3rd	25 (4d8+7)	Dreadful Aspect. The oathbreaker may, as an action, focus all their darkest emotions and hate into a burst of unholy energy causing all creatures of the oathbreaker's choice within a 30 ft. radius to make a Wisdom saving throw (DC 12 8+prof. bonus+ CHA mod). Upon a failed save, the creature is frightened for 1 minute. If the frightened creature ends its turn at least 30 feet away from the oathbreaker, it may attempt another Wisdom saving throw to end the effect. May use this feature once per long rest.
4th	31 (5d8+9)	Ability Score Improvement. The oathbreaker's STR or CHA score is improved by two, raising the selected attribute's modifier by 1.
5th	38 (6d8+11)	Proficiency Bonus Increase. The oathbreaker's proficiency bonus is increased by 1, increasing their Wisdom save, as well as their to hit modifier. Unholy Smite. Necrotic damage increased to 2d8.
6th	44 (7d8+13)	Extra Attack. The oathbreaker can attack twice, instead of once, when they take the attack action on their turn.

PROFICIENCIES

The oathbreaker is proficient in all armor and shields, martial weapons, and simple weapons.

SWORD 'N' BOARD

Although the oathbreaker is a powerful warrior while wielding their greatsword, you may decide that the defensive bonus of a shield is more important than their damage output. If wielding a shield, increase the oathbreaker's AC to 16 and replace their greatsword with a longsword or battle axe.

READY MADE SIDEKICKS

In the previous section, nine new sidekick types were introduced, complete with stats, abilities, and level progression from levels one through six. In this section, we'll explore ready made sidekicks of each type, complete with names, brief backstories, personality traits, appropriate equipment and stat-blocks at levels 1, 3, and 5.



LARS' STORY

Raised on the streets of Neverwinter, young Lars excelled in the criminal arts. However, following the murder of his father, Lars became an assassin, vowing revenge on the watchmen responsible. In pursuit of the last of his father's remaining murderers, he has travelled to Phandalin and can be found biding his time at the Stonehill Inn. If you agree to help him dispatch his last target, he'll join your party.

LARS URICHE

1st-level human assassin

Armor Class 14 (studded leather)

Hit Points 10 (2d8+1)

Speed 30 ft.

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

Saving Throws Dexterity +4

Skills Acrobatics +4, Deception +4, Intimidation+4, Sleight of Hand +4, Stealth +4

Senses passive Perception 11

Languages Common, Thieves' Cant

Sneak Attack. Once per turn, Lars can deal an additional 1d6 damage to one creature he hits as long as he has advantage on the attack roll.

Tools. Lars has thieves' tools & a poisoner's kit.

ACTIONS

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage.



PERSONALITY TRAITS

Though an assassin, Lars isn't necessarily of an evil alignment, only accepting contracts on those who prey upon their fellow beings.

Personality. "I'm haunted by the death of my father. I... I can't forgive myself for running away while... while... it happened."

Ideal. "My vengeance shall be served."

Bond. "Only evil shall taste my blade."

Flaw. "Sometimes killing feels... good."

LARS IN COMBAT

As an assassin, Lars should be avoiding the front lines of combat, using his stealth to flank enemies from the rear, with his daggers, or attacking with his hand crossbow from a hidden vantage point, in order to gain advantage. If he has any poison, be sure to apply it to his weapons in order to inflict maximum damage.

LARS URICHE

3rd-level human assassin

Armor Class 14 (studded leather)

Hit Points 21 (4d8+4)

Speed 30 ft.

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

Saving Throws Dexterity +4

Skills Acrobatics +4, Deception +4, Intimidation +4, Sleight of Hand +4, Stealth +4

Senses passive Perception 11

Languages Common, Thieves' Cant

Sneak Attack. Once per turn, Lars can deal an additional 1d6 damage to one creature he hits as long as he has advantage on the attack roll.

Tools. Lars has thieves' tools & a poisoner's kit.

Cunning Action. On Lars' turn in combat, he can take the Dash, Disengage, or Hide action as a bonus action.

Assassinate. Lars has advantage on attack rolls vs any creature that hasn't taken a turn in combat yet. Additionally, any hit that he scores against a creature that is surprised is a critical hit.

ACTIONS

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

+1 Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

LARS & POISON

At 1st level, Lars should have one dose of basic poison at the start of gameplay. As the game progresses he should produce one dose of basic poison per long rest and may harvest poisons from venomous creatures such as snakes or giant spiders. When entering the game at 3rd level, he should have two doses of basic poison on him. At 5th, he should have three doses of basic poison and one dose of giant spider venom (DC 11 Con Save, 2d8 damage, 1/2 damage on successful save. If giant spider poison reduces target to 0 HP then it becomes paralyzed for 1 hour, even after being stabilized).

LARS URICHE

5th-level human assassin

Armor Class 15 (studded leather)

Hit Points 32 (6d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10	17 (+3)	10	13 (+1)	12 (+1)	14 (+2)

Saving Throws Dexterity +6

Skills Acrobatics +6, Deception +5, Intimidation +5, Sleight of Hand +6, Stealth +6

Senses passive Perception 11

Languages Common, Thieves' Cant

Sneak Attack. Once per turn, Lars can deal an additional 1d6 damage to one creature he hits as long as he has advantage on the attack roll.

Tools. Lars has thieves' tools & a poisoner's kit.

Cunning Action. On Lars' turn in combat, he can take the Dash, Disengage, or Hide action as a bonus action.

Assassinate. Lars has advantage on attack rolls vs any creature that hasn't taken a turn in combat yet. Additionally, any hit that Lars scores against a creature that is surprised is a critical hit.

ACTIONS

Dual Daggers. *Melee Weapon Attack:* +6 to hit, reach 5 ft., thrown range 20/60, one target. *Hit:* 4 (1d4+3) piercing damage.

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

EQUIPMENT

Gloves of Climbing. Allows wearer to climb at their full movement speed.

THIEVES' CANT

A secret mix of dialect, jargon, and code that allows its users to hide messages in normal sounding conversations. Only another creature versed in thieves' cant can understand these messages. Thieves' cant also allows its users to understand secret signs and symbols used to convey short, simple messages. More information on Thieves' Cant can be found on page 19 of the *D&D Essentials Kit Rulebook* & page 96 of the *Players Handbook*.

MATHIAS' STORY

Having heard tale of the dragon and other goings on around Phandalin, Mathias left his comfortable conjuration studio in Neverwinter, traveling to the mining settlement in hopes that his expertise could prove some aid to the beleaguered townsfolk. He's rented a small house on the outskirts of town, but can be found at various locations around Phandalin, counseling those who request his guidance. He will join your party if you but ask. Why he's so eager to help, you're not quite sure, but he appears completely sincere in his efforts.

MATHIAS COVILLE

1st-level half-elf conjurer

Armor Class 13

Hit Points 10 (2d8+1)

Speed 30 ft.

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

Saving Throws Wisdom +3

Skills Arcana +4, History +4, Investigation +4

Senses passive Perception 11

Languages Common, Elvish

Darkvision. Mathias can see in dim light within 60 ft. as if it was bright light, and in darkness as if in dim light. Cannot perceive color in darkness, only shades of grey.

Fey Ancestry. Mathias has advantage on saves vs being charmed and cannot be put to sleep by magic.

Spellcasting. Mathias' spellcasting ability is INT (spell save DC 12, +4 to hit with prepared spells.)

Cantrips (at will): *Acid Splash*, *Mage Hand*
1st Level (2 slots): *Ice Knife*

ACTIONS

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

Acid Splash. *Ranged Spell Attack:* target DEX save, range 60ft., two targets (within 5ft. on each other). *Hit:* 3 (1d6) acid damage.

PERSONALITY TRAITS

Although often lost in his work, Mathias strives to make himself available to those who may need of his knowledge or expertise.

Personality. "There's nothing I like more than a good mystery."

Ideal. "The world would be better off if everyone would give instead of just taking."

Bond. "If I can help another, I will."

Flaw. "I can, at times, become so engrossed in my work that I hardly notice the world passing by."

MATHIAS IN COMBAT

As a conjurer, Mathias should be well away from the front lines of combat, dealing damage with Ice Knife and Acid Splash at first level. Once he levels up and gains access to the Grease spell, he should use it to control enemy movement, possibly granting his allies advantage against prone targets.



MINOR CONJURATION

Starting at 3rd level, Mathias may, as an action, conjure up a small, handheld item of non-magical origin, that he has previously seen. This object radiates dim light in a 5ft radius and disappears after 1 hour or Mathias uses this feature again.

MATHIAS COVILLE

3rd-level half-elf conjurer

Armor Class 13

Hit Points 19 (4d8+1)

Speed 30 ft.

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

Saving Throws Wisdom +3

Skills Arcana +4, History +4, Investigation +4

Senses passive Perception 11

Languages Common, Elvish

Darkvision. Mathias can see in dim light within 60 ft. as if it was bright light, and in darkness as if in dim light. Cannot perceive color in darkness, only shades of grey.

Fey Ancestry. Mathias has advantage on saves vs being charmed and cannot be put to sleep by magic.

Spellcasting. Mathias' spellcasting ability is INT (spell save DC 12, +4 to hit with prepared spells.)

Cantrips (at will): *Acid Splash*, *Mage Hand*
1st Level (3 slots): *Ice Knife*, *Grease*, *Unseen Servant*

ACTIONS

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

Acid Splash. *Ranged Spell Attack:* target DEX save, range 60ft., two targets (within 5ft. on each other). *Hit:* 3 (1d6) acid damage.

ENTANGLE

1st-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute
Grasping roots and vines erupt from the ground in a 20 ft square starting from a point within range. For the duration, these plants turn the affected area into difficult terrain.

MATHIAS COVILLE

5th-level half-elf conjurer

Armor Class 13

Hit Points 28 (6d8+1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10	14 (+2)	13 (+1)	17 (+3)	12 (+1)	10

Saving Throws Wisdom +4

Skills Arcana +6, History +6, Investigation +6

Senses passive Perception 11

Languages Common, Elvish

Darkvision. Mathias can see in dim light within 60 ft. as if it was bright light, and in darkness as if in dim light. Cannot perceive color in darkness, only shades of grey.

Fey Ancestry. Mathias has advantage on saves vs being charmed and cannot be put to sleep by magic.

Spellcasting. Mathias' spellcasting ability is INT (spell save DC 14, +6 to hit with prepared spells.)

Cantrips (at will): *Acid Splash*, *Mage Hand*, *Poison Spray*
1st Level (4 slots): *Ice Knife*, *Grease*, *Unseen Servant*
2nd Level (2 slots): *Misty Step*

ACTIONS

Quarterstaff of the Wood. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) bludgeoning damage.

Acid Splash. *Ranged Spell Attack:* target DEX save, range 60ft., two targets (within 5ft. on each other). *Hit:* 3 (1d6) acid damage.

Special

Quarterstaff of the Wood. Twice per long rest, may cast *Entangle*.

A creature in the area when Mathias' casts the spell must succeed a STR save or be restrained until the spell ends. The restrained creature may use its action to make a STR check against Mathias' spell save DC to free itself. The plants wilt away at the end of the spell.

BRIANN'S STORY

In response to the recent travails that have befallen Phandalin, the Order of Knowledge have dispatched Briann, a promising but young devotee of Oghma, to protect (or reconsecrate if need be) an aged shrine to their lord in the nearby Neverwinter Woods. If you should vow to assist Briann in her efforts, you will be rewarded with her service. She may be found worshipping in a small makeshift chapel, dedicated to her faith, on the northern side of town.

BRIANN O'CONAILL

1st-level human crusader

Armor Class 16 (scale mail + shield)

Hit Points 12 (2d8+3)

Speed 30 ft.

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

Saving Throws Wisdom +3

Skills Athletics +4, Insight +3, Religion +2

Senses passive Perception 11

Languages Common, Gnomish

Divine Sense. Briann can, as an action, know the location and type of any fiend or undead within 30 ft. of her that is not behind total cover. May be used a number of times equal to Briann's CHA modifier per long rest (twice).

Healing Touch. As an action, Briann's touch heals 1d6 + her crusader level worth of hit points (1d6+1 at 1st level). She may use this ability a number of times per long rest equal to her CHA modifier (twice).

ACTIONS

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

PERSONALITY TRAITS

Young and somewhat brash, Briann is eager to prove her value to the Order of Knowledge. As valourous in battle as she is kind and just outside of it, she is a champion of knowledge, and will prove a loyal companion to those free of ignorance.

Personality. "I am the shield of Oghma. His knowledge is my strength."

Ideal. "Worthwhile ideas must be kindled and allowed to grow whenever they come to light."

Bond. "If I must lay down my life in the defense of those worthy of Oghma's divine favor, then I do so gladly."

Flaw. "I have little sympathy for those blinded by ignorance."

BRIANN IN COMBAT

As a crusader, Briann belongs at the forefront of any fight. Between her 16 AC and her healing touch, she should be able to withstand a good amount of punishment and once she progresses to 2nd level, she should be able to meet out her fair share as well. Beyond combat, she is also a serviceable healer for those parties in need.



BRIANN O'CONAILL

3rd-level human crusader

Armor Class 18 (chain mail + shield)

Hit Points 25 (4d8+7)

Speed 30 ft.

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

Saving Throws Wisdom +3

Skills Athletics +4, Insight +3, Religion +2

Senses passive Perception 11

Languages Common, Gnomish

Divine Sense. Briann can, as an action, know the location and type of any fiend or undead within 30 ft. of her that is not behind total cover. May be used a number of times equal to Briann's CHA modifier per long rest (twice).

Healing Touch. As an action, Briann's touch heals 1d6 + her crusader level worth of hit points (1d6+3 at 3rd level). She may use this ability a number of times per long rest equal to her CHA modifier (twice).

Smite. When Briann hits a creature with a melee attack, she may deal an extra 1d8 radiant damage. She may use this ability a number of times per day equal to her CHA mod (twice).

Turn the Unholy. Briann may, as an action, cause all fiends and undead that can see her within 30 ft. to make a Wisdom saving throw (DC 12). Upon a failed save, it is turned for 1 minute or until it takes damage and must attempt to move as far away from Briann as possible. It can't willingly enter within her 30 ft. radius and can only use the Dash action, unless there is nowhere to move to, then it can use Dodge. May be used once per long rest.

ACTIONS

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

BRIANN O'CONAILL

5th-level human crusader

Armor Class 20 (plate + shield)

Hit Points 38 (6d8+11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10	13 (+1)	10	12 (+1)	16 (+3)

Saving Throws Wisdom +4

Skills Athletics +5, Insight +4, Religion +3

Senses passive Perception 11

Languages Common, Gnomish

Divine Sense. Briann can, as an action, know the location and type of any fiend or undead within 30 ft. of her that is not behind total cover. May be used a number of times equal to Briann's CHA modifier per long rest (3 times).

Healing Touch. As an action, Briann's touch heals 1d6 + her crusader level worth of hit points (1d6+5 at 5th level). She may use this ability a number of times per long rest equal to her CHA modifier (3 times).

Smite. When Briann hits a creature with a melee attack, she may deal an extra 2d8 radiant damage. She may use this ability a number of times per day equal to her CHA mod (3 times).

Turn the Unholy. Briann may, as an action, cause all fiends and undead that can see her within 30 ft. to make a Wisdom saving throw (DC 14). Upon a failed save, it is turned for 1 minute or until it takes damage and must attempt to move as far away from Briann as possible. It can't willingly enter within her 30 ft. radius and can only use the Dash action, unless there is nowhere to move to, then it can use Dodge. May be used once per long rest.

ACTIONS

+1 Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

KIRA'S STORY

Learning all she could from her father, himself a master swordsman, Kira set off into the world, dead set on adventure and glory. Never one to back down from a challenge, she accepted what she believed to be a relatively straight forward bounty on a murderer in the town of Phandalin. Little did she know that her quarry, a man named Tobias Trenlin, was a member of a local band of outlaws and himself a skilled swordsman. Well, she knew the last part, that's why she took the job. If you pledge to assist her in keeping his fellow brigands busy while she finishes Tobias off in single combat, she'll gladly join your party.

KIRA DUVOURNAY

1st-level half-elf duelist

Armor Class 14 (studded leather)

Hit Points 13 (2d8+4)

Speed 30 ft.

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

Saving Throws Dexterity +4

Skills Athletics +2, Intimidation +3, Perception +3

Senses passive Perception 13

Languages Common, Elvish

Darkvision. Kira can see in dim light within 60 ft. as if it was bright light, and in darkness as if in dim light. Cannot perceive color in darkness, only shades of grey.

Fey Ancestry. Kira has advantage on saves vs being charmed and cannot be put to sleep by magic.

Aggressive Duelist Style. +2 damage bonus to hits when wielding only a single one-handed weapon.

ACTIONS

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

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

Reactions

Parry. The duelist may use their reaction to add their proficiency bonus to their AC when another creature strikes them with a melee attack, potentially causing the attack to miss.

PERSONALITY TRAITS

Youthful and extraordinarily confident, Kira wants nothing more than to test her skills with a blade against those of another; in friendly competition or to the death, it matters not to her.

Personality. "I am an artist, the sword is but my brush."

Ideal. "Life isn't worth living if you never have a little fun while you're at it. Am I right?"

Bond. "If I'm to become the greatest swordsman alive, I've got my work ahead of me."

Flaw. "I'm quick with my emotions, both in love and in war."

KIRA IN COMBAT

As a duelist, Kira is a master of single combat, locking blades with whomever chooses to test their mettle against hers. Whether parrying blows at first level or answering an enemy's attack with her own via riposte at 3rd level, Kira specializes in the counterattack. She is best suited at the forefront of most conflicts.

KIRA DuVOURNAY

3rd-level half-elf duelist

Armor Class 14 (studded leather)

Hit Points 26 (4d8+8)

Speed 30 ft.

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

Saving Throws Dexterity +4

Skills Athletics +2, Intimidation +3, Perception +3

Senses passive Perception 13

Languages Common, Elvish

Darkvision. Kira can see in dim light within 60 ft. as if it was bright light, and in darkness as if in dim light. Cannot perceive color in darkness, only shades of grey.

Fey Ancestry. Kira has advantage on saves vs being charmed and cannot be put to sleep by magic.

Aggressive Duelist Style. +2 damage bonus to hits when wielding only a single one-handed weapon.

Quick Reflexes. Kira may add her proficiency bonus to initiative checks.

Riposte. Kira may use her reaction to make a melee weapon attack vs a creature that just missed her with an attack. May be used a # of times equal to Kira's DEX mod per long rest (twice).

ACTIONS

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

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

Reactions

Parry. The duelist may use their reaction to add their proficiency bonus to their AC when another creature strikes them with a melee attack, potentially causing the attack to miss.

KIRA DuVOURNAY

5th-level half-elf duelist

Armor Class 16 (+1 studded leather)

Hit Points 39 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10	17 (+3)	14 (+2)	10	12 (+1)	13 (+1)

Saving Throws Dexterity +6

Skills Athletics +3, Intimidation +4, Perception +4

Senses passive Perception 14

Languages Common, Elvish

Darkvision. Kira can see in dim light within 60 ft. as if it was bright light, and in darkness as if in dim light. Cannot perceive color in darkness, only shades of grey.

Fey Ancestry. Kira has advantage on saves vs being charmed and cannot be put to sleep by magic.

Aggressive Duelist Style. +2 damage bonus to hits when wielding only a single one-handed weapon.

Quick Reflexes. Kira may add her proficiency bonus to initiative checks.

Riposte. Kira may use her reaction to make a melee weapon attack vs a creature that just missed her with an attack. May be used a # of times equal to Kira's DEX mod per long rest (3 times).

ACTIONS

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., thrown range 20/60, one target. *Hit:* 5 (1d4+3) piercing damage.

Reactions

Parry. The duelist may use their reaction to add their proficiency bonus to their AC when another creature strikes them with a melee attack, potentially causing the attack to miss.

ZURI'S STORY

The youngest in a family of seven children, Zuri bucked family tradition and studied magic instead of focusing on the family's thriving mercantile business. Although wealthy from birth, he has travelled far from his home, in Port Nyanzaru, to the small mining settlement of Phandalin looking to make his own way in the world. During the day, he can be found in and around town conversing with the locals or deep in private meditation. At night, he has a room at the Stonehill Inn. Zuri will join your group for as long as the company is friendly and the gold is plentiful.

ZURI OTAFIIRE

1st-level human evoker

Armor Class 13

Hit Points 10 (2d8+1)

Speed 30 ft.

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

Saving Throws Wisdom +3

Skills Arcana +4, History +4, Investigation +4

Senses passive Perception 11

Languages Common, Draconic

Spellcasting. Zuri's spellcasting ability is INT (spell save DC 12, +4 to hit with prepared spells.)

Cantrips (at will): *Fire Bolt*, *Light*

1st Level (2 slots): *Magic Missile*

ACTIONS

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

Fire Bolt. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage.

PERSONALITY TRAITS

Reserved yet confident, Zuri has little doubt for his own arcane abilities & has chosen to make his own path in the world.

Personality. "I'm most alive when magic is coursing through me, its energies at my fingertips."

Ideal. "A man must make his own path."

Bond. "I do what I do to make my family proud."

Flaw. "I may appear outwardly calm and quick to trust, but betray me at your peril."

ZURI IN COMBAT

An evoker by practice, Zuri specializes in combat magics; hurling sizzling balls of energy across the battlefield to devastating result. However, as deadly as his spells may be, he cannot take much in the way of punishment and should be kept far away from the swords and axes of your enemies.



ZURI OTAFIIRE

3rd-level human evoker

Armor Class 13

Hit Points 19 (4d8+1)

Speed 30 ft.

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

Saving Throws Wisdom +3

Skills Arcana +4, History +4, Investigation +4

Senses passive Perception 11

Languages Common, Draconic

Spellcasting. Zuri's spellcasting ability is INT (spell save DC 12, +4 to hit with prepared spells.)

Cantrips (at will): *Fire Bolt*, *Light*

1st Level (3 slots): *Magic Missile*, *Burning Hands*, *Thunderwave*.

ACTIONS

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

Fire Bolt. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage.

ZURI OTAFIIRE

5th-level human evoker

Armor Class 14 (+1 Amulet of Protection)

Hit Points 28 (6d8+1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10	14 (+2)	13 (+1)	17 (+3)	12 (+1)	10

Saving Throws Wisdom +5

Skills Arcana +6, History +6, Investigation +6

Senses passive Perception 11

Languages Common, Draconic

Spellcasting. Zuri's spellcasting ability is INT (spell save DC 14, +6 to hit with prepared spells.)

Cantrips (at will): *Fire Bolt*, *Light*, *Dancing Lights*

1st Level (4 slots): *Magic Missile*, *Burning Hands*, *Thunderwave*.

2nd Level (2 slots): *Shatter*.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage.

Fire Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 6 (1d10+1) fire damage.

Special

Amulet of Protection. +1 to AC and saving throws.

Ring of Fire. +1 damage to hits with fire based spells, as well as resistance to fire.

DORGAR'S STORY

Raised in the slave pits of Thay, and trained as a gladiator, Dorgar has lived a life of hardship and violence. The roar of the crowd and the brutality of the arena was all the comfort he'd ever known. That is, until the day his freedom was purchased by a traveling merchant who hired him on as his personal guard. That day, the frenzy of the crowd and the blood on his blade was replaced by life as a trader.

DORGAR IRONHIDE

1st-level dwarven gladiator

Armor Class 15 (studded leather, shield)

Hit Points 13 (2d8+4)

Speed 25 ft.

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

Saving Throws Constitution +4

Skills Athletics +4, Intimidation +3, Performance +3

Senses passive Perception 10

Languages Common, Dwarven

Darkvision. Dorgar can see in dim light within 60 ft. as if it was bright light, and in darkness as if in dim light. Cannot perceive color in darkness, only shades of grey.

Brave. Dorgar has advantage on fear saves.

Shield Specialist. Dorgar gains the Shield Block reaction & may take the Shield Bash action as a bonus action.

ACTIONS

Javelin. *Melee Weapon Attack:* +4 to hit, reach 5 ft. thrown range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

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

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

Reactions

Shield Block. Dorgar may use his reaction to double his shield's AC bonus when another creature strikes him with an attack, potentially causing the attack to miss.

However, while making their way towards the city of Neverwinter, his savior grew ill and died while on the Triboar Trail. This has led Dorgar to the town of Phandalin, where he has found work in the local mines. He can be found most nights at the Stonehill Inn, drinking his meager wages away. He'll gladly join your party for a share of the gold and the promise of adventure.

PERSONALITY TRAITS

Young for a dwarf, Dorgar has lived a life beyond his years. Forged in the slave pits, he is as brusk as he is fatalistic. However, for those that get to know him, Dorgar may prove to be as loyal as he is formidable.

Personality. "Death is all I ever known. Death is what you get."

Ideal. "A little gold for a little blood. Sounds like my kind of party."

Bond. "Free the slaves? Why not... 'cept for them Red Wizards and Zombies that is."

Flaw. "For's much as I piss about the pits and the arena, I still miss the crowds chantin' me name. DORGAR... DORGAR..."

DORGAR IN COMBAT

Dorgar is at home charging into the midst of combat, short sword and shield in hand. Be sure to take advantage of his ability to wield his shield as a weapon using the two-weapon fighting rules and his shield block reaction to avoid melee and ranged attacks. Once at 2nd level, be sure to use the hard charger ability to throw his javelin for extra damage before charging into the melee.

DORGAR IRONHIDE

3rd-level dwarven gladiator

Armor Class 15 (studded leather, shield)

Hit Points 26(4d8+8)

Speed 25 ft.

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

Saving Throws Constitution +4

Skills Athletics +4, Intimidation +3, Performance +3

Senses passive Perception 10

Languages Common, Dwarven

Darkvision. Dorgar can see in dim light within 60 ft. as if it was bright light, and in darkness as if in dim light. Cannot perceive color in darkness, only shades of grey.

Brave. Dorgar has advantage on fear saves.

Shield Specialist. Dorgar gains the Shield Block reaction & may take the Shield Bash action as a bonus action.

Hard Charger. If Dorgar moves at least 10 ft. in a straight line towards his target and then takes the attack action, he may add +5 damage to his thrown or melee weapon attacks.

Improved Critical. Dorgar's attacks now score critical hits on attack rolls of 19 or 20.

ACTIONS

Javelin. *Melee Weapon Attack:* +4 to hit, reach 5 ft. thrown range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

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

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

Reactions

Shield Block. Dorgar may use his reaction to double his shield's AC bonus when another creature strikes him with an attack, potentially causing the attack to miss.

DORGAR IRONHIDE

5th-level dwarven gladiator

Armor Class 17 (breastplate, shield)

Hit Points 39(6d8+12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	10	10	12 (+1)

Saving Throws Constitution +5

Skills Athletics +6, Intimidation +4, Performance +4

Senses passive Perception 10

Languages Common, Dwarven

Darkvision. Dorgar can see in dim light within 60 ft. as if it was bright light, and in darkness as if in dim light. Cannot perceive color in darkness, only shades of grey.

Brave. Dorgar has advantage on fear saves.

Shield Specialist. Dorgar gains the Shield Block reaction & may take the Shield Bash action as a bonus action.

Hard Charger. If Dorgar moves at least 10 ft. in a straight line towards his target and then takes the attack action, he may add +5 damage to his thrown or melee weapon attacks.

Improved Critical. Dorgar's attacks now score critical hits on attack rolls of 19 or 20.

ACTIONS

Javelin. *Melee Weapon Attack:* +6 to hit, reach 5 ft. thrown range 30/120 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

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

Shield Bash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage.

Reactions

Shield Block. Dorgar may use his reaction to double his shield's AC bonus when another creature strikes him with an attack, potentially causing the attack to miss.

BRIDA'S STORY

Born to the Uthgardt tribes of the Spine of the World Mountains, Brida was orphaned at a young age and adopted by a ranger from Icewind Dale. From her adopted mother, Brida learned how to survive in the wilds of forest and mountain. An expert tracker, Brida can be found in the lands surrounding Phandalin and will join your party should you agree help her hunt the dragon that has taken up residency in the nearby Icespire Peaks.

BRIDA WULFFHART

1st-level human hunter

Armor Class 14 (studded leather)

Hit Points 12 (2d8+3)

Speed 30 ft.

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

Saving Throws Dexterity +4

Skills Animal Handling +4, Perception +4, Survival +4

Senses passive Perception 14

Languages Common, Orcish

Archer. +2 to all attack rolls made with ranged weapons.

ACTIONS

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

Long Bow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

PERSONALITY TRAITS

Deadly with blade and bow, Brida is an uninhibited free spirit that lives off of the land, only venturing into town when she has no other choice. However, as long as you respect the natural world, you'll find Brida to be warm and generally cheerful; a smile never far from her lips.

Personality. "The wilds are truly wondrous places aren't they?"

Ideal. "Nature deserves to be honored and protected."

Bond. "Mother always said, be mindful of men, they're only good for one thing."

Flaw. "My mind drifts to dark places when I'm away from the wilds for too long."

BRIDA IN COMBAT

Longbow in hand, Brida makes for a terrifying ranged opponent for those unlucky enough to earn her ire. However, if her opponents think closing the distance will make her an easy target, they couldn't be more wrong. Whether wielding one or both of her scimitars, she can make short work of most challengers in the melee.

BRIDA WULFFHART

3rd-level human hunter

Armor Class 14 (studded leather)

Hit Points 25 (4d8+7)

Speed 30 ft.

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

Saving Throws Dexterity +4

Skills Animal Handling +4, Perception +4, Survival +4

Senses passive Perception 14

Languages Common, Orcish

Archer. +2 to all attack rolls made with ranged weapons.

Natural Tracker. Brida has advantage on Survival checks made to identify or follow tracks left by another creature.

Hunters Mark. As a bonus action, Brida may designate a creature that she can see with 60 ft. as targeted by this feat. Once designated, Brida deals an additional 1d6 damage on her first attack against the targeted creature per turn. May not designate more than 1 creature at a time.

ACTIONS

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

Long Bow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

BRIDA WULFFHART

5th-level human hunter

Armor Class 15 (studded leather)

Hit Points 38 (6d8+11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	17(+3)	12(+1)	10	14(+2)	10

Saving Throws Dexterity +6

Skills Animal Handling +5, Perception +5, Survival +5

Senses passive Perception 15

Languages Common, Orcish

Archer. +2 to all attack rolls made with ranged weapons.

Natural Tracker. Brida has advantage on Survival checks made to identify or follow tracks left by another creature.

Hunters Mark. As a bonus action, Brida may designate a creature that she can see with 60 ft. as targeted by this feat. Once designated, Brida deals an additional 1d6 damage on her first attack against the targeted creature per turn. May not designate more than 1 creature at a time.

ACTIONS

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

+1 Long Bow of Radiance. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8+4) radiant damage.

TAERYN'S STORY

As a girl, young Taeryn was sullen and ill tempered, acting out in violent ways towards animals and other children alike. Her parents, growing concerned about her behavior, contacted a local priest who agreed to take the girl on as her ward. Unbeknownst to Taeryn's parents, the priest wasn't what she appeared and seeing the girl's innate intelligence, absconded with her. Determined to mold young Taeryn into her apprentice, the priest revealed her true identity to the girl, that of a necromancer.

Over the years, Taeryn proved to be a talented apprentice, learning all she could about the magics of life, death, and undeath. Ultimately, her master died of a mysterious disease, leaving the young woman alone and unsure about her future.

TAERYN IBBOT

1st-level human necromancer

Armor Class 13

Hit Points 9 (2d8)

Speed 30 ft.

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

Saving Throws Wisdom +3

Skills Arcana +4, Investigation +4, Medicine +4

Senses passive Perception 11

Languages Common, Infernal

Spellcasting. Taeryn's spellcasting ability is INT (spell save DC 12, +4 to hit with prepared spells.)

Cantrips (at will): *Chill Touch*

1st Level (2 slots): *Ray of Sickness*, *Cause Fear*

ACTIONS

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

Chill Touch. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 4 (1d8) necrotic damage.

"The necromancer creates a ghostly, skeletal hand that assails a target within range with its cold, necrotic touch, damage of which cannot be regained until the end of the necromancer's next turn."

Making her way to the town of Phandalin, young Taeryn has kept to herself, lest her secretive experiments be uncovered by the simple minded townsfolk. Should you come across Taeryn, she will join you so long as you assist her with the collection of the bits and pieces necessary for her experiments to continue.

PERSONALITY TRAITS

A rather introspective young woman, Taeryn displays worrying fits of rage when things don't go according to her plans. While not hostile, she is somewhat peculiar to all who meet her.

Personality. "Why, don't you look rather... healthy."

Ideal. "Death is simply our next state of existence. Nothing more, nothing less."

Bond. "My task... my... experiments are of great intellectual value to the world. At least, they will be."

Flaw. "Obsession runs deep, as does rage, unfortunately."

TAERYN IN COMBAT

In combat, Taeryn is much like any other wizard. She can't take much punishment, so it's best to keep her to the second line of combat, but she can deal a decent amount of damage and cause her opponents to flee in fear. Her necromantic abilities make her more durable than most wizards, but don't let that make you take too many chances with her.

TAERYN IBBOT

3rd-level human necromancer

Armor Class 14 (+1 ring of protection)

Hit Points 18 (4d8)

Speed 30 ft.

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

Saving Throws Wisdom +4

Skills Arcana +4, Investigation +4, Medicine +4

Senses passive Perception 11

Languages Common, Infernal

Spellcasting. Taeryn's spellcasting ability is INT (spell save DC 12, +4 to hit with prepared spells.)

Cantrips (at will): *Chill Touch*

1st Level (3 slots): *Ray of Sickness*, *Cause Fear*,
False Life

Grim Harvest. When Taeryn kills one or more creatures in a turn with necromantic magic of 1st level or higher, she regains Hit Points equal to 3 times the spell's level. Does not work on constructs or the undead.

ACTIONS

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

Chill Touch. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 4 (1d8) necrotic damage.

"The necromancer creates a ghostly, skeletal hand that assails a target within range with its cold, necrotic touch, damage of which cannot be regained until the end of the necromancer's next turn."

Special

Ring of Protection. +1 to AC and saving throws.

TAERYN IBBOT

5th-level human necromancer

Armor Class 14 (+1 ring of protection)

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10	14 (+2)	10	17 (+3)	12 (+1)	13 (+1)

Saving Throws Wisdom +5

Skills Arcana +6, Investigation +6, Medicine +6

Senses passive Perception 11

Languages Common, Infernal

Spellcasting. Taeryn's spellcasting ability is INT (spell save DC 14, +6 to hit with prepared spells.)

Cantrips (at will): *Chill Touch*, *Toll the Dead*

1st Level (4 slots): *Ray of Sickness*, *Cause Fear*,
False Life

2nd Level (2 slots): *Blindness/Deafness*

Grim Harvest. When Taeryn kills one or more creatures in a turn with necromantic magic of 1st level or higher, she regains Hit Points equal to 3 times the spell's level. Does not work on constructs or the undead.

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., thrown range 20/60ft, one target. *Hit:* 5 (1d6+2) piercing damage.

Chill Touch. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 4 (1d8) necrotic damage.

"The necromancer creates a ghostly, skeletal hand that assails a target within range with its cold, necrotic touch, damage of which cannot be regained until the end of the necromancer's next turn."

Special

Ring of Protection. +1 to AC and saving throws.

Ring of Mind Shielding. While wearing this ring, Taeryn is immune to magic that allows other creatures to read her thoughts, determine whether she is lying, or know her alignment or creature type. (DMG pg. 191 for additional details).

RAYNARD'S STORY

Once a warrior in the service of Helm, Raynard holds no loyalty to those he once served alongside. His oaths broken, he fell to darkness. The rage and hatred inside boiling away what sense of justice and chivalry he once held, leaving only arrogance and pride in their place. Raynard found his way to Phandalin in hopes that he could subjugate the young ice dragon that has roosted nearby. You can find him camped outside of town. If you agree to help him capture the dragon, he will join you for a time.



PERSONALITY TRAITS

What vestiges of his former self remain are few. Where once he strove for peace and justice, he now craves power and conquest. He is quick to anger and murderous to those that stand in his way. He resents what he once was, and will not stand to be reminded of it.

Personality. "Serve me and you will know power like you have never imagined."

Ideal. "Fear and death are the real pathways to peace. Justice is but a lie told to children."

Bond. "Nothing remains but my hatred for those who betrayed me."

Flaw. "There are times when I close my eyes and feel who I once was edging in on my subconscious. The weakness, the righteousness of it all, calling out."

RAYNARD OF BLACKBOURNE

1st-level human oathbreaker

Armor Class 14 (scale mail)

Hit Points 12 (2d8+3)

Speed 30 ft.

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

Saving Throws Wisdom +3

Skills Athletics +4, Intimidation +4, Religion +2

Senses passive Perception 11

Languages Common, Draconic

Unholy Touch. As an action, Raynard may make an unarmed melee attack and inflict 1d6 + 1 worth of necrotic damage on a successful hit, restoring half as many hit points to him in the process. He may use this feature twice per long rest.

ACTIONS

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

RAYNARD IN COMBAT

Raynard is a powerful combatant that belongs along the front lines of an encounter. Not only is he capable of dishing out large amounts of damage with Unholy Smite, he can steal health from his opponents with his unholy touch and inspire fear with his Dreadful aspect, making him a force to be reckoned with.

RAYNARD OF BLACKBOURNE

3rd-level human oathbreaker

Armor Class 16 (chain mail)

Hit Points 25 (4d8+7)

Speed 30 ft.

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

Saving Throws Wisdom +3

Skills Athletics +4, Intimidation +4, Religion +2

Senses passive Perception 11

Languages Common, Draconic

Unholy Touch. As an action, Raynard may make an unarmed melee attack and inflict 1d6+3 worth of necrotic damage on a successful hit, restoring half as many hit points to him in the process. He may use this feature twice per long rest.

Unholy Smite. When Raynard hits a creature with a melee weapon attack, he may deal an extra 1d8 necrotic damage to his target. He may use this feature twice per long rest.

Dreadful Aspect. Raynard may, as an action, cause all creatures of his choice within a 30 ft. radius to make a WIS save (**DC 12** | 8+Prof. Bonus+CHA mod). Upon a failed save, the creature is frightened for 1 minute. If the frightened creature ends its turn at least 30 ft. away from Raynard, it may attempt a WIS save to end the effect. May use this feature once per long rest.

ACTIONS

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

RAYNARD OF BLACKBOURNE

5th-level human oathbreaker

Armor Class 18 (plate)

Hit Points 38 (7d8+11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10	13 (+1)	10	12 (+1)	14 (+2)

Saving Throws Wisdom +4

Skills Athletics +6, Intimidation +5, Religion +3

Senses passive Perception 11

Languages Common, Draconic

Unholy Touch. As an action, Raynard may make an unarmed melee attack and inflict 1d6+5 worth of necrotic damage on a successful hit, restoring half as many hit points to him in the process. He may use this feature twice per long rest.

Unholy Smite. When Raynard hits a creature with a melee weapon attack, he may deal an extra **2d8** necrotic damage to his target. He may use this feature twice per long rest.

Dreadful Aspect. Raynard may, as an action, cause all creatures of his choice within a 30 ft. radius to make a WIS save (**DC 13** | 8+Prof. Bonus+CHA mod). Upon a failed save, the creature is frightened for 1 minute. If the frightened creature ends its turn at least 30 ft. away from Raynard, it may attempt a WIS save to end the effect. May use this feature once per long rest.

ACTIONS

+1 Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

APPENDIX: LEVELS 7–12

ASSASSINS 7TH LEVEL AND BEYOND

Level	Hit Points	Proficiency Bonus	Sneak Attack	New Features
7th	43 (8d8+8)	+3	3d6	Second Story Work. Climbing no longer costs the assassin extra movement & when making a running jump, their distance covered is increased by their DEX mod.
8th	49 (9d8+9)	+3	4d6	Ability Score Improvement. An ability score of your choice is raised by 2, increasing its modifier by 1.
9th	54 (10d8+10)	+4	4d6	Evasion. When subjected to an effect that that allows the assassin to make a DEX save to take half damage, they take no damage on a successful save, and half damage on a failed save.
10th	60 (11d8d+11)	+4	5d6	Ability Score Improvement. An ability score of your choice is raised by 2, increasing its modifier by 1.
11th	65 (12d8+12)	+4	5d6	Supreme Sneak. The assassin has advantage on Stealth checks if they move no more than half their movement speed.
12th	71 (13d8+13)	+4	6d6	Ability Score Improvement. An ability score of your choice is raised by 2, increasing its modifier by 1.

CONJURERS 7TH LEVEL AND BEYOND

Level	Hit Points	Proficiency Bonus	New Features
7th	38 (8d8+1)	+3	Spellcasting. The conjurer learns one 1st-level spell: <i>Find Familiar</i> , gains one 2nd-level spell slot & learns one 2nd-level spell: <i>Dust Devil</i> . They also gain two 3rd-level spell slots & learn one 3rd-level spell: <i>Stinking Cloud</i> .
8th	42 (9d8+1)	+3	Ability Score Improvement. An ability score of your choice is raised by 2, increasing its modifier by 1. Spellcasting. The conjurer gains one 2nd-level spell: <i>Web</i> , one 3rd-level spell slot & learns one 3rd-level spell: <i>Tidal Wave</i> .
9th	47(10d8+1)	+4	Spellcasting. The conjurer learns another Cantrip: <i>Create Bonfire</i> , learns one 2nd-level spell: <i>Cloud of Daggers</i> , gains one 4th-level spell slot & learns one 4th level spell: <i>Conjure Minor Elemental</i> .
10th	51 (11d8+1)	+4	Spellcasting. The conjurer learns one 3rd-level spell: <i>Summon Lesser Demons</i> , gains one 4th-level spell slot, & learns one 4th-level spell: <i>Dimension Door</i> . Focused Conjuration. The conjurer's concentration can no longer be broken by being damaged.
11th	56 (12d8+1)	+4	Spellcasting. The conjurer gains one 4th-level spell slot, one 5th-level spell slot & learns one 5th-level spell: <i>Conjure Elemental</i> .
12th	60 (13d8+1)	+4	Ability Score Improvement. An ability score of your choice is raised by 2, increasing its modifier by 1. Spellcasting. The conjurer gains one 5th-level spell slot & learns one 4th-level spell: <i>Mordenkainen's Faithful Hound</i> .

CRUSADERS 7TH LEVEL AND BEYOND

ADDITIONAL/ALTERNATE SPELLS MAY BE LEARNED AT THE DM'S DISCRETION.

Level	Hit Points	Proficiency Bonus	Smite Dam.	New Features
7th	51 (8d8+15)	+3	2d8	Aura of Protection. Whenever a the crusader or a friendly creature within 10 ft. of them makes a saving throw, the creature gains a bonus equal to the crusader's CHA mod. The crusader must be conscious for this feat to function.
8th	57 (9d8+17)	+3	3d8	Ability Score Improvement. An ability score of your choice is raised by 2, increasing its modifier by 1.
9th	64 (10d8+19)	+4	3d8	Purifying Touch. The crusader's Healing Touch ability may now cure one disease or neutralize one poison in addition to its preexisting benefits.
10th	70 (11d8d+21)	+4	3d8	Aura of Devotion. Friendly creatures within 10 ft. of the crusader are immune to charm while the crusader is conscious.
11th	77 (12d8+23)	+4	4d8	Sacred Weapon. As an action, the crusader may imbue one weapon with divine energy. For one minute, the crusader adds their CHA mod. to attack rolls made with that weapon. Additionally, the weapon emits bright light within a 10 ft radius, and dim light 10 ft. beyond that. May be used once per long rest.
12th	83 (13d8+25)	+4	4d8	Ability Score Improvement. An ability score of your choice is raised by 2, increasing its modifier by 1.

DUELISTS 7TH LEVEL AND BEYOND

Level	Hit Points	Proficiency Bonus	New Features
7th	52 (8d8+16)	+3	Improved Riposte. When the duelist successfully parries an attack they may immediately make use of their Riposte feature.
8th	58 (9d8+18)	+3	Ability Score Improvement. An ability score of your choice is raised by 2, increasing its modifier by 1.
9th	65 (10d8+20)	+4	Pushing Attack. On a successful attack roll, the duelist may attempt to drive their target back, adding the duelist's proficiency bonus to the attack's damage roll. Additionally, if the target is Large or smaller they must make a STR save (DC = 8+prof bonus+DEX mod) to avoid being driven back up to 10 ft. May be used once per short rest.
10th	71 (11d8d+22)	+4	Ability Score Improvement. An ability score of your choice is raised by 2, increasing its modifier by 1.
11th	78 (12d8+24)	+4	Fighting Style. The duelist may select an additional fighting style (PHB pg. 72).
12th	84 (13d8+26)	+4	Ability Score Improvement. An ability score of your choice is raised by 2, increasing its modifier by 1. Extra Attack. The duelist can attack 3 times, instead of twice, when they take the attack action on their turn.

EVOKERS 7TH LEVEL AND BEYOND

Level	Hit Points	Proficiency Bonus	New Features
7th	38 (8d8+1)	+3	Spellcasting. The evoker learns one 1st-level spell: <i>Chromatic Orb</i> , gains one 2nd-level spell slot & learns one 2nd-level spell: <i>Aganazzars Scorcher</i> . They also gain two 3rd-level spell slots & learn one 3rd-level spell: <i>Fireball</i> .
8th	42 (9d8+1)	+3	Ability Score Improvement. An ability score of your choice is raised by 2, increasing its modifier by 1. Spellcasting. The evoker gains one 2nd-level spell: <i>Warding Wind</i> , one 3rd-level spell slot & learns one 3rd-level spell: <i>Lightning Bolt</i> .
9th	47(10d8+1)	+4	Spellcasting. The evoker learns another Cantrip: <i>Ray of Frost</i> , learns one 2nd-level spell: <i>Scorching Ray</i> , gains one 4th-level spell slot & learns one 4th level spell: <i>Storm Sphere</i> .
10th	51 (11d8+1)	+4	Spellcasting. The evoker learns one 3rd-level spell: <i>Leomunds Tiny Hut</i> , gains one 4th-level spell slot, & learns one 4th-level spell: <i>Ice Storm</i> . Empowered Evocation. The evoker may add their INT mod. to one damage roll of any evocation spell they cast.
11th	56 (12d8+1)	+4	Spellcasting. The evoker gains one 4th-level spell slot, one 5th-level spell slot & learns one 5th-level spell: <i>Immolation</i> .
12th	60 (13d8+1)	+4	Ability Score Improvement. An ability score of your choice is raised by 2, increasing its modifier by 1. Spellcasting. The evoker gains one 5th-level spell slot & learns one 4th-level spell: <i>Wall of Fire</i> .

GLADIATORS 7TH LEVEL AND BEYOND

ADDITIONAL/ALTERNATE SPELLS MAY BE LEARNED AT THE DM'S DISCRETION.

Level	Hit Points	Proficiency Bonus	New Features
7th	52 (8d8+16)	+3	Shield Master. When the gladiator takes the shield bash action, they can attempt to shove their target 5 ft. on a successful hit. Additionally, when subjected to an effect that allows the gladiator to make a DEX save to only take half damage, they may, as a reaction, add their shield's AC bonus to the roll and take no damage if they succeed. Half damage if they fail.
8th	58 (9d8+18)	+3	Ability Score Improvement. An ability score of your choice is raised by 2, increasing its modifier by 1.
9th	65 (10d8+20)	+4	Fearsome Blow. Whenever the gladiator scores a critical hit on an opponent, all enemy creatures that can see them within 15 ft. must make a WIS save (DC = 8+prof. bonus+CHA mod) or become frightened.
10th	71 (11d8d+22)	+4	Ability Score Improvement. An ability score of your choice is raised by 2, increasing its modifier by 1.
11th	78 (12d8+24)	+4	Goaded Attack. When the gladiator hits a creature, they may force the target to take a WIS save (DC = 8+prof. bonus+CHA mod). Upon a failed save, the target has disadvantage on all attack rolls against targets other than the gladiator until the end of the gladiator's next turn. May use a number of times equal to the gladiator's CHA mod.
12th	84 (13d8+26)	+4	Ability Score Improvement. An ability score of your choice is raised by 2, increasing its modifier by 1. Extra Attack. The gladiator can attack 3 times, instead of twice, when they take the attack action on their turn.

HUNTERS 7TH LEVEL AND BEYOND

Level	Hit Points	Proficiency Bonus	New Features
7th	51 (8d8+15)	+3	Favored Terrain. When fighting in the hunter's favorite terrain (forests, mountains, swamps, plains, etc...) they gain the following benefits: Ignore non-magical difficult terrain, advantage on initiative checks, and advantage on attack rolls against creatures that have not yet acted for that encounter.
8th	57 (9d8+17)	+3	Ability Score Improvement. An ability score of your choice is raised by 2, increasing its modifier by 1.
9th	64 (10d8+19)	+4	Giant Slayer. When a Large or larger creature within 5 ft. of the hunter makes an attack roll, the hunter may use their reaction to attack that creature immediately after the original attack is resolved. OR Horde Breaker. Once on each of the hunter's turns when they make a weapon attack, they can make an additional attack with the same weapon against another target within 5 ft. of original target and within the hunter's weapon's range.
10th	70 (11d8+21)	+4	Fleet of Foot. The hunter may use the Dash action as a bonus action on their turn.
11th	77 (12d8+23)	+4	Hide in Plain Site. When the hunter attempts to hide on their turn, opting not to move (other than falling prone or pressing themselves up against a wall or other source of cover), they gain a +10 bonus on Stealth checks as long as they don't move, interact with an object, or take an action. Creatures suffer -10 to their perception checks if they choose to search for them.
12th	83 (13d8+25)	+4	Ability Score Improvement. An ability score of your choice is raised by 2, increasing its modifier by 1. Volley. The hunter can use their action to make a ranged attack against any number of creatures within 10 ft. of a point they can see within their weapon's range. OR Whirlwind Attack. The hunter may use their action to make an attack vs any number of creatures with 5 ft. of them.

NECROMANCERS 7TH LEVEL AND BEYOND

Level	Hit Points	Proficiency Bonus	New Features
7th	38 (8d8+1)	+3	Spellcasting. The necromancer learns one 1st-level spell: <i>Fog Cloud</i> , gains one 2nd-level spell slot & learns one 2nd-level spell: <i>Gentle Repose</i> . They also gain two 3rd-level spell slots & learn one 3rd-level spell: <i>Animate Dead</i> . Undead Thrall. When the necromancer creates a skeleton or a zombie with <i>Animate Dead</i> , the creature's hit point maximum is increased by an amount equal to the necromancer's level. Additionally, the creature adds the necromancer's proficiency bonus to its damage rolls.
8th	42 (9d8+1)	+3	Ability Score Improvement. An ability score of your choice is raised by 2, increasing its modifier by 1. Spellcasting. The necromancer gains one 2nd-level spell: <i>Ray of Enfeeblement</i> , one 3rd-level spell slot & learns one 3rd-level spell: <i>Vampiric Touch</i> .
9th	47(10d8+1)	+4	Spellcasting. The necromancer learns another Cantrip: <i>Mage Hand</i> , learns one 2nd-level spell: <i>Darkness</i> , gains one 4th-level spell slot & learns one 4th level spell: <i>Blight</i> .
10th	51 (11d8+1)	+4	Spellcasting. The necromancer learns one 3rd-level spell: <i>Bestow Curse</i> , gains one 4th-level spell slot, & learns one 4th-level spell: <i>Phantasmal Killer</i> . Inured to Undeath. The necromancer's hit point maximum cannot be reduced.
11th	56 (12d8+1)	+4	Spellcasting. The necromancer gains one 4th-level spell slot, one 5th-level spell slot & learns one 5th-level spell: <i>Danse Macabre</i> .
12th	60 (13d8+1)	+4	Ability Score Improvement. An ability score of your choice is raised by 2, increasing its modifier by 1. Spellcasting. The necromancer gains one 5th-level spell slot & learns one 4th-level spell: <i>Black Tentacles</i> .

ADDITIONAL/ALTERNATE SPELLS MAY BE LEARNED AT THE DM'S DISCRETION.

OATHBREAKERS 7TH LEVEL AND BEYOND

Level	Hit Points	Proficiency Bonus	Smite Dam.	New Features
7th	51 (8d8+15)	+3	2d8	Aura of Hate. The oathbreaker, along with any fiends or undead within 10 ft of him, gain a bonus to melee damage rolls equal to the oathbreaker's CHA mod. This feature does not stack.
8th	57 (9d8+17)	+3	3d8	Ability Score Improvement. An ability score of your choice is raised by 2, increasing its modifier by 1.
9th	64 (10d8+19)	+4	3d8	Horrid Slaughter. Whenever the oathbreaker kills a creature, all enemy creatures within 15 ft. must make a fear saving throw (DC = 8+prof. bonus+CHA mod) or become frightened.
10th	70 (11d8+21)	+4	3d8	Aura of Weakness. Hostile creatures suffer disadvantage on saving throws when within 10 ft. of the oathbreaker.
11th	77 (12d8+23)	+4	4d8	Command Undead. As an action, the oathbreaker may target one undead that they can see within 15 ft. of them, forcing them to make a WIS save (DC = 8+prof. bonus+CHA mod). On a failed save, the undead must obey the oathbreaker's orders for 24 hours. This has no effect on undead that has a CR equal to or greater than the oathbreaker's level. May use once per long rest.
12th	83 (13d8+25)	+4	4d8	Ability Score Improvement. An ability score of your choice is raised by 2, increasing its modifier by 1. Cursed Touch. The oathbreaker can make a melee spell attack to force their target to make a WIS saving throw (DC = 8+prof. bonus+CHA mod). If the targeted creature fails the save, they are subjected to the effects of the <i>Bestow Curse</i> spell. May use once per long rest.

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ON THE COVER

Art by Jason Lee

I'd like to extend a special thank you to everyone who has supported me in this endeavor by purchasing this book. Without your support, this update wouldn't have been possible.

Thank you, and happy gaming.

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