

# PURNAGH GROST

Cartographer



## *Half-Orc Fighter*

Cartographer Grost was once so lost that he had to sleep on rocks and eat things that were not, strictly speaking, food. Determined to avoid this in future, he began leaving trails of things behind him—trails he would often find again later, or intersect with at odd angles. Imagine his relief when he discovered maps. Grost was not born a cartographer, but that hasn't kept him from reaching the apex of the profession.

Grost is hoping to be the first to practice a new form of cartography called "bloodtopography." And yes, that's exactly what it sounds like. He's found that making maps with the blood of his enemies inspires him to greater heights of creativity . . . and accuracy.



## PURNAGH GROST

*Medium humanoid (half-orc), neutral*

**Armor Class** 16 (chain mail)

**Hit Points** 30 (4d8 + 12)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 16 (+3) | 12 (+1) | 16 (+3) | 8 (–1) | 13 (+1) | 10 (+0) |

**Saving Throws** Str +5, Con +5

**Skills** Athletics +5, Intimidation +2, Perception +3, Survival +5

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Orc

**Challenge** 1 (200 XP)

**Relentless Endurance (Recharges after a Long Rest).** When Grost is reduced to 0 hit points but not killed outright, he drops to 1 hit point instead.

**Second Wind (Recharges after a Short or Long Rest).** As a bonus action, Grost can regain 8 hit points.

### ACTIONS

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

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

**Map of Shortcuts (1/Day).** Grost produces a map from his cartographer's map case that shows useful shortcuts in the current encounter area. Each target creature of his choice that can see and hear him can choose to take the Dash action as a bonus action on its next turn, or to have its movement on its next turn not provoke opportunity attacks.

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