



# ADVENTURE SIDEKICKS

## DRAGON OF ICESPIRE PEAK



# INTRODUCTION

**D**o you want to run or play *Dragon of Icespire Peak* but you only have two or three people in your gaming group and the generic sidekicks aren't doing it for you? Do you want an easy way to track and level up NPCs and beasts that join the adventure? Do you want to reintroduce allies later in your Phandalin campaign but aren't sure how to scale their power level? If you answered yes to any of these questions, then this supplement is for you.

## ADVENTURE SIDEKICKS

"Adventure Sidekicks: Dragon of Icespire Peak" is the eleventh volume in an ongoing series that supplies sidekicks based on the major NPCs and potential allies of each of the DUNGEONS & DRAGONS adventures. On your adventure, the DM might reveal that you've befriended an NPC or other creature that then joins your party as a sidekick. It's up to you and the DM to decide who controls the sidekick in play.

## SIDEKICK STAT BLOCKS

A sidekick's game statistics are presented in a box called a stat block, which is essentially a miniature character sheet. A stat block contains things like ability scores and hit points, as well as the actions a sidekick is most likely to take in combat. Like any character, a sidekick can use the action options in the combat rules.

For more information on stat blocks, see the introduction of the *Monster Manual*.

## SIDEKICK LEVEL

Your DM will inform you at which level your sidekick starts, usually equal to the average level of the party. As the heroes and their sidekick adventure together, the sidekick gains experience points and reaches new levels the same way a player character does, using the rules found in the *Player's Handbook*.

When a sidekick gains a level, look at the sidekick's progression table, and consult the new level's row, which shows the sidekick's new hit point maximum and features.

If the DM starts a sidekick at a level higher than 1st, use the hit point maximum for its level on the appropriate table on the pages that follow. Also, give the sidekick the features for its current level and any earlier levels on that table.

## SIZE

Some sidekicks start as an adolescent version of the creature the sidekick was based on. To reflect this, these sidekicks start as one size and then, at some point in their progression table, grow enough to increase in size.

When size increases, the type of Hit Dice changes. Depending on the sidekick, other benefits may also come with a change in size.

## PROFICIENCIES

A sidekick is proficient with any armor, weapons, and tools included in its stat block.

## LANGUAGES

If there is a communication problem between the party and their sidekick, such as no shared language, the language barrier may still be overcome. The party must succeed on a Wisdom (Animal Handling) check, or the sidekick on a Wisdom (Insight) check, to make themselves understood.

On a success, the sidekick is able to understand the party well enough to comply with their request or get their general meaning. On a failure, the sidekick defends itself from hostile creatures and acts according to its own desires (as determined by the DM), but otherwise takes no actions.

The DM determines the DC of the skill check, using the following table as a guide.

Task	DC	Example
Very easy	5	"Heel" or "fetch"
Easy	10	"Get that out of your mouth!"
Moderate	15	"Find help in town"
Hard	20	"Heel, even if they hurt me"
Very hard	25	"Give this only to the blond elf"
Nearly impossible	30	"Attack every other gnome"

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# BOAR

1st-level Medium beast

**Armor Class** 11 (natural armor)

**Hit Points** 13 (2d8 + 4)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	2 (-4)	9 (-1)	5 (-3)

**Saving Throws** Str +4

**Skills** Athletics +4

**Senses** passive Perception 9

**Languages** understands Common but can't speak it

**Charge.** If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

**Relentless (Recharges after a Short or Long Rest).** If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

## Actions

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

## BOARS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	<b>Savage Rage.</b> As a bonus action, the boar can enter a rage at the start of its turn. The rage lasts for 1 minute or until the boar is incapacitated. The boar can't use this feature again until it finishes a long rest. While raging, the boar gains the following benefits: <ul style="list-style-type: none"><li>• The boar has advantage on Strength checks and Strength saving throws.</li><li>• When it makes a melee weapon attack, the boar gains a +2 bonus to the damage roll.</li><li>• The boar can use the Disengage action as a bonus action once per round</li></ul>
3rd	26 (4d8 + 8)	<b>Thickened Hide.</b> The boar's Armor Class increases to 12.
4th	32 (5d8 + 10)	<b>Ability Score Improvement.</b> The boar's Strength score increases by 2. This raises the Strength modifier, Strength saving throw, Athletics bonus, DC of the Charge feature, and attack and damage bonuses by 1.
5th	45 (6d10 + 12)	<b>Growth Spurt.</b> The boar grows to Large in size. The boar's Hit Dice become d10s and the damage of its Charge feature and tusk attack increase by 1d6.
6th	52 (7d10 + 14)	<b>Extra Attack.</b> The boar can attack twice, instead of once, whenever it takes the Attack action on its turn.



# DARRAK GRAYSHARD

1st-level Medium humanoid (dwarf)

**Armor Class** 13 (leather)  
**Hit Points** 11 (2d8 + 2)  
**Speed** 25 ft.

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

**Saving Throws** Dex +4  
**Skills** Acrobatics +4, Performance +4, Persuasion +4, Sleight of Hand +4, Stealth +4  
**Damage Resistances** poison  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** Common, Dwarvish

**Dwarven Resilience.** Darrak has advantage on saving throws against being poisoned.

**Helpful.** Darrak can take the Help action as a bonus action.

**Tools.** Darrak has thieves' tools and a set of bagpipes.

## Actions

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

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

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



## DARRAK GRAYSHARD BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8 + 3)	<b>Cunning Action.</b> On Darrak's turn in combat, he can take the Dash, Disengage, or Hide action as a bonus action.
3rd	22 (4d8 + 4)	<b>Sly Expertise.</b> Darrak's proficiency bonus is doubled for any ability check he makes that uses Sleight of Hand or Stealth, giving him a +6 bonus to those skill checks.
4th	27 (5d8 + 5)	<b>Ability Score Improvement.</b> Darrak's Dexterity score increases by 2. This raises the Dexterity modifier and saving throw bonus; the Acrobatics, Sleight of Hand, and Stealth bonuses; and the attack and damage bonuses by 1.
5th	33 (6d8 + 6)	<b>Proficiency Bonus.</b> Darrak's proficiency bonus increases by 1. This raises the saving throw bonus; Acrobatics, Performance, and Persuasion bonuses; and attack bonuses by 1. The Sleight of Hand and Stealth bonuses increase by 2.  <b>Scrutinize.</b> While underground, Darrak can use a bonus action to make an Intelligence (Investigation) check to uncover or decipher clues.
6th	38 (7d8 + 7)	<b>Uncanny Dodge.</b> When an attacker that Darrak can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

Darrak is a mountain dwarf and cousin to one of the dwarven prospectors who work the ore deposits southwest of Phandalin. Darrak is the sole survivor of a Stone-Cold Reaver attack on the caravan in which he and his sons were traveling. He is currently residing in Phandalin in hopes of joining a group of adventurers to find and wreak vengeance on those who robbed him and slew his family.

**Personality.** I judge people by their actions, not their words. But if I find you've lied to me, I'll judge you for that.

**Ideal.** I will do whatever it takes to avenge the wrong done to me and my kin.

**Bond.** I may wander the world, but I always return to my clan.

**Flaw.** My desire for revenge consumes my every thought.

# FALCON THE HUNTER

1st-level Medium humanoid (human)

**Armor Class** 14 (studded leather)

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft.

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

**Saving Throws** Dex +4, Wis +4

**Skills** Perception +4, Nature +3, Survival +4

**Senses** passive Perception 14

**Languages** Common

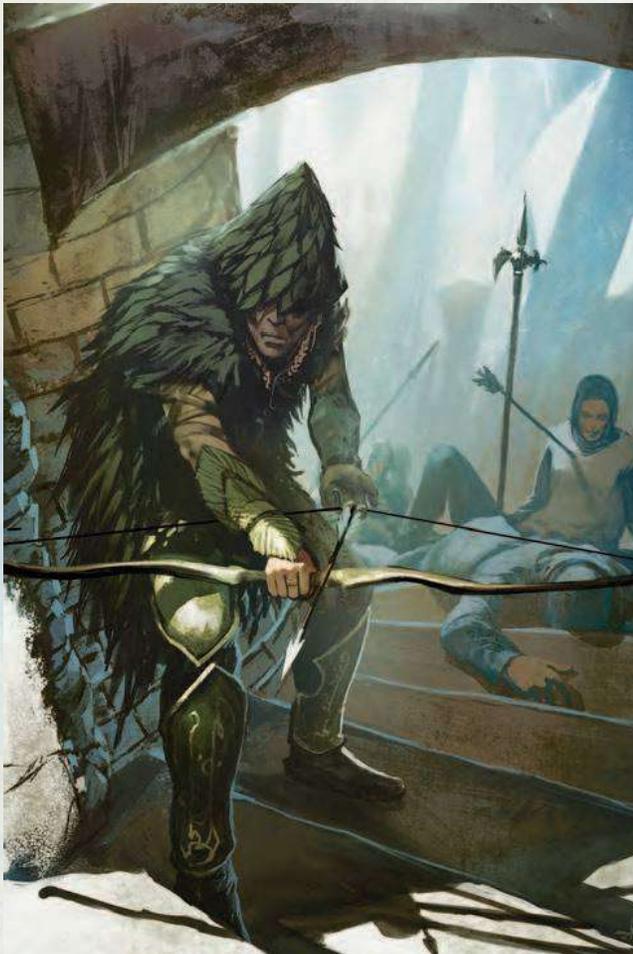
**Spellcasting.** Falcon's spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Falcon has the following ranger spells prepared:

1st level (1 slot): *hunter's mark*

## Actions

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

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



## FALCON THE HUNTER BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	<b>Chosen Target.</b> Falcon gains a +2 bonus to attack and damage rolls made against any creature that doesn't have all its hit points.
3rd	26 (4d8 + 8)	<b>Spellcasting.</b> Falcon gains one 1st-level spell slot. Falcon also learns the 1st-level spell <i>goodberry</i> .
4th	32 (5d8 + 10)	<b>Ability Score Improvement.</b> Falcon's Dexterity score increases by 2. This raises the Dexterity modifier and saving throw bonus, Armor Class, and the attack and damage bonuses by 1.
5th	39 (6d8 + 12)	<b>Proficiency Bonus.</b> Falcon's proficiency bonus increases by 1. This raises the saving throw bonuses, skill bonuses, and spell and weapon attack bonuses by 1.  <b>Spellcasting.</b> Falcon gains one 1st-level spell slot. Falcon also learns the 1st-level spell <i>fog cloud</i> .
6th	45 (7d8 + 14)	<b>Extra Attack.</b> Falcon can attack twice, instead of once, whenever he takes the Attack action on his turn.

Falcon the Hunter lives in Neverwinter Wood. He is often hired out by nobles but is willing to join an adventuring party for the right price, (even if it is a promised price like treasure rather than something immediate).

**Personality.** Home is where you hunt.

**Ideal.** I treat other people as I wish them to treat me.

**Bond.** Orcs have no place in this region.

**Flaw.** I'll do it if money is involved.

# HORSE

1st-level Large beast

**Armor Class** 10 (16 with chain mail barding)  
**Hit Points** 13 (2d10 + 2)  
**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

**Saving Throws** Con +3  
**Skills** Athletics +5, Perception +2  
**Senses** passive Perception 12  
**Languages** understands Common but can't speak it

**Barding.** While wearing chain mail barding, the horse has disadvantage on Dexterity (Stealth) checks.

## Actions

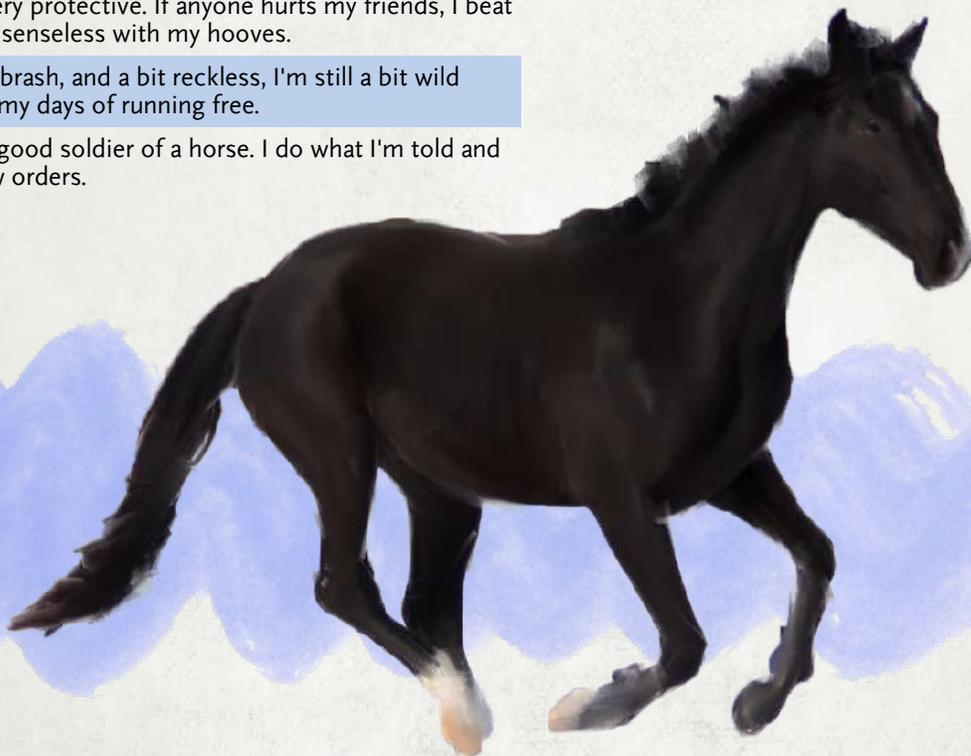
**Hooves.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

### d8 Personality Trait

- 1 If we stop for any reason, I immediately lower my head to nibble on the nearest vegetation.
- 2 Don't touch my stirrups if I don't know you. I bite and I buck.
- 3 I'm a pretty horse, and I know it. If you don't pay attention to me, I'll get in your face so you have to.
- 4 I jump at the slightest sound—uh, what was that?!
- 5 If my rider isn't confident in the saddle, I walk as slowly as possible.
- 6 I'm very protective. If anyone hurts my friends, I beat them senseless with my hooves.
- 7 Bold, brash, and a bit reckless, I'm still a bit wild from my days of running free.
- 8 I'm a good soldier of a horse. I do what I'm told and follow orders.

## HORSES BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d10 + 3)	<b>Rearing.</b> The horse imposes disadvantage on the attack roll of a creature within 5 feet of it whose target isn't the horse. The horse must be able to see the attacker.
3rd	26 (4d10 + 4)	<b>Trampling Charge.</b> If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.
4th	32 (5d10 + 5)	<b>Ability Score Improvement.</b> The horse's Strength score increases by 2. This raises the Strength modifier, Athletics bonus, DC of the Trampling Charge feature, and attack and damage bonuses by 1.
5th	39 (6d10 + 6)	<b>Proficiency Bonus.</b> The horse's proficiency bonus increases by 1. This raises the saving throw bonus, skill bonuses, DC of the Trampling Charge feature, and attack bonus by 1.
6th	45 (7d10 + 7)	<b>Extra Attack.</b> The horse can attack twice, instead of once, whenever it takes the Attack action on its turn.



# LOREATH RANGMAIR, THE WHITESCALE SKALD

1st-level Medium humanoid (dragonborn)

**Armor Class** 13 (studded leather)

**Hit Points** 9 (2d8)

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

**Saving Throws** Cha +5

**Skills** Performance +5, Persuasion +5

**Damage Resistances** cold

**Senses** passive Perception 10

**Languages** Common, Draconic

**Bardic Howl (3/Day).** Loreath can inspire others through her unique song style. As a bonus action, Loreath can give one chosen creature (other than herself) a d6 inspiration die. The chosen creature must be within 60 feet of Loreath and able to hear her. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can use the inspiration die after the roll is made but before the DM says whether it succeeds or fails. Once the inspiration die is rolled, it is lost. A creature can have only one inspiration die at a time.

**Spellcasting.** Loreath's spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Loreath has the following bard spells prepared:

Cantrips (at will): *dancing lights*, *true strike*, *vicious mockery*

1st level (2 slots): *bane*, *healing word*, *longstrider*

## Actions

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

**Breath Weapon.** Loreath exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 10 Dexterity saving throw, taking 7 (2d6) cold damage on a failed save, or half as much damage on a successful one.

Loreath came to the region to bolster her reputation as an aspiring skald. She's gained, well, something like it. The dragonborn performs what she describes as "ancient draconic ballads," which, to the layperson, mostly sound like guttural howling occasionally interspersed with lines about shattered shields, dragon's breath, and brave warriors. Loreath performs more or less without stop. The party could meet Loreath around Phandalin or in Gnomengarde, where people are doing their best to politely deal with her less-than-appealing performance styles.

**Personality.** You do the heroics, I'll make sure they remember it forever.

**Ideal.** Every story matters.

**Bond.** Art, no matter how ugly, has the power to inspire.

**Flaw.** I'm willing to trust anyone.



## LOREATH RANGMAIR BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d8)	<b>Wall of Sound.</b> Loreath's regular howl of lyrics makes it easier to tune out foul influences. She has advantage on Wisdom saving throws against effects she can hear. To gain this benefit, she cannot be deafened or incapacitated.
3rd	18 (4d8)	<b>Magical Recovery.</b> When she finishes a short rest, Loreath recovers two 1st-level spell slots. <b>Spellcasting.</b> Loreath gains one 1st-level spell slot. She also learns the 1st-level spell <i>dissonant whispers</i> .
4th	22 (5d8)	<b>Ability Score Increase.</b> Loreath's Charisma score increases by 2. This raises the Charisma modifier and saving throw bonus, Performance bonus, spell save DC, and spell attack bonus by 1. <b>Improved Magical Recovery.</b> When she finishes a short rest, Loreath recovers two 1st-level spell slots or one 2nd-level spell slot. <b>Spellcasting.</b> Loreath gains one 1st-level spell slot and two 2nd-level spell slots. She also learns the 2nd-level spell <i>enthrall</i> .
5th	27 (6d8)	<b>Proficiency Bonus.</b> Loreath's proficiency bonus increases by 1. This raises the saving throw bonus, skill bonuses, DC of the Breath Weapon feature, and spell and weapon attack bonuses by 1. <b>Song of Slaying Swords.</b> Loreath's songs can inspire a bloody madness. A creature with an inspiration die from Loreath can roll that die and add the number rolled to a weapon's damage roll.
6th	31 (7d8)	<b>Heavy Metal Queen.</b> Loreath channels her dissonant songs into a call for the powers of her ancestors. As a bonus action, she and any weapons she is wielding are coated in ice. For 6 rounds, attacks made against her have disadvantage, and she deals an extra 3 (1d6) cold damage on hits with melee attacks. If she does so, Loreath cannot use this ability again until she finishes a short or long rest. <b>Improved Magical Recovery.</b> When she finishes a short rest, Loreath recovers three 1st-level spell slots or one 2nd- and one 1st-level spell slot. <b>Potent Cantrip.</b> Loreath adds a +3 bonus to the damage she deals with any cantrip.

# QUIPPY

1st-level Small humanoid (gnome)

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 7 (2d6)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	15 (+2)	12 (+1)	10 (+0)

**Saving Throws** Dex +4, Int +4

**Skills** Arcana +4, History +4

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Gnomish

**Gnome Cunning.** Quippy has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

**Spellcasting.** Quippy's spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). Quippy has the following wizard spells prepared:

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

1st level (2 slots): *detect magic*, *mage armor*

## Actions

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

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



## QUIPPY BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	10 (3d6)	<b>Splash Damage.</b> Whenever a creature takes damage from a spell cast by Quippy, each creature within 5 feet of that creature takes 2 damage.
3rd	15 (4d6)	<b>Spellcasting.</b> Quippy gains one 1st-level spell slot. Quippy also learns the 1st-level spell <i>grease</i> .
4th	22 (5d6 + 5)	<b>Ability Score Increase.</b> Quippy's Constitution score and Intelligence score each increase by 1. This raises the Constitution and Intelligence modifiers, Intelligence saving throw bonus, spell save DC, spell attack bonus, Arcana and History bonuses, and the damage dealt by her Splash Damage feature.  <b>Spellcasting.</b> Quippy learns the <i>fire bolt</i> cantrip.
5th	27 (6d6 + 6)	<b>Proficiency Bonus.</b> Quippy's proficiency bonus increases by 1. This raises the saving throw bonuses, skill bonuses, and spell and weapon attack bonuses by 1.  <b>Spellcasting.</b> Quippy gains one 1st-level spell slot and two 2nd-level spell slots. Quippy also learns the 2nd-level spell <i>magic weapon</i> .
6th	31 (7d6 + 7)	<b>Spellbow.</b> When Quippy hits a creature with her hand crossbow attack, she can cast the <i>fire bolt</i> or <i>ray of frost</i> cantrip as a bonus action.

Quippy is a rock gnome who lives in Gnomengarde. She is an adept with both magic and the crossbow, making her a great combatant.

**Personality.** I quip; therefore, I am.

**Ideal.** Nothing is impossible if you try hard enough.

**Bond.** The kings of Gnomengarde need help. Until the matter is solved, I'll never wander far from home.

**Flaw.** Curiosity killed the cat. But I'm not a cat. So I can be curious all I want. Isn't that how it works?

# ROCK LÄNDSTROM

1st-level Medium humanoid (human)

**Armor Class** 13 (leather armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

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

**Skills** Nature +2, Perception +4, Stealth +4, Survival +4

**Senses** passive Perception 14

**Languages** Common, Dwarvish

**Survivalist Senses.** Rock has advantage on Wisdom (Perception) checks that rely on hearing or sight.

## Actions

**Hatchet.** *Melee Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) slashing damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

No one in Phandalin quite knows Rock's story. Word about town is that he wandered in after something went very wrong out in the drifts, something that no one else came back from. He keeps to himself, drinking and mumbling, his hand never far from his notched hatchet. Rock is generally suspicious and skeptical of what he's told but is a furious force in combat and an apt survivalist, able to navigate and track enemies. As he travels with the party, a strange suite of supernatural insights further bolsters his abilities.

**Personality.** You don't know what's out there. I'll help you survive it.

**Ideal.** Preparation, precision, and decisiveness will get you far.

**Bond.** Only thing keeping me sane is a good drink.

**Flaw.** There's no one else out there you can trust. They don't know the truth.

## ROCK LÄNDSTROM BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8 + 3)	<b>Survivor.</b> The presence of dangerous threats registers on Rock's senses like an itch in the back of the brain. As an action, he can open his awareness to detect such forces. If he does so, he can't use this feature again until he finishes a long rest. Until the end of his next turn, he knows the location of any aberration, fiend, or undead within 60 feet of him that is not behind total cover. He knows the type of any being whose presence he senses but not its identity. Within the same radius, he can also detect the presence of any place or object that has been consecrated or desecrated, as with the <i>hallow</i> spell.
3rd	22 (4d8 + 4)	<b>Cunning Action.</b> Rock's instincts allow him to act speedily. On his turn in combat, he can take the Dash, Disengage, or Hide action as a bonus action.
4th	28 (5d8 + 5)	<b>Ability Score Increase.</b> Rock's Dexterity score increases by 2. This raises the Dexterity modifier, Armor Class, Stealth bonus, and crossbow attack and damage bonuses by 1.
5th	33 (6d8 + 6)	<b>Getting Out of Trouble.</b> When an attacker Rock can see makes an opportunity attack against him, Rock can impose disadvantage on the attack roll.  <b>Proficiency Bonus.</b> Rock's proficiency bonus increases by 1. This raises the skill bonuses, passive Perception, and attack bonuses by 1.
6th	38 (7d8 + 7)	<b>Uncanny Dodge.</b> When an attacker that Rock can see hits him with an attack, he can use his reaction to halve the attack's damage against him.



# SISTER GARAELE

1st-level Medium humanoid (elf)

**Armor Class** 12 (leather armor)

**Hit Points** 9 (2d8)

**Speed** 30 ft.

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

**Skills** Arcana +4, Insight +4, Religion +4

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Elvish

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

Cantrips (at will): *dancing lights*, *thaumaturgy*  
1st level (2 slots): *cure wounds*, *disguise self*

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

## Actions

**Longsword.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (1d8) slashing damage, or 6 (1d10) slashing damage if used with two hands.

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 2) piercing damage.

Sister Garaele is an elf who tends the shrine of Tymora in Phandalin. She has ties to the Harpers, although she does not discuss this with anyone.

**Personality.** Nothing ventured, nothing gained!

**Ideal.** When action is called for, act decisively. Fortune favors the bold.

**Bond.** The balance must be maintained, whatever the risk.

**Flaw.** I'd rather be lucky than good!



## SISTER GARAELE BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d8)	<p><b>Roll the Dice.</b> Sister Garaele can choose to re-roll one failed attack roll or saving throw; the second roll must be used. She cannot use this ability again until she finishes a long rest.</p> <p><b>Spellcasting.</b> Sister Garaele learns the 1st-level spell <i>bless</i>.</p>
3rd	18 (4d8)	<p><b>Spellcasting.</b> Sister Garaele gains one 1st-level spell slot and learns two additional 1st-level spells: <i>guiding bolt</i> and <i>sanctuary</i>.</p> <p><b>Tymora's Blessing.</b> As a bonus action, Sister Garaele can invoke the favor of Tymora to grant herself or an ally advantage on one attack roll or saving throw. If she does so, she cannot use this ability again until she finishes a long rest.</p>
4th	22 (5d8)	<p><b>Ability Score Improvement.</b> Sister Garaele's Wisdom score increases by 2. This raises the Wisdom modifier, passive Perception, spell save DC, and spell attack bonus by 1.</p> <p><b>Spellcasting.</b> Sister Garaele learns the <i>resistance</i> cantrip.</p>
5th	27 (6d8)	<p><b>Proficiency Bonus.</b> Sister Garaele's proficiency bonus increases by 1. This raises the skills bonuses and spell and weapon attack bonuses by 1.</p> <p><b>Spellcasting.</b> Sister Garaele gains one 1st-level spell slot and two 2nd-level spell slots. She learns the 1st-level spell <i>sanctuary</i> and two 2nd-level spells: <i>augury</i> and <i>enhance ability</i>.</p> <p><b>Tymora's Curse.</b> As a bonus action, Sister Garaele can invoke Tymora to cause one enemy of her choice she can see to make an attack roll or saving throw with disadvantage. If she does so, she can't use this feature again until she finishes a long rest.</p>
6th	31 (7d8)	<p><b>Load the Dice.</b> Sister Garaele can use an action to create an illusory duplicate of herself that lasts for 1 minute as long as she maintains concentration. If she does so, she can't use this feature again until she finishes a long rest. The illusion appears in an unoccupied space that she can see within 30 feet of her and stays at that distance if she moves. For the duration, she can cast spells as if she were in the illusion's space, but she must use her own senses.</p> <p>Additionally, when both she and her illusion are within 5 feet of a creature that can see the illusion, she has advantage on attack rolls against that creature and the target attacks her with disadvantage.</p> <p><b>Spellcasting.</b> Sister Garaele gains a 2nd-level spell slot and learns the 1st-level <i>bane</i> spell.</p>



# WHITE WYRMLING

1st-level Medium dragon

**Armor Class** 12 (natural armor)

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	12 (+1)	11 (+0)	15 (+2)

**Saving Throws** Str +5

**Skills** Perception +4, Stealth +4

**Damage Immunities** cold

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 14

**Languages** Draconic

**Amphibious.** The wyrmling can breathe air and water.

## Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 2 (1d4) cold damage.

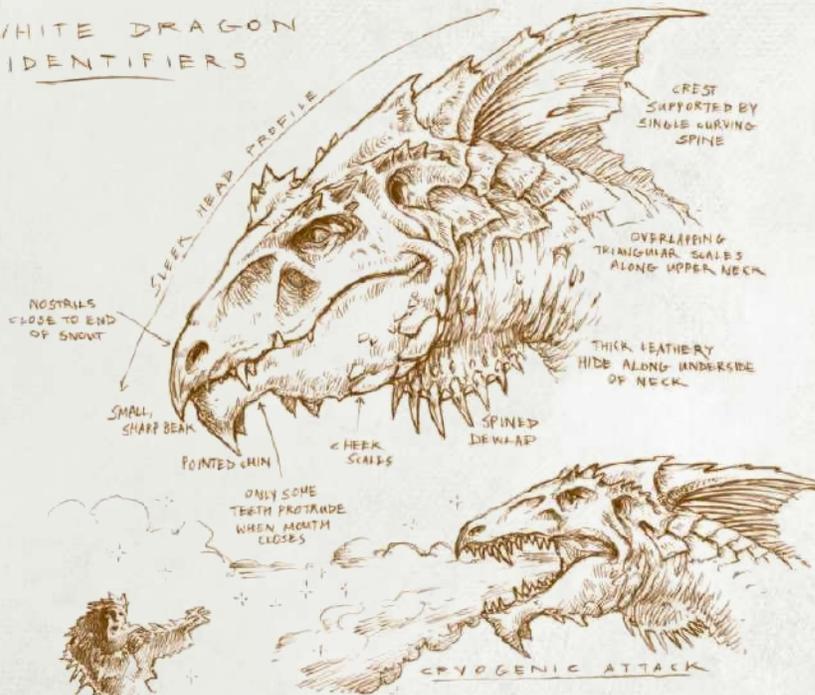
**Breath Weapon (Recharge 5-6).** The wyrmling exhales an icy blast in a 15-foot cone. Each creature in the area must make a DC 12 Dexterity saving throw, taking 11 (2d10) cold damage on a failed save, or half as much damage on a successful one.

## WHITE WYRMLINGS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	<b>Improved Senses.</b> The wyrmling's blindsight range increases to 30 feet, its darkvision range increases to 120 feet, and it can't be surprised.
3rd	26 (4d8 + 8)	<b>Dive Attack (1/Turn).</b> If the wyrmling is flying and dives at least 30 feet straight toward a target and hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage.
4th	32 (5d8 + 10)	<b>Ability Score Improvement.</b> The dragon's Strength score increases by 2. This raises the Strength modifier and attack and damage bonuses by 1.  <b>Toughen.</b> The dragon's AC increases to 16, each of its speeds increases by 10 feet, its bite damage increases to 9 (1d10 + 4), and its breath weapon damage increases to 16 (3d10).
5th	39 (6d8 + 12)	<b>Multiattack.</b> The dragon makes two attacks: one with its bite and one with its claws. <b>Claws.</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 11 (2d6 + 4) slashing damage.

6th	45 (7d8 + 14)	<b>Change Shape.</b> The dragon magically polymorphs into a humanoid or beast that has a Challenge Rating of 2 or lower, or back into its true form. It reverts to its true form if it dies. In the new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any of its class features or legendary actions.
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## WHITE DRAGON IDENTIFIERS



AMONG THE SMALLEST AND LEAST INTELLIGENT OF DRAGONKIND, MOST WHITE DRAGONS ARE SIMPLY ANIMALISTIC PREDATORS. THEIR FACES EXPRESS A HUNTER'S SINGLE-MINDEDNESS AND FEROCITY RATHER THAN THE SHREWDNESS AND INSIGHT OF THE MORE POWERFUL EVIL DRAGONS. THEIR BEAKED, CRESTED HEADS ARE DISTINCTIVE. (A CRISP FAINTLY CHEMICAL ODOR)