

friend or
foe folio

GrimPress



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ANDREA NIGHTHEART

A PERFORMER STEALING FROM HER AUDIENCE (SHE/HER)

Andrea has performed since she was a child. Andrea's first performances were convincing her family that she was just like them when something was a bit off. Andrea graduated to performing in society, proving that she was not missing something. It was only natural for Andrea to take her act to the stage and convince people to give her coin. While Andrea enraptured people with her voice, Andrea's associates would pick the audience clean of valuables.

Andrea accepts herself for what she is, someone who is missing the moral ability to tell right from wrong. Andrea has no major goals in her life. Andrea is content with taking audiences for everything they are worth before disappearing into the night. It's a game to her, and the stakes of getting caught increase with the payout.

Andrea's cons are not limited to the stage, though. Andrea has received several dowries for her hand in marriage, cheated old people out of their life savings, and even taken powerful spell components from wizards to sell them on the black market. Andrea just enjoys her stage con the most, and she always comes backstage to it.

Lacking Moral Judgment. Right and wrong make no sense to Andrea. The only things she considers about a con are how much effort the con takes to pull off, how much the reward is, and how likely the con is to succeed.

Witty and Charming. Andrea has been able to succeed at her cons through a combination of wit and charm. Andrea tells associates that her favorite marks are those who really want to be conned because something is missing in their life.

ANDREA NIGHTHEART

Medium Humanoid (Elf), Neutral Evil

Armor Class 13

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	14 (+2)	11 (+0)	15 (+2)

Saving Throws Dex +5, Cha +4

Skills Deception +4, Insight +2, Performance +4, Sleight of Hand +5

Senses passive Perception 10

Languages Common, Elvish, Sylvan

Challenge 1 (200 XP) **Proficiency Bonus** +2

Adept Pickpocket. When Andrea rolls a 1 on the d20 for a Dexterity (Sleight of Hand) check, she can reroll the die and must use the new roll.

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

Actions

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and 7 (2d6) poison damage.

BACKGROUND: CON ARTIST

Andrea has spent her life conning people, whether her family or marks that she finds in her travels.

Personality Trait: I take things from people that they wanted to lose anyway. I've never met a person that I wasn't willing to con.

Ideal: Effort, reward, and likelihood of success are the only factors that should be considered in doing a con.

Bond: I will never tie up my cons in moral philosophy that I don't understand anyway.

Flaw: I am overconfident when it comes to my ability to pull off a con.

QUEST HOOK: CONFIDENT WOMAN

The party meets Andrea over a long night of drinking. If the party is not careful, Andrea takes something of great value from them. If the party is careful, Andrea takes something of lesser value. It is up to the party if they want to go after Andrea or consider what is lost to be gone.

QUEST HOOK: STEALING HEARTS

Andrea develops a way to take the life force of people who hear her performance. When someone suffers a heart attack during Andrea's performance, a loved one hires the party to figure out what happened and bring Andrea to justice. That will be difficult to do because Andrea has joined forces with a powerful fiend.

ARGOSS LIVEMANE

A GENTLE SOUL OF THE WILDS (HE/HIM)

Locals know very little of Argoss. He has lived in the woods for most of his life, taking on the mantle of his mother as a defender of the forests. Unlike his mother, Argoss has no knack for magic, but he has always been able to speak with insects.

Despite his lack of magical talent, Argoss is a fierce defender of the natural world. He has an affinity for insects in particular, but he will defend any animal that he believes needs his protection. Among those who know Argoss, it is accepted that one should not harm even the most dangerous animals, insects, and even arachnids.

Argoss doesn't normally seek people out, but he is always willing to share his expertise in caring for animals with anyone. Argoss is capable of providing minor medical treatment for pets, and he prides himself in being able to bring smiles to children's faces when he helps their pets.

Among Winged Friends. Argoss keeps a menagerie of insects in his home. He has a preference for winged insects, but he has many spiders, centipedes, and an entire anthill in his home.

Helpful but Odd. Argoss is always interested in helping others as long as helping does not harm anything natural. He excels at figuring out how to create situations where people and animals can coexist. At the same time, Argoss does have habits that some consider unsettling, including breaking off from conversations with people in order to continue a completely separate conversation with his insect friends.

BACKGROUND: DEFENDER OF THE WILD

Raised by his mother, a powerful druid, Argoss learned how to keep the natural world safe from the encroachment of civilization.

Personality Trait: I know what it is like to be unheard, so I strive to make sure that even the tiniest voice can speak. I enjoy the company of people, but I understand and prefer the company of insects if there is a choice.

Ideal: There is a balance that can be struck between the natural world and the world of people.

Bond: I will defend the natural world until my dying breath. It is my way of eulogizing my mother's memory.

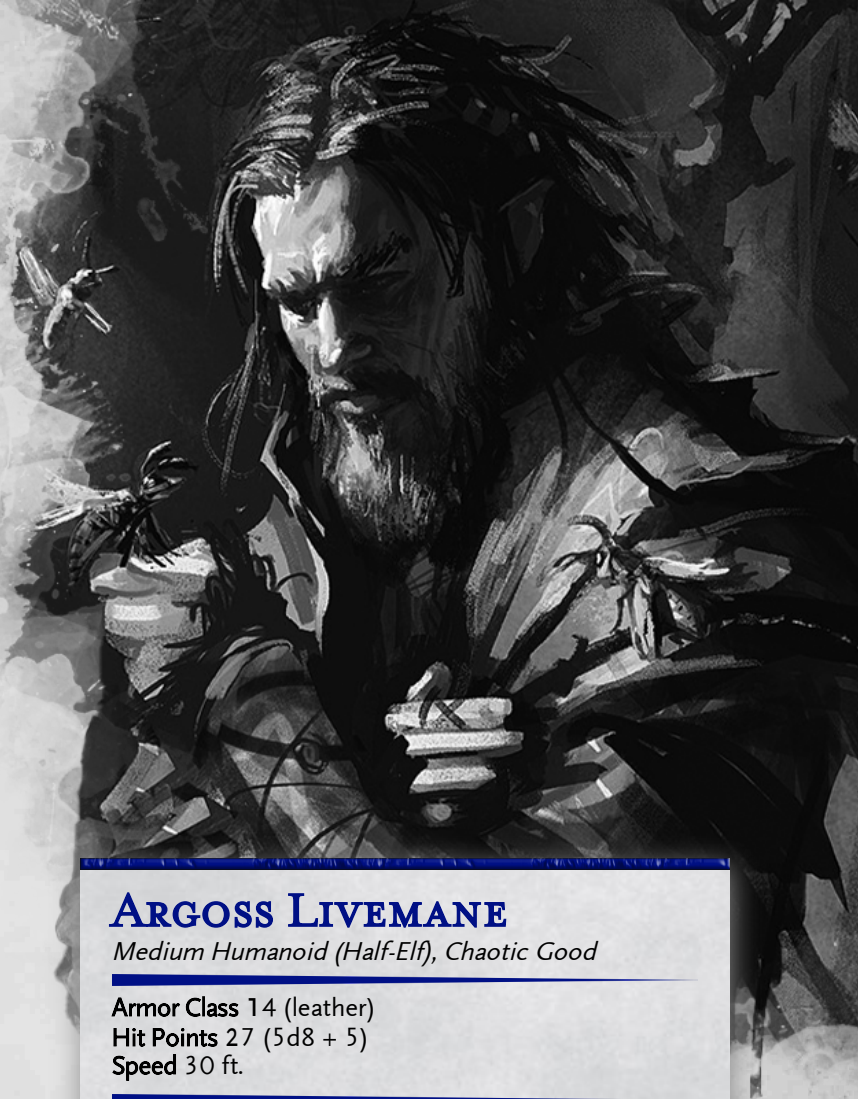
Flaw: I often put the needs of the natural world over my own needs, forgetting when I need to take care of myself.

QUEST HOOK: A NATURAL PROBLEM

Argoss employs the party to resettle a dangerous beast far away from an elven settlement. The beast is not interested in cooperating with the resettlement plan. To make matters worse, the elven council of elders has hired a team to kill the beast during the proposed resettlement.

QUEST HOOK: A TINY WARNING

Argoss tries to warn a village of a coming swarm of flesh-eating insects. His warnings are unheeded, and the swarm is getting closer without any preparations being made to weather the swarm.



ARGOSS LIVEMANE

Medium Humanoid (Half-Elf), Chaotic Good

Armor Class 14 (leather)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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11 (+0)	17 (+3)	12 (+1)	10 (+0)	12 (+1)	13 (+1)
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Saving Throws Str +2, Dex +5

Skills Animal Handling +3, Stealth +5, Survival +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elvish

Challenge 1 (200 XP) **Proficiency Bonus** +2

Fey Ancestry. Argoss has advantage on saving throws against being charmed, and magic can't put him to sleep.

Speak with Insects. Argoss can verbally communicate with insects. The knowledge and awareness of insects is limited by their intelligence.

Actions

Multiattack. Argoss makes two shortsword attacks.

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

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

ARIS SWIFTBLADE

A COLD SWORD FOR HIRE (SHE/HER)

Aris is a woman of few words. She grew up among a mercenary band, taking their name for her surname, and has been on her own for years. In the time that she spent on her own, Aris became familiar with dangers beneath the surface.

A Guide for a Price. Aris has knowledge of many areas, more than a majority of her competitors. She knows how good her information is and will charge appropriately for her expertise.

BACKGROUND: AMONG MERCENARIES

Aris has lived her entire life in the company of fellow mercenaries. She has been hardened by her experiences.

Personality Trait: I am worth every penny as a guide, and I take pride in that value. Instinct guides my every action, and thinking too much can get you killed.

Ideal: A job survived means a job well done.

Bond: I am as loyal as the amount of money I've been offered.

Flaw: I don't trust those around me easily, even those who have me on their payroll.

QUEST HOOK: UNTOUCHED IN CENTURIES

Aris happened across an ancient tomb while she was in a previously unexplored cavern. She has the knowledge of the location in her head, and she's looking to hire a group to explore the tomb.

ARIS SWIFTBLADE

Medium Humanoid (Human), Chaotic Neutral

Armor Class 15 (leather)
Hit Points 55 (10d8+10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19(+4)	13 (+1)	15 (+2)	11 (+0)	10 (+0)

Saving Throws Dex +6, Int +2
Skills Acrobatics +6, Perception +2, Stealth +6
Senses passive Perception 12
Languages Common, Elvish, Undercommon
Challenge 3 (700 XP) **Proficiency Bonus** +2

Underground Mastery. Aris has advantage on Dexterity (Stealth) checks made in natural caverns.

Actions

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 6 (1d4 + 4) piercing damage plus 14 (4d6) poison damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit* 7 (1d6 + 4) piercing damage plus 14 (4d6) poison damage.





AUGUSTUS FIREBRAND

A MAGE SLAYER (HE/HIM)

Augustus was a war orphan, raised by monks in a strict and cloistered upbringing. Augustus believes that he was spared from death in order to rid the world of the mages that caused the conflict of his youth.

Augustus spends his days hunting down mages. While Augustus focuses on those he perceives as guilty of magical crimes, his methods are questionable at best and outright cruel at the worst.

The church that raised Augustus no longer funds his journeys, and he has been excommunicated. The lack of backing has not stopped his crusade.

Solemn Vows. Augustus has taken vows to rid the world of mages, but he plans to focus on the worst offenders first.

BACKGROUND: ZEALOT

Augustus is on a personal crusade to rid the world of mages, starting with evil casters.

Personality Trait: I will not be deterred from my path. There is no room for frivolities in my life. I speak only when necessary, and I use as few words as possible.

Ideal: Magic is the cause of all the world's evil.

Bond: I will rid the world of magic, one mage at a time.

Flaw: I cannot tell the difference between a good caster and an evil one.

QUEST HOOK: AN INNOCENT IN HIS PATH

A local healer hires the party to protect her from Augustus when Augustus discovers that she has information on a necromancer. The party must either convince the healer to give up the information or deal with Augustus.

QUEST HOOK: A MAGICAL LEAD

Augustus seeks assistance from the party when he discovers that a mage he has been hunting is better protected than he originally believed. The party must choose whether to help Augustus or warn the mage, who is guilty of at least some of Augustus' accusations, including experimenting with necromancy.

AUGUSTUS FIREBRAND

Medium Humanoid (Human), Lawful Evil

Armor Class 17 (splint mail)

Hit Points 59 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	12 (+1)	13 (+1)	10 (+0)

Saving Throws Wis +3, Cha +2

Skills Intimidation +2, Religion +3

Senses passive Perception 11

Languages Common

Challenge 3 (700 XP) **Proficiency Bonus** +2

Driven. Augustus has advantage on saving throws against being charmed or frightened.

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

Actions

Multiattack. Augustus makes two Greatsword attacks.

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



BARIA LIGHTBENDER

A POWERFUL ARCANIST (THEY/SHE)

Baria spent the majority of their childhood getting their magic under control. Once Baria got their magic under control, Baria learned how to harness the massive amount of power they had. It took many years and many setbacks, but Baria did learn to control their power.

It took decades for Baria to gain control over finer magic, but Baria had the ability to unleash barely controlled blasts of arcane energy from a young age. Baria's mentor took advantage of Baria's ability to power magic, selling items that had been generated by Baria's powerful nature without Baria knowing.

When Baria discovered their mentor's betrayal, Baria struck out on their own, vowing they would become a powerful archmage. Baria was already well on their way at that point, and Baria has only become closer to the title now.

A Primal Lineage. The origin of Baria's arcane power has been speculated by many that have known Baria. The most common guess is that Baria descended from some sort of living arcane energy. The truth is that Baria descends from elementals, and they wield the power over the Material plane as a result.

Inability to Trust. Baria has a difficult time trusting people since the discovery of their mentor's betrayal. Baria will work with people when necessary, and Baria has a thriving business creating powerful magical items. However, Baria does not see those they work with as friends, and they have never had close personal relationships as a result.

BARIA LIGHTBENDER

Medium Humanoid (Elf, Sorcerer), Neutral

Armor Class 14 (17 with *mage armor*)

Hit Points 149 (23d8 + 46)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	12 (+1)	13 (+1)	19 (+4)

Saving Throws Str +1, Dex +4, Con +7, Int +2, Wis +2, Cha +9

Skills Arcana +5, Deception +8, Persuasion +8

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic, Elvish, Sylvan
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

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

Special Equipment. Baria wears a *ring of protection*.

Actions

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 21 (6d6) force damage.

Arcane Burst. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 52 (15d6) force damage.

Spellcasting. Baria casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *mage hand*, *message*, *prestidigitation*
3/day each: *blur*, *comprehend languages*, *detect magic*, *detect thoughts*, *mage armor*, *tongues*
1/day each: *banishment*, *dimension door*, *polymorph*, *true seeing*

BACKGROUND: ARCANIC BATTERY

Baria was raised by their mentor after an accident involving Baria's natural aptitude for magic.

Personality Trait: I don't need to have a smile on my face to get things done. I will work with others as long as they don't slow me down.

Ideal: Understanding magic is good and all, but I really like to blow things up, especially when they annoy me.

Bond: I will be a powerful archmage, no matter how long it takes to reach that goal.

Flaw: I refuse to get close to people. I believe that they will inevitably disappoint me.

QUEST HOOK: A RIPPLE BECOMES AN OCEAN

Baria comes to the party for help when they accidentally open a tear into an undiscovered plane of existence. It is up to the party if they want to help Baria close the tear or find out more about what lies beyond. If the party chooses not to close the tear, more tears start appearing in the local area, and eldritch nightmares start stalking the countryside.

QUEST HOOK: A STRANGE DISCOVERY

Baria finds a new substance in a demi-plane. Baria employs the party to help figure out what the substance is. The substance is actually an aberration in the process of coming into existence, and the aberration's parent is outraged that the birth is not going to schedule. The party must figure out either how to deal with or placate the angry parent.

BENJAMIN STONELOCK

A TINKERER WHO PREFERS SOLITUDE (HE/HIM)

Sometimes a person just wants to be left alone after a long and difficult life. Benjamin would love to live the rest of his life in solitude, but civilization continues to come calling for him. Benjamin has lived for several decades in an isolated cabin in the mountains, but that doesn't stop people from coming to him for advice.

In his earlier life, Benjamin was a well-known tinkerer. Using magical implements, he discovered a natural gunpowder formula that was more stable than previous iterations. Benjamin had a wife and family too, but they were taken from him by a fanatic who believed Benjamin was ruining the world with his technological advances in weaponry.

After Benjamin's family was killed, Benjamin left the city where he'd become famous in order to heal in private. Weeks of healing turned into months, months turned into years, and years turned into a lack of desire ever to return to the life he once lived.

Mechanical Genius. Benjamin is capable of replicating nearly any magical spell without using traditional spellcasting methods. It may take Benjamin more time and effort than a spellcaster, but Benjamin takes pride in being able to replicate even the most simple spells.

Good Heart. Benjamin is a kind soul and rarely thinks poorly of people. The fanatic that killed Benjamin's family got close to Benjamin by posing as someone interested in studying Benjamin's work. The fanatic wanted to teach Benjamin a lesson about what it was like to lose loved ones to advanced weapons. Benjamin will likely never recover from that betrayal, and he certainly doesn't believe recovery is possible.

BACKGROUND: TINKERER

Benjamin tinkered with mechanical devices from a young age and eventually became a technological expert.

Personality Trait: I live out on my own so that nothing I can do can hurt anybody anymore. I love to see how things work from the inside.

Ideal: Technology is capable of making lives better for every person in the world.

Bond: I refuse to be responsible for the pain and suffering of others anymore.

Flaw: I trust too easily. I can't stop myself. I enjoy the company of people too much.

QUEST HOOK: DEUS EX MACHINA

The party finds an ancient device that no one is capable of understanding. Someone refers them to Benjamin, warning the party that Benjamin isn't the person that he used to be. Benjamin is capable of understanding the device, an old control rod for a mechanical beast of burden, but the party must convince Benjamin to teach them what he knows.

QUEST HOOK: AN OLD HERMIT NAMED BEN

There are rumors of an old hermit that knows a formula for stable gunpowder. Getting to him could be a trick, though because he lives in a small cabin deep in giant territory.



BENJAMIN STONELOCK

Medium Humanoid (Dwarf), Neutral Good

Armor Class 15 (studded leather)

Hit Points 136 (21d8 + 42)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	16 (+3)	12 (+1)	8 (-1)

Saving Throws Str +4, Con +5

Skills Insight +4, Nature +6, Perception +4, Stealth +6, Survival +4

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 14

Languages Common, Dwarvish

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

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

Actions

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 28 (8d6) poison damage.

Flintlock. *Ranged Weapon Attack:* +6 to hit, range 60/240 ft., one target. *Hit:* 42 (12d6) fire damage.

Bonus Actions

Vanish. Benjamin takes the hide action.

Reactions

Unstable Powder. If an attack would kill Benjamin, Benjamin can light his remaining powder, creating an explosion. Each creature within 30 feet of Benjamin must make a DC 14 Dexterity saving throw, taking 40 (12d6) fire damage on a failed save, or half as much damage on a successful one.



BORINU WILDHOME

Medium Humanoid (Half-Orc), Lawful Neutral

Armor Class 16 (*adamantine breastplate*)

Hit Points 180 (24d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Saving Throws Wis +6, Cha +6

Skills Insight +6, Persuasion +6, Religion +5

Damage Resistances damage from spells

Senses darkvision 60 ft., passive Perception 12

Languages Common, Orc

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Relentless Endurance (1/day). When Borinu is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead.

Special Equipment. Borinu wears an *adamantine breastplate* and carries a *potion of heroism*.

Adamantine Breastplate. Any critical hit against Borinu becomes a normal hit.

Actions

Multiattack. Borinu makes three Longsword attacks.

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 9 (2d8) radiant damage. If the attack hits a fiend or an undead, the target takes an additional 4 (1d8) radiant damage.

Reactions

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

BORINU WILDHOME

A CRUSADER FOR THE NATURAL WORLD (HE/HIM)

Borinu's home city was destroyed by a volcanic eruption when he was young. Borinu was raised in a temporary camp with many others, but he found freedom in the natural world around the camp. Borinu explored the natural world around the camp whenever possible, finding quiet in the forests and plains, far away from others.

Borinu was taught to be a smith by his father, but Borinu had no interest in making a living as a smith. Borinu still maintains his own equipment to this day, but he knew that being a smith was not his path. It took a few years, but Borinu's father accepted Borinu's choice.

Borinu studied both swordsmanship and religion. Borinu became a defender of the natural world and all that it had to offer. While it was never what his parents wanted, seeing Borinu on his path made sense to them. Borinu was where he was meant to be.

Defender of the Natural Order. Borinu would say that he is on a constant pilgrimage, always searching for undead, to cleanse the world of their influence. Borinu also defends nature itself, but Borinu is especially driven to eliminate the scourge of undead from the world.

Socially Awkward. Borinu often gets people to agree with his point of view through honest sincerity. Borinu does not have the social graces that others possess. Borinu enjoys the company of nature more than the company of people, so his social skills are unlikely to develop.

BACKGROUND: DISPLACED

Borinu's formative years were spent in and around a temporary camp after a natural disaster.

Personality Trait: Sometimes I don't know the best way to say things, but I know in my heart what is right. I know what I'm meant to do in this world.

Ideal: The natural world has more wonders than I've ever seen. It deserves to be protected.

Bond: I will eliminate every undead that I come across.

Flaw: I've spent so much time apart from people that I have trouble interacting with others.

QUEST HOOK: AN UNNATURAL WORLD

Borinu discovers a portal to a demiplane of undead, created by a lich. Borinu seeks out the party to assist him in dispatching the undead of the demiplane. However, when the party goes with Borinu into the demiplane, the party arrives in a different location from Borinu and must find their employer before the demiplane takes him.

QUEST HOOK: PLANTING A SEED

Borinu hears word that the volcano which destroyed his home has become infested with twisted undead plants. Unable to return to investigate, Borinu looks to hire the party to figure out what is going on. The undead plant life is spreading out from the volcano, and the source is a portal to a dark plane of sadness and despair.

BOTAN WANDERLUST

AN OLD TRAVELER LOST IN THE PAST (HE/HIM)

Botan felt like an old man before he was even an adult. Botan has consistently been plagued by the disease of reflection, as his elders put it. Botan has many times in his life found himself unable to move past situations until Botan was capable of reflecting on the situation from every angle.

Botan thinks of himself as a good person, and he spends most of his days now, seeing the world. When Botan is confronted with a decision, Botan's contemplative nature takes over. Botan doesn't see his indecisiveness as a flaw, because Botan has been able to live with every situation he has found himself in.

Botan is a strict believer in nature as an abstract deity. Rather than adhering to the tenets of any specific nature deity, Botan would say that he worships the power of the storm itself. Botan has made it through all of his travels with that faith, and he attributes much of his luck to the fact that he pays tribute to forces of nature.

A Tireless Wanderer. Botan has seen much of what the realm has to offer. Botan has never taken extended trips across oceans, but Botan has been nearly everywhere his feet can carry him. Botan is always willing to share the wisdom he has discovered on his journeys.

A Child of the Storm. Botan believes in forces of nature, and the most powerful force of nature to Botan is the storm. Botan pays respect to storms whenever possible, and his fighting style is derived from the storm itself.

BACKGROUND: WORSHIPER OF NATURE

Botan does not adhere to the beliefs of any single natural deity. Instead, Botan pays respect to forces of nature themselves.

Personality Trait: I take my time to think through situations, even when those around me are trying to act quickly. I am always ready to share the wisdom of my journeys.

Ideal: I believe that the best path is the path that has been taken, so I take them all.

Bond: I plan to walk every path available to me until I can walk no more.

Flaw: Taking time to make the correct decision is more important to me than making a timely decision.

QUEST HOOK: PATH OF THE STORM

Botan discovers through weather instruments that a tornado will wipe through a small settlement. Botan seeks the help of the party to make sure that he can get everyone to safety in time. The situation grows dire when a dragon chooses to seek tribute from the settlement during the evacuation.

QUEST HOOK: A PATH UNTRAVELED

The party must seek out an expert when they are tasked with transporting a diplomatic envoy into an anti-magic zone. Botan is one of the guides available, and Botan is the only one that has made the trip safely more than once. However, the trip doesn't go to plan, as the path shifts every time the party makes camp. A fey trickster is trying to keep the party from the destination because an eldritch danger has arisen in the party's destination.



BOTAN WANDERLUST

Medium Humanoid (Half-Dwarf/Half-Orc), Neutral Good

Armor Class 16 (scale mail)
Hit Points 49 (9d8+9)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	11 (+0)	15 (+2)	10 (+0)

Saving Throws Str +2, Dex +5
Skills Athletics +2, Perception +4, Survival +4
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 14
Languages Common, Dwarvish, Orc
Challenge 2 (450 XP) **Proficiency Bonus** +2

Relentless Endurance (1/day). When Botan is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead.

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

Actions

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and 7 (2d6) lightning damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and 7 (2d6) lightning damage.



CANGARA GOLDSCALE

A BLOODTHIRSTY MERCENARY (SHE/HER)

Cangara lived a relatively normal life during her early years. Cangara's parents were merchants trading in silks and thread, and their business was successful. Cangara's life changed when her parents were murdered by a criminal syndicate before Cangara became an adult. As an added insult to Cangara's parents, the head of the syndicate took Cangara in as a ward.

Cangara did what was necessary to survive in her new surroundings. Cangara was raised by upstanding people, but Cangara also watched her parents die. Something inside Cangara changed in those moments. Cangara spent much of her young adult life gaining power in the criminal syndicate that took her in. Then, Cangara used her position to slaughter the syndicate members, as well as their families.

Cangara is now known as "The Redscale" in the criminal underworld. Cangara's exploits in dismantling an entire criminal syndicate are sometimes looked at favorably, but Cangara's methods go beyond what a moral person would be willing to do.

The Redscale. Many dragonborn whisper of the Redscale like a children's bedtime story. The Redscale is used to make sure that children do as their parents tell them. Cangara is willing to accept the name, especially when the name comes with fear and respect.

A Way with Words. When Cangara took out the syndicate, much of that work was done without any direct conflict. Cangara was capable of turning long-time allies against each other, using fragile connections to destroy people. Cangara got her hands dirty when necessary, but Cangara prefers to kill people with a well-placed word whenever possible.

BACKGROUND: UNDERWORLD NIGHTMARE

Cangara's defining life event was taking down a national criminal syndicate of over 100 members.

Personality Trait: I am every bit the wondrous nightmare they say I am. If you get on my bad side, there is no escape.

Ideal: Why use a blade when words can be even more effective at doing damage?

Bond: I will live life as the Redscale, and it will be my name that is remembered.

Flaw: I overestimate my abilities, sometimes believing a bit too much in my own legend.

QUEST HOOK: HUNTING THE REDSCALE

The Redscale is suspected of murder, and the party is offered a bounty to bring Cangara in alive. Cangara has been inhabited by an extraplanar parasite, which used her to commit the crime. The party must choose to divulge that information to the authorities or let Cangara pay for her crimes.

QUEST HOOK: A TALE OF ONE POISON

A diplomat has been affected by a powerful poison. The attempted assassin was killed, and Cangara is the last known person to have knowledge of the poison.

CANGARA GOLDSCALE

Medium Humanoid (Dragonborn), Neutral Evil

Armor Class 15 (half plate)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	14 (+2)	12 (+1)	11 (+0)	16 (+3)

Saving Throws Str +5, Con +4

Skills Intimidation +5, Perception +2, Persuasion +5

Damage Resistances fire

Senses passive Perception 12

Languages Common, Draconic

Challenge 2 (450 XP) **Proficiency Bonus** +2

Draconic Visage. Cangara has advantage on Charisma checks.

Actions

Multiattack. Cangara makes two javelin attacks.

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

Fire Breath (Recharge 5-6). Cangara exhales fire in a 15-foot cone. Each creature in that area must succeed on a DC 12 Dexterity saving throw, taking 11 (2d10) fire damage on a failed save, or half as much on a successful one.

CARRIS STORMSILVER

A WAR HERO WITH A PURPOSE (HE/HIM)

Carris grew up in a monastery; a war orphan from a young age. Carris believed that it was his duty to see that no other children experienced having their parents' lives taken from them so young. At first, Carris sought to accomplish his purpose by joining the military himself. However, Carris had his eyes opened by a single moment on the battlefield.

Deep in enemy territory, Carris slew a mage that had been killing his comrades. This act made Carris a hero in his country, but he remembers the night differently. After Carris killed the mage, the mage's daughter burst into tears over the mage's corpse. Carris could not believe that he had been blind to the damage he himself had caused to families in the pursuit of war.

After that pivotal night, Carris was lauded as a hero, but Carris took every opportunity to speak out against war. Assassins, paid by war profiteers, have made attempts on Carris' life, but Carris never believed in total non-violence. Instead, Carris defends himself while making his point whenever he can that life is precious and should not be cast aside as part of wars.

A Passionate Defender of Life. Carris is not a pacifist, but Carris does believe that life has inherent value. Carris speaks out against armed conflict whenever possible, seeing himself as a figure that can bring about a brighter future.

A Mighty Swordsman. Carris sees the preservation of life as his duty, and Carris knows he cannot advocate for his principles if he is killed. Therefore, Carris trains his sword arm whenever he is not furthering his cause in order to protect his own life when others come for it.

BACKGROUND: WAR HERO

Carris saved lives when he killed an enemy mage, but Carris cannot forget the tears of that mage's daughter.

Personality Trait: I use my station whenever possible to prevent wars. I was born with a silver tongue, and I use that ability even if it puts my life in danger.

Ideal: Life has value, especially to those directly affected by a life lost.

Bond: I will do my best to reduce any needless loss of life, especially as a result of wars.

Flaw: It is difficult for me to understand other viewpoints, even though I try to listen.

QUEST HOOK: A PLANNED ASSASSINATION

Carris plans to give a political speech decrying a local conflict. Carris has received death threats surrounding his speech. Carris looks to hire the party as additional security. It is up to the party if they want to focus on preparing for the speech itself, or if they want to try to search out the assassin before the speech takes place.

QUEST HOOK: DIPLOMATIC VULNERABILITY

Carris hires the party to accompany him to a foreign land, where Carris plans to meet with an envoy of peace in a rising conflict. Carris is looking for help because Carris has received no promise of safe passage through the foreign land.



CARRIS STORMSILVER

Medium Humanoid (Elf), Neutral Good

Armor Class 17 (splint)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	13 (+1)	11 (+0)	14 (+2)

Saving Throws Str +6, Con +5
Skills Insight +3, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Elvish
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Fey Ancestry. Carris has advantage on saving throws against being charmed, and magic can't put him to sleep.

Special Equipment. Carris wields a +1 greatsword.

Actions

Multiattack. Carris makes two Greatsword attacks.

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

Bonus Actions

Thrust Kick. Carris attempts to knock a target off balance. Carris chooses one creature within 5 feet of him that he can see. That creature must succeed at a DC 14 Strength saving throw or be knocked prone and take 5 (1d4 + 3) bludgeoning damage.

Reactions

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



CHARITY DOOMSMILE

A CURSED TRAVELER (SHE/HER)

Charity lived a happy life for her first two decades. Charity's family life was wonderful, her parents were caring, and her siblings were the best Charity could ask for. It was only after Charity accepted a marriage proposal from a nobleman that Charity's life took a turn for the worst.

Charity was considered one of the most beautiful women at court at the time, and Charity had several suitors. Charity selected the suitor she found the most intellectually stimulating, for she had no sexual interest in anyone, whether they were part of the court or not. Charity thought she would be able to make herself content despite the lack of attraction, but life had other plans.

One of Charity's failed suitors made a deal with a fey, cursing Charity to never be able to call anywhere home. Charity discovered that night the man she was engaged to had murdered several women, and Charity ran for her life, never turning back.

Cursed To Have No Home. Charity's fey curse means Charity will never be able to find a home on her own. Something will always go wrong, no matter how many times she tries. Charity feels that she has been cursed, but Charity has no idea who cursed her.

Determined To Keep Others Safe. Charity does what she can to keep from harming others with her curse. Charity will work with others if necessary, but Charity feels she could harm people if she gets close to anyone.

CHARITY DOOMSMILE

Medium Humanoid (Tiefling), Lawful Neutral

Armor Class 14 (leather)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	13 (+1)	12 (+1)	11 (+0)	12 (+1)

Saving Throws Dex +5, Int +3

Skills Insight +4, Perception +2, Persuasion +5, Stealth +5

Damage Resistances fire

Senses passive Perception 12

Languages Common, Infernal

Challenge 2 (450 XP) **Proficiency Bonus** +2

Danger Sense. Charity has advantage on Dexterity saving throws against effects that she can see, such as traps and spells. To gain this benefit, Charity can't be blinded, deafened, or incapacitated.

Actions

Multiattack. Charity makes two Dagger attacks.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. The attack deals an extra 7 (2d6) piercing damage if Charity has advantage on the attack roll or if the target is within 5 feet of one of Charity's allies.

BACKGROUND: CURSED

Charity was cursed to never have a home by a spurned suitor with the help of a fey.

Personality Trait: I do what I need to make my way in the world. I always feel like there is something following me just out of the corner of my eye.

Ideal: I have actually enjoyed my time on the road, but I would like to settle down someday.

Bond: As long as I am cursed, I will make sure that I am the only one who suffers.

Flaw: I have trouble making decisions because it takes me time to think through the results of possible actions.

QUEST HOOK: LAWS OF HOSPITALITY

Charity encounters a fey that has received her debt through a deal. Charity can bring a few guests into the fey's home realm in order to work out a deal to end her curse. Charity asks the party to join her, offering whatever money she has for their help in ending her curse.

QUEST HOOK: HOME COMES CALLING

Charity's family hires the party to find Charity. Years after Charity disappeared, the noble responsible for her curse came forward to her family with an apology and a method for removing the curse. The only element missing is Charity herself, and the family has no idea where she went.

CONNOR BRONZEBEARD

A FORMER PIRATE TURNED GUARD (HE/HIM)

Connor was born into a successful merchant family. Connor's family made sure he wanted for nothing until a market crash in iron and high taxes left them destitute. Connor never forgot what it was like to have money, and he never let go of the anger that he had for those in power that had taken everything away from him.

When Connor came of age, his primary interest was becoming a carpenter. Connor found work on ships of all kinds. Connor eventually worked his way onto a pirate ship, not knowing the inclinations of his new captain. When Connor discovered the pirates were taking from the very government that had left him poor, Connor found his new calling.

Connor lived a life of piracy for over a decade until his anger toward the past had dissipated. Connor parted ways with his crew at that point, wanting to seek out a more peaceful life. Connor was never arrested for any of his crimes, so he found work as a member of the town guard, not far from his hometown.

Good-Natured Person. Connor prefers his new, quiet life to the time that he spent on the seas. In his spare time, Connor offers his services as a carpenter to his neighbors, and he charges based on how much his neighbors can afford to pay. Many of Connor's jobs are done for free.

Devout Protector. Connor sees his job as a town guard as his true calling. All of Connor's life came to this point, and he believes he can do real good where he's at. Connor does not fear his superiors. Connor sees it as part of his duty to make sure to protect the town from those in power as well as those who seek to break the law.

BACKGROUND: PIRATE

Connor learned most of what he knows as part of a pirate crew. Connor is proud he has never taken a life.

Personality Trait: I know trouble when I see it, and I'm not afraid to confront trouble when necessary. Sometimes people do good things outside the law.

Ideal: My life now is the best lived it has ever been, and I plan to keep on this path.

Bond: I will not allow those around me to suffer the pains of bad carpentry.

Flaw: I will often break out in sea shanties while on patrol, alerting possible miscreants to my presence.

QUEST HOOK: A PIRATE'S LIFE FOR SOMEBODY

Connor discovers a treasure map in his old trunk. Connor hires the party to go on one last voyage with him to find the treasure. Connor takes the time to remember the past and question whether his new path is his true calling.

QUEST HOOK: BLACKMAILED

Connor seeks out the help of the party when a former crewmate threatens to out Connor for his former crimes. The crewmate wants Connor to abduct a public official for ransom. The party must decide whether to help with the abduction or figure out how to get Connor off the hook.



CONNOR BRONZEBEARD

Medium Humanoid (Dwarf), Neutral Good

Armor Class 19 (splint, shield)

Hit Points 93 (11d8 + 44)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Str +5, Dex +2

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

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 12

Languages Common, Dwarvish

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

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

Experienced Combatant. Connor has advantage on initiative rolls.

Actions

Multiattack. Connor makes two Battleaxe attacks or two Longbow attacks.

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

Longbow. *Ranged Weapon Attack:* +2 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.



DANARA RUGGAGE

A WANDERER SEARCHING FOR ANSWERS (SHE/HER)

Danara was raised in an orphanage, a war orphan to two parents who served as soldiers. Danara believed she was a nobody for most of her young life until she started to have dreams that pointed to something more important in her existence. Danara's dreams consisted of lightning strikes on an empty shoreline, spiders crawling out the eyes of helmets, and trees collapsing in on themselves.

Danara set off to discover if there was a meaning behind her dreams. In her search, Danara made money by being hired muscle whenever necessary, but Danara never lost focus of her goal. The shoreline in particular from her dreams seemed like somewhere she had been before, so Danara has focused on finding the shoreline first.

In truth, Danara's dreams are a disjointed message sent by a celestial ancestor. The lightning strikes on the empty shoreline are a reference to a specific seaside kingdom ruled by a noble line with ties to the djinn. The spiders crawling out of the eyes of helmets is a reference to a coming conflict between that seaside kingdom and drow. Finally, the trees collapsing in on themselves is a reference to the dwindling resources that will be central to the conflict.

Visions of the Future. As Danara searches for the shoreline from her dreams, Danara's dreams have become more and more common. Danara used to have the dream only once every few months. Now, Danara has the dream several times a week as her ancestor attempts to tell Danara she is on the right track.

Happy to Have Purpose. Danara doesn't know what her dreams mean, but the fact that she has a purpose in life is enough for Danara to keep going. Sometimes Danara hopes that she will never find answers to her questions so that the search will give her purpose for the rest of her life.

BACKGROUND: ORPHAN

Danara does not remember her parents, but she believes they might be the ones speaking to her through dreams.

Personality Trait: I know it sounds unlikely, but I believe my dreams are guiding me somewhere. I thought I was no one, but these dreams prove that I have a reason to be.

Ideal: I don't know where I'm going, but feeling like I have a purpose gives me joy.

Bond: I will find the shoreline from my dreams, and then I will know what comes next.

Flaw: If anyone questions my faith in my dreams, I will be quick to silence them, even with violence if necessary.

QUEST HOOK: ALONG THE SHORE

Danara finds her way to the seaside kingdom from her dreams. Danara has no way of interpreting the rest of her dreams, so she finds a tavern to wonder about her purpose. From there, Danara happens across the party.

DANARA RUGGAGE

Medium Humanoid (Human), Chaotic Neutral

Armor Class 16 (breastplate)
Hit Points 36 (8d8)
Speed 30 ft.

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

Saving Throws Str +2, Dex +4
Skills Investigation +3, Perception +4, Stealth +4, Survival +4

Senses passive Perception 14

Languages Common

Challenge 1 (200 XP) **Proficiency Bonus** +2

Dauntless. Danara has advantage on saving throws against being frightened.

Actions

Dagger. *Melee 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.

DESSA TORIN

A DEFENDER OF THE WEAK (SHE/HER)

Dessa's parents were ambassadors to a gnomish kingdom. Dessa grew up faster than the children around her, and she had many questions about that fact. Dessa's parents told her that it was a good experience because she could see the physical difference between people. Dessa's parents explained that physical inequality was only one kind of inequality in the world. When Dessa asked what she should do about the inequality in the world, her parents said she should fight for those who can't defend themselves.

Long after Dessa's parents passed, Dessa kept their words close to her heart. Dessa travels the realm, doing what she can to right injustices and defend the weak. Dessa always has a special place in her heart for gnomes, but Dessa doesn't consider gnomes weak just because of their size.

Dessa's history of righting wrongs has led to her having a sizable footprint. In some circles, Dessa is considered a folk hero. In other circles, they attempt to mitigate the damage that Dessa does to their foothold on the world.

Headache to Those in Power. Dessa doesn't care about the laws of the places she travels. Dessa only cares about what she perceives as right and wrong. Dessa even delights in delivering justice with a smile when Dessa takes those in power down a peg.

Good at Reading People. Dessa sometimes comes off as naive with her strong moral compass, but Dessa is capable of reading people incredibly well. Years of listening to her parents discuss body language and tells during diplomatic negotiations has given Dessa a great insight into behavior.

BACKGROUND: DAUGHTER OF DIGNITARIES

Dessa's upbringing with two diplomats created a strong moral foundation that Dessa has built on over the years.

Personality Trait: I do what I can in the world to make it a little better place. If I'm going to bring down those in power, I might as well do it with a smile.

Ideal: I know I can't fix everything wrong with the world, but I can fix what I can.

Bond: I will defend anyone that can't defend themselves.

Flaw: I spend so much time on others that I forget to take care of myself.

QUEST HOOK: DIPLOMATIC CABLES

Dessa has gotten her hands on some diplomatic communications that prove a king has plans to sacrifice his people. Dessa hires the party to help her get the communications to a local freedom fighting organization to help them with their cause. However, the king's secret police know that Dessa has the communications.

QUEST HOOK: DEFENDING THE DEFENSELESS

Dessa hires the party to help her overthrow a fey dictator. The dictator has made deals upon deals with other fey to ensure they would be able to keep power, so removing the dictator will take social maneuvering as well as combat prowess.



DESSA TORIN

Medium Humanoid (Human), Neutral Good

Armor Class 14 (hide)
Hit Points 65 (10d8 + 20)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	10 (+0)	13 (+1)	11 (+0)

Saving Throws Str +6, Con +4
Skills Athletics +6, Insight +3, Intimidation +2
Senses passive Perception 11
Languages Common, Gnomish
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Intention Reader. Dessa has advantage on Wisdom (Insight) checks.

Actions

Multiattack. Dessa makes two Greatsword attacks.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Reactions

Evasive Roll. When Dessa takes damage, she can move up to half her movement without provoking attacks of opportunity.

DEVNIA LONGSTRIDER

A MYSTIC AND A SWORDARM (SHE/HER)

Born under a sign that she refuses to reveal, Devnia has long been both a mercenary and a fortune-teller. Devnia offers her consulting services for any job that takes her on as a hired sword, and that makes her very popular among those who believe in her mystical abilities.

Devnia seems like a standard mystic, but her predictions, while limited, are quite accurate. Devnia also believes that it is her sworn duty to reveal the truth of the future to any who employ her services, no matter how negative that future may be. She has lost more than one mercenary job by telling her employers that their plans were doomed to failure, but she has never been wrong about such assertions.

Devnia took up swordplay as a response to a prophetic dream. According to the dream, Devnia would have to defend herself from an attacker without access to her magic. Her dream came true not long after that, and she was properly prepared.

An Ethical Fortune Teller. Devnia believes in the ethics of fortune-telling more than anything else. She believes that she has a divine mandate to communicate the truth of her visions, no matter whether she will be believed by the subject of her visions or not.

Rare Prophetic Dreams. Most of Devnia's prophecy comes in the form of simple augury, determining the positive or negative course of a future action. However, on rare occasions, Devnia has had prophetic dreams that reach far into the future, even about subjects she has never met.

BACKGROUND: DIVINER

Devnia has had a knack for telling the future through various auguries since her youth.

Personality Trait: I will speak the truth about both what I see in the future and in the present. I know that not everyone is ready to accept the truth about the future, and I accept that their fate is sealed.

Ideal: When someone pays for my services, I must provide them with the best chance of future success.

Bond: Telling the truth is more important than anything else, even my own life.

Flaw: I believe in my abilities concerning all things, including swordplay, despite my relative inexperience in fields outside of divination.

QUEST HOOK: A DREAM OF THE FUTURE

Devnia has seen the face of one of the party in her dreams, but the meaning of the dream is unclear. However, the face was engulfed in flames, making the danger of the situation very clear.

QUEST HOOK: A LOST EXPEDITION

Devnia made it back to the surface after an expedition she predicted would fail, did fail. She was the only survivor, but she has seen success for the next expedition to the same area, and she offers her services as a guide to the party.

DEVNIA LONGSTRIDER

Medium Humanoid (Human, Cleric), Lawful Good

Armor Class 14 (leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	15 (+2)	11 (+0)	15 (+2)	13 (+1)

Saving Throws Wis +4, Cha +3

Skills Arcana +2, Insight +4, Medicine +4

Senses passive Perception 12

Languages Celestial, Common

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Divination. Using a 1-minute ritual, Devnia can receive an omen from an otherworldly entity about the results of a specific course of action to be taken within the next 2 hours. The DM chooses from the following possible omens: Weal (for good results), Woe (for bad results), weal and woe (for both good and bad results), and nothing (for results that aren't especially good or bad). Devnia can only ask once about any one particular course of action.

Actions

Multiattack. Devnia makes two scimitar attacks.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 4 (1d8) radiant damage.

Spellcasting. Devnia casts one of the following spells, without requiring material components and using Wisdom as the spellcasting ability (spell save DC 12):

At will: *guidance, spare the dying*

3/day each: *detect magic, locate object, purify food and drink*

1/day each: *aid, bless, protection from evil and good*

Channel Divinity: Radiant Spark (1/Day). Devnia unleashes a burst of radiant energy. Any number of creatures she can see within 30 feet must make a DC 12 Constitution saving throw. On a failed save, a creature takes 18 (4d8) radiant damage, or half as much on a successful save.

Bonus Actions

Shield of Faith (1/day). A shimmering field appears and surrounds a creature of Devnia's choice within 60 feet of her, granting it a +2 bonus to AC for 10 minutes, or until concentration ends as if casting a spell.





DOKAR THE OUTCAST

Medium Humanoid (lizardfolk), Neutral Evil

Armor Class 13 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	11 (+0)	13 (+1)	10 (+0)

Saving Throws Str +3, Con +4, Cha +2

Skills Perception +3, Stealth +4, Survival +3

Senses passive Perception 13

Languages Common, Draconic

Challenge 1 (200 XP) **Proficiency Bonus** +2

Hold Breath. Dokar can hold his breath for 15 minutes.

Actions

Multiattack. Dokar makes two Scimitar attacks.

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.

Reactions

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

DOKAR THE OUTCAST

A FIERCE BLADE FOR HIRE (HE/HIM)

Dokar was cast out of his tribe when it was discovered that his sadistic streak was not limited to the tribe's enemies. Since that time, Dokar has lived as a blade for hire, making enough coin to support his after-hours pursuits. Sometimes Dokar even finds joy in the jobs that he is able to find, especially when those jobs allow him the ability to inflict pain.

While Dokar is considered more muscle than anything else, Dokar is capable of patient planning when the time is right. Dokar dreams of a future in which he is capable of only sating his love for pain without having to wait in between kills. Many of Dokar's employers keep Dokar on a short metaphorical leash because they believe that it is only a matter of time before Dokar gives in to base desires.

Despite a reputation for cruelty, Dokar is tolerated by his employers due to his combat prowess. In many situations, Dokar has shown himself to be invaluable in a fight. Dokar is allowed his brutal tactics so long as he makes himself useful, and Dokar sees that as a fair trade.

A Born Sadist. Dokar enjoys the mere act of causing pain. It does not matter what Dokar causes pain to, only that he is able to sate that hunger. When Dokar gets bored, Dokar will often find small animals to keep himself occupied.

A Ruthless Tactician. If Dokar was capable of being a constructive member of society, Dokar would likely be a member of a militia or military. Dokar thinks in pure combat tactics. Despite Dokar's average intelligence, Dokar is capable of outthinking even some seasoned commanders on the battlefield.

BACKGROUND: EXILE

Dokar was exiled at a young age when Dokar's tribe discovered his sadistic tendencies.

Personality Trait: I don't understand why people talk so much when violence is a perfectly good solution to most problems. When I get antsy, I feel a need to kill something.

Ideal: I am only capable of feeling joy when I am in the midst of causing pain.

Bond: I will keep doing jobs until I feel bored, then I might as well start offing people.

Flaw: There's only so long I can go without a fresh kill. I'm not picky as to who or what that kill will be.

QUEST HOOK: TRAPPED

While the party is part of a large expedition, a cave-in traps them. With no way out according to their maps, things get worse when the expedition starts discovering parts of their team murdered. Dokar is the culprit, but not everyone in the expedition is convinced.

QUEST HOOK: THE FIEND WITHIN

A cleric offers Dokar a way of cleansing his soul of his sadistic desires. The party is hired in case something goes wrong. When the cleric is in the midst of the ritual, fiends start appearing from nowhere, because Dokar is a reincarnation of a powerful demon lord.

DURIRNOR NIMBLEFOOT

AN INNKEEPER WITH MAGICAL ABILITY (HE/HIM)

Durirnor never had any interest in magic, but he was born with inherent ability anyway. Durirnor was born to gnomish parents, but his grandfather on his mother's side was a dwarf. Durirnor had elemental blood, common in his family, giving him his magical ability, and he looked like the spitting image of his grandfather except he was shorter and had pointed ears like his parents.

Durirnor proved to be a frugal businessman, learning the art of crafting both dwarven ale and gnomish wine. The ability to modify his brews with magic meant Durirnor's products were always in high demand. Durirnor started his own small tavern, and within a few years, Durirnor was able to purchase an inn with all of his brewing and fermentation process done in the basement.

Being kind was never Durirnor's strong suit, but Qaj is known to get into conversations with people when he meets anyone who knows anything about making alcohol. Durirnor wants to try his hand at distillation one day, but it's not a priority for him in the middle of a booming business.

Fine Crafter of Spirits. Durirnor's alcoholic products are well known in his home city, and many of the bottles have even made their way out of the country and across the realm. Durirnor's products are known for their quality, and that is a point of pride for Durirnor.

Untrained in Magic. Durirnor knows a thing or two when it comes to magic, but Durirnor has no formal training. Durirnor usually only uses magic to disrupt bar fights that threaten to do too much damage to his property.

BACKGROUND: BUSINESSPERSON

In the beginning, Durirnor had very little money to start with, but he's made a thriving business since then.

Personality Trait: I do what I do because I'm good at it. I've never really had aspirations. If people make too much of a stir, I'm not afraid to get in a dust-up to keep the damages down.

Ideal: The best thing in the world is the warm feeling you get from a good drink.

Bond: I will continue to grow my business as long as I am able to keep going.

Flaw: I'm not one to smile, even when it could benefit my business to do so.

QUEST HOOK: THE KEY INGREDIENT

A local drought has caused a hops shortage. Durirnor hires the party to guard a caravan that will be carrying hops from another country. The job seems simple, but there are some bandits that hope to capture the caravan's shipment in order to capitalize on the misfortunes of brewers.

QUEST HOOK: A HEALING BREW

Durirnor's brew accidentally gets an added ingredient that turns it into a healing concoction. At first, people are elated, but things turn dire when it's discovered that the healing effects take from one's future health. And if anyone dies after drinking the brew, they raise as zombies. A fiendish necromancer is working to put Durirnor out of business.



DURIRNOR NIMBLEFOOT

Medium Humanoid (Gnome, Sorcerer), Lawful Neutral

Armor Class 12

Hit Points 78 (12d8 + 24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	10 (+0)	13 (+1)	17 (+3)

Saving Throws Con +4, Cha +5

Skills Arcana +2, Insight +3, Persuasion +5

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 11

Languages Common, Dwarvish, Gnomish

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

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

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

Actions

Wind Shear. Ranged Spell Attack: +5 to hit, range 60 ft., one target. Hit: 18 (4d8) slashing damage.

Spellcasting. Durirnor casts one of the following spells, without requiring material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *dancing lights*, *mage hand*, *prestidigitation*

3/day each: *detect magic*, *invisibility*, *sleep*

1/day each: *blink*, *hold person*, *hypnotic pattern*

ELLE MORGARA

A PRODIGY TWENTY YEARS LATER (SHE/HER)

Elle Morgara began life with an innate understanding of magic. By the age of three, she was capable of magical feats that took most people over a decade of intense study to learn. Rumors swirled around her that she had been given her abilities by fey or fiend, but the truth was magic came as naturally to Elle as breathing.

As she grew older, many of Elle's fellow prodigies began to wane in power, but Elle never slowed down. She had no interest in the fame that came from adventuring. Instead, she devoted herself to intense magical study for the love of magic itself. Elle often disappeared for months at a time, meditating on other planes of existence to become closer to magic.

Elle's family and social life have been non-existent for close to two decades at this point. Her interactions with society tend to be limited to when she needs food or spell components. She has shown unintentional kindness at times because she values simple magic less than the average person.

Elle still views the world in terms of what others are capable of doing for her. She has never grown out of a child's understanding of interpersonal relationships, despite her massive intellect. The usefulness of her magical ability means that most people overlook her childish worldview.

Magical Study Above All Else. Elle spends the majority of her time pursuing esoteric magical studies. She is the type of person that would learn to create flame through magic rather than learn to use a tinderbox.

Capable of Magical Wonders. Through years of intense study and natural capability, Elle has become able to create magical effects that are beyond most other mortals. She is capable of casting spells that would normally be beyond her level if she has the ability to prepare for the casting and has access to certain rare spell components.

BACKGROUND: PRODIGY

Elle was capable of powerful magic at a young age and never stopped growing in power.

Personality Trait: I accept that others are not as capable as I am. I often treat others as children, because I remember my younger years with fondness.

Ideal: Knowledge is the ultimate good, and keeping knowledge from people is heresy to me.

Bond: I will use my natural talent to create the most spectacular magic.

Flaw: I never developed emotionally, so I am prone to anger over patience.

QUEST HOOK: A RARE COMPONENT

Elle is searching for a component to allow her to continue her planar studies. This component can only be found on the Elemental Plane of Earth, so she is looking to employ guards on her travels there.

ELLE MORGARA

Medium Humanoid (Human, Wizard), Lawful Neutral

Armor Class 12 (15 with *mage armor*)

Hit Points 54 (12d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	16 (+3)	13 (+1)	8 (-1)

Saving Throws Int +6, Wis +4

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

Senses passive Perception 11

Languages Common, Draconic, Primordial, Sylvan

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Telekinesis. Elle can move or manipulate objects by thought. She can move an object that is not being worn or carried that weighs up to 1,000 pounds. She can move objects up to 30 feet in any direction but not beyond 120 ft. from her.

Actions

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

Mind Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one creature. *Hit:* 28 (8d6) psychic damage.

Psychic Sphere (1/day). Elle creates a magical explosion of psychic energy centered on a point she can see within 120 feet of her. Each creature in a 20-foot-radius sphere centered on that point must make a DC 14 Intelligence saving throw, taking 28 (8d6) psychic damage on a failed save, or half as much damage on a successful one.

Spellcasting. Elle casts one of the following spells, without requiring material components and using Intelligence as the spellcasting ability (spell save DC 14):

At will: *light, mage hand, minor illusion, prestidigitation*

3/day each: *comprehend languages, detect magic, identify, invisibility, mage armor, silent image*

1/day each: *dispel magic, globe of invulnerability, greater invisibility, hypnotic pattern, major image, nondetection, plane shift, polymorph, true seeing, wall of force*

Bonus Actions

Misty Step. Elle teleports up to 30 feet to an unoccupied space that she can see.



ELTEV SHADOWSTEP

AN UNMATCHED SWORDMASTER (HE/HIM)

Eltev spent over twenty years honing his craft. From a young age, Eltev enjoyed the simple act of learning swordplay. Once Eltev learned the basics, Eltev's interest expanded to learning all the different schools of swordplay in the realm. Eltev wandered the realm, learning from every swordmaster that would teach him. At that point, it was purely Eltev's love for the art that drove him.

After Eltev wandered for close to two decades, learning everything he could, Eltev came home to discover that his hometown had been burned to the ground. Eltev discovered that some of his family were still alive, but every place Eltev had known as a child was gone.

Eltev took the destruction of his home harshly. Eltev wondered if he would have been able to change the fate of his home if he had been there. Those questions turned into promises that Eltev would never let something similar happen again. Now Eltev seeks to stop unnecessary bloodshed whenever he can.

A Saint in Conversation. When Eltev isn't fighting, he maintains the child-like joy he has always had for swordplay. Eltev does everything he can to include people in conversations, even those he does not know. Eltev comes off as naive to many.

A Demon in Battle. When Eltev is fighting, instinct takes over. Eltev doesn't kill in battle unless necessary, but he will fight until his enemies are unconscious without a thought to his own safety. Eltev is especially fierce in combat when his opponents threaten children.

BACKGROUND: YOUNG SWORDMASTER

Eltev learned swordplay from a young age, and he has been considered a master for over a decade now.

Personality Trait: I protect those who can't protect themselves. I enjoy working with others toward a common goal when I have the opportunity.

Ideal: Swords are tools of defense, not war.

Bond: I will do everything I can to keep senseless violence from happening.

Flaw: I often come off as naive or incompetent to those who don't know me.

QUEST HOOK: AN EXTRAPLANAR TOURNAMENT

The party hears about a one-on-one tournament that is inviting participants from as far as the Outer Planes. The prize for the tournament is a single wish, and a swordsman named Eltev is the odds-on favorite. The party must decide whether they would like to compete or try to put their thumb on the scale for a particular participant.

QUEST HOOK: CORRECTING AN INJUSTICE

After Eltev receives information on the organization that burned his home to the ground, Eltev hires the party to follow up on the information. If asked why Eltev doesn't do it himself, Eltev says that he would only be capable of revenge, and he wants to see the criminal empire headed by a fire giant brought to justice.

ELTEV SHADOWSTEP

Medium Humanoid (Half-Elf), Neutral Good

Armor Class 16 (*glamoured studded leather*)

Hit Points 225 (30d8 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	12 (+1)	13 (+1)	14 (+2)

Saving Throws Str +10, Con +8, Wis +6

Skills Acrobatics +8, Perception +6, Stealth +8

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elvish

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Fey Ancestry. Eltev has advantage on saving throws against being charmed, and magic can't put him to sleep.

Indomitable (3/Day). Eltev can reroll a saving throw he fails. He must use the new roll.

Special Equipment. Eltev wears *glamoured studded leather* and wields a *flame tongue* longsword.

Actions

Multiattack. Eltev makes four *Flame Tongue* attacks.

Flame Tongue. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 4) slashing damage when used with two hands, plus 7 (2d6) fire damage if the weapon is aflame. Eltev doesn't provoke opportunity attacks from any target of his *Flame Tongue* attack for the rest of the turn, whether he hits or not.

Flame Whip. Eltev whips his *flame tongue* longsword, creating a fiery whip. Eltev chooses up to three creatures that he can see within 60 feet. Each target must succeed at a DC 18 Dexterity saving throw or take 21 (6d6) fire damage.

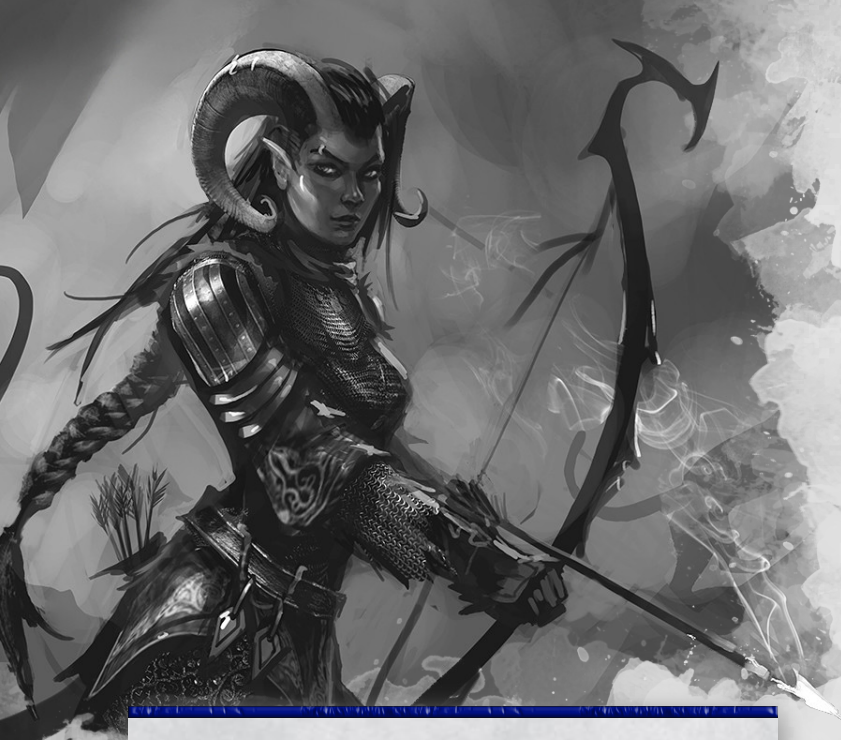
Bonus Actions

Flaming Blade. Eltev ignites or extinguishes his *flame tongue* longsword. While aflame, it sheds bright light in a 40-foot radius and dim light for an additional 40 feet.

Reactions

Parry. Eltev adds 4 to his AC against one melee attack that would hit him. To do so, Eltev must see the attacker and be wielding a melee weapon.





EMPATHY ROSE

A GREGARIOUS FLETCHER (SHE/HER)

Empathy was abandoned on the streets of a large city as a child. Empathy's father had been killed, and Empathy's mother, Temperence, did not have the means to care for her. Empathy was years from adulthood, but she had to survive on her own during that time. A tiefling named Happy took Empathy under his wing and taught her how to be self-sufficient. In truth, Happy was a thief himself but wanted to make sure that a life on the streets wouldn't lead Empathy to the same life of crime.

Empathy learned a lot from Happy, but Empathy took that knowledge and became a successful businesswoman with it. Empathy understood the first necessity of self-sufficiency was being able to defend oneself, so Empathy went into making bows and other ranged weapons. By the time Empathy went into business, Empathy understood that Happy had been getting by on thievery, so Empathy took Happy in as a roommate. Happy can now often be found in Empathy's shop, chatting up the customers and generally being a kind person.

Place to Loiter. Empathy allows any kid off the street to come in and stay if they need time to get out of the cold while her shop is open. Being a longtime thief, Empathy is able to catch nearly everyone that tries to steal from her shop. Even if a thief is caught, Empathy is likely to scold them for not asking her for what they needed more than the act of stealing itself.

Enjoys Talking as Much as Bartering. Empathy doesn't try to make her margins on quick sales. Empathy prefers to talk to her customers and build a rapport with them. Most people know that Empathy's products are quality, but many of them come back to talk to her more than anything else.

BACKGROUND: ABANDONED

Empathy doesn't know what happened to her mother, but Empathy does remember her mother's face.

Personality Trait: I understand that you're here looking for something, but would it kill you to take a minute to chat? In my store, we don't worry about the passage of time.

Ideal: I would rather have one good customer than ten bad ones.

Bond: I will do everything I can to make sure that children don't go through what I did.

Flaw: I am sometimes too generous with people and will give people second chances that do not deserve it.

QUEST HOOK: EMPATHY FOR THE DEVIL

Empathy hires the party to go searching for one of the kids that frequents her shop. In order to find the kid, the party will have to travel the criminal underbelly of the city and discover that the kid has made a pact with a devil.

QUEST HOOK: THE SINS OF OUR MOTHERS

Empathy receives threats from a criminal organization that is looking for her mother. Empathy hires the party to find her mother, but Empathy doesn't know that her surrogate father Happy knows exactly where her mother is.

EMPATHY ROSE

Medium Humanoid (Tiefling), Chaotic Good

Armor Class 16 (scale mail)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

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

Saving Throws Str +4, Dex +6

Skills Athletics +4, Insight +3, Perception +3

Damage Resistances fire

Senses passive Perception 13

Languages Abyssal, Common, Infernal

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Master Fletcher. Empathy has advantage on skill checks for the creation of ranged weapons and ammunition.

Actions

Multiattack. Empathy makes two Longbow attacks.

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 9 (2d8) fire damage.

Arrow. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 9 (2d8) fire damage.

Rain of Fire (1/day). Empathy unleashes a flurry of fire arrows at a location within 150 feet of her that she can see. Each creature within a 30-foot radius of the point Empathy chooses must make a DC 15 Dexterity saving throw, taking 36 (8d8) fire damage on a failed save, or half as much damage on a successful one.

EVARA NIGHTCALLER

A SCHOLAR OF GRAVITY MAGIC (SHE/HER)

Evara learned how to manipulate gravity from a very young age. Even spells that normally had nothing to do with gravity shifted to be gravity manipulation under Evara's control. Evara's teachers believed Evara's magic had something to do with Evara being born on a gravitational field, but their theories were nonsense. Evara simply had an innate understanding of the force of gravity.

Evara's study of gravitational magic culminated in her creation of a new type of spell that manipulated gravitational fields to bombard Evara's targets with rocks. Evara called the new magic geomancy, and she became involved with a prominent academic institution for studying magic in the multiverse to receive funding and further her research.

Compared to great archmages, Evara is still a whelp, having lived barely over a century, but Evara has great promise to become an archmage in the future. Evara hopes to become the world's premiere authority on gravity manipulation, and she has been willing to put the work in to make that dream a reality.

Natural Magical Talent. Despite not having a bloodline like a sorcerer, Evara was using magic at a much younger age than most wizards. Evara created her first spell before she was even a century old. Evara's natural talent sped her ascent in magical circles.

A Future Archmage. Evara is generally accepted among her colleagues to be a rising star in the magical world. Evara has all the tools to make that kind of rise. The only missing ingredient is time.

BACKGROUND: TOMORROW'S ARCHMAGE

Evara has been groomed from a young age by her family to one day become a great archmage.

Personality Trait: I know the path in front of me, and I have no doubts about taking it. I try to maintain focus on my research and not let gossip deter me.

Ideal: The effects of gravity are fascinating and of greater interest to me than magic in general.

Bond: I will become an archmage and understand all that there is to know about gravity's connection to magic.

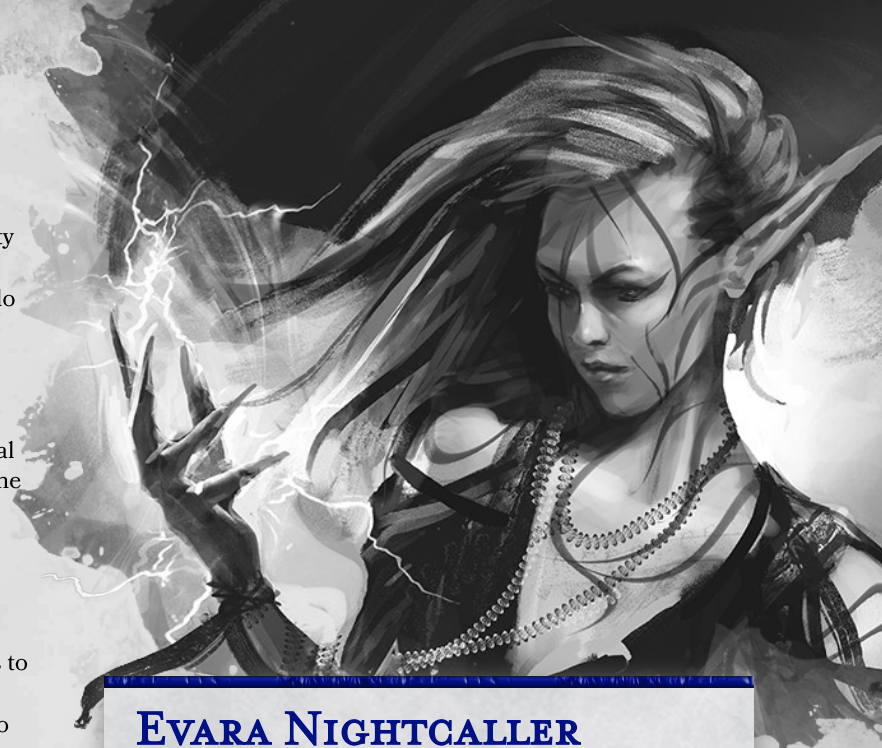
Flaw: I tend to forget information about people easily because I am more focused on my work.

QUEST HOOK: A GRAVITATIONAL ANOMALY

Evara employs the party to help her study a floating island that has risen from the sea near the coast of a major city. The island itself seems to have several different types of gravity on it, and it is inhabited by an elemental construct that was created to guard its unique treasure many centuries ago.

QUEST HOOK: EQUAL AND OPPOSITE REACTION

Evara discovers a gravitational anomaly that will impact a small town. Evara asks for help from the party in convincing the town to evacuate before the anomaly grows worse and people begin to be catapulted into the sky.



EVARA NIGHTCALLER

Medium Humanoid (Elf, Wizard), Neutral

Armor Class 12 (15 with *mage armor*)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	18 (+4)	13 (+1)	12 (+1)

Saving Throws Int +6, Wis +3

Skills Arcana +6, Investigation +6

Senses passive Perception 11

Languages Common, Elvish, Primordial

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

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

Actions

Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 4 (1d4 + 2) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Geomancy. Melee or Ranged Spell Attack: +6 to hit, range 180 ft., one target. **Hit:** 18 (4d8) bludgeoning damage. The target must succeed at a DC 14 Constitution saving throw or be restrained until the end of Evara's next turn.

Spellcasting. Evara casts one of the following spells, without requiring material components and using Intelligence as the spellcasting ability (spell save DC 14):

At will: *mage hand*, *message*, *prestidigitation*
3/day each: *detect magic*, *mage armor*, *levitate*
1/day each: *sending*, *stone shape*



FALSCREY OF THE CIRCLE

A DRUID SPECIALIZING IN HEALING (HE/HIM)

Falscrey grew up in a warband that pillaged as it migrated across the realm. Falscrey was left for dead by the warband when Falscrey became deathly ill. Falscrey was a child, and his cries of pain and abandonment were heard by a unicorn. The unicorn nursed Falscrey back to health. When Falscrey asked the unicorn what he could do to repay the kindness, the unicorn showed Falscrey the magic of healing.

Falscrey wandered the forest where he had been abandoned until he came across a circle of druids who venerated the unicorn that had saved him. Falscrey was hesitant to join the circle at first, but Falscrey joined them after seeing that they healed those who needed it without asking for anything in return. Falscrey was reminded of the unicorn, and Falscrey felt it was right to repay his debt by his learning to heal.

An Unlikely Druid. Falscrey never had any magical aptitude before joining the circle. It took Falscrey years to learn the most basic tenets of healing magic. However, Falscrey refused to give up, and Falscrey eventually learned to save lives just as his life had been saved.

Lover of Animals. While Falscrey will never judge a patient, Falscrey prefers to heal animals over humanoids. Falscrey has several animals he tends to on a regular basis, and Falscrey considers those animals to be his best friends.

FALSCREY OF THE CIRCLE

Small Humanoid (Goblin, Druid), Chaotic Neutral

Armor Class 14 (hide)

Hit Points 52 (15d6)

Speed 30 ft.

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

Saving Throws Int +2, Wis +4

Skills Animal Handling +4, Medicine +4

Senses passive Perception 10

Languages Common, Druidic, Goblin

Challenge 2 (450 XP) **Proficiency Bonus** +2

Special Equipment. Falscrey carries 2 *potions of healing*.

Actions

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

Wild Bolt. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 10 (3d6) bludgeoning damage.

Spellcasting. Falscrey casts one of the following spells, without requiring material components and using Wisdom as the spellcasting ability (spell save DC 12):

At will: *druidcraft, guidance*

3/day each: *animal friendship, cure wounds, speak with animals*

1/day each: *animal messenger, lesser restoration, speak with plants*

Bonus Actions

Nimble Escape. Falscrey takes either the Disengage or Hide action.

BACKGROUND: SAVED BY THE WILD

Falscrey's life direction was determined when he was left behind by his warband to be saved by a unicorn.

Personality Trait: I do what I can to take care of others, even if I don't enjoy their company. Healing people quickly means they can get out of my hair more quickly.

Ideal: I like to be around animals whenever possible. They're preferable to people.

Bond: My life was saved by healing magic, so I will do what I can to repay that.

Flaw: You want bedside manner? That'll cost you extra.

QUEST HOOK: TIME OF NEED

Falscrey requires an escort to get to an area where a plague is spreading. Falscrey plans to offer medical services and attempt to cure the plague. If the party joins Falscrey as an escort, they can discover the source of the plague is a spring with an underground source within the Outer Planes.

QUEST HOOK: A LINGERING INJURY

Falscrey asks for help finding specific ingredients when the unicorn that saved his life comes forward with an injury of a fiendish nature. The only way to cure the unicorn's injury is to gather ingredients from the Outer Planes.

QUEST HOOK: HEALING AN OLD WOUND

Falscrey's old warband has suffered major casualties after a conflict. A new leader wants to turn the warband in a more peaceful direction but requires Falscrey's help to heal the band. The party must choose whether to convince Falscrey to help or turn his back on the old warband.

FERRE STONEBLADE

A GREAT SMITH FROM THE NORTH (HE/HIM)

Ferre honed his craft over two decades, working with the greatest orc, dwarven, and elven smiths to become a master of crafting arms and armor. Unlike other smiths, Ferre enjoys working primarily with bones, and many of his dragonbone weapons are more powerful than iron or steel.

Ferre believes weapons should be used as a deterrent for conflict, and Ferre has refused to make weapons for any military organization. Ferre prefers to have conversations with prospective clients, getting a feel for who each client is before making them a suitable and usually unique weapon.

For his most promising clients, Ferre has set up services with several enchanters, building enchantments directly into the weapon or armor itself as opposed to enchanting weapons after they've already been created. The effect on his work is the armor and weapons are harder to dispel than standard magical items.

Good Soul. Ferre refuses to make arms and armor for people that Ferre believes might misuse them. Ferre has turned down jobs that would have made him rich on a feeling that the prospective client was not someone that Ferre would trust with his work.

Master of His Craft. Ferre's weapons are more powerful than basic magical weapons before they are even enchanted. Ferre has made swords that cut more easily into vital areas, hammers that can sunder an opponent's armor with a hit, and arrows capable of killing a target in a single blow.

BACKGROUND: ECLECTIC BACKGROUND

Ferre studied under five master smiths for a total of twenty years, honing his craft.

Personality Trait: I have a responsibility not only to create the best weapons and armor I can but to make sure they go to just individuals. I know what is in a person's heart, even after a short conversation.

Ideal: Weapons and armor are meant to be deterrents to conflict, not tools of carnage.

Bond: I will only make weapons for individuals that I deem worthy of my work.

Flaw: I often come off as an angry individual, despite the fact that I enjoy the company of others.

QUEST HOOK: A ROGUE WEAPON

Ferre hires the party to track down one of his weapons after Ferre discovers that the weapon was taken from its owner's corpse. The weapon is now in the hands of a demon that wants nothing more than to sully the reputation of Ferre's weapons. The demon was banished for several years by one of Ferre's weapons and now holds a grudge.

QUEST HOOK: THE NEXT GENERATION

Ferre hosts a smithing tournament, where the winner will become Ferre's apprentice. People and entities from across the multiverse come to compete in the tournament, including evil entities that hope to tip the balance of power in the multiverse with Ferre's mentorship.



FERRE STONEBLADE

Medium Humanoid (Human), Lawful Good

Armor Class 16 (scale mail, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	12 (+1)	14 (+2)	13 (+1)

Saving Throws Str +5, Dex +3

Skills Athletics +5, Insight +5, Perception +5

Damage Resistances fire

Senses passive Perception 15

Languages Common, Giant

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Master Smith. Ferre has advantage on any skill check when he is crafting something.

Actions

Multiattack. Ferre makes two Battleaxe attacks or two Handaxe attacks.

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

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

Bellows of Fire (Recharge 4-6). Ferre compresses his bellows, creating a savage flame. Each creature of Ferre's choice within 30 feet that Ferre can see must make a DC 14 Dexterity saving throw, taking 49 (14d6) fire damage on a failed save, or half as much damage on a successful one.



FORENZ STONETUSK

Medium Humanoid (Half-Orc, Sorcerer), Chaotic Neutral

Armor Class 12 (15 with *mage armor*)
Hit Points 71 (13d8 + 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	11 (+0)	10 (+0)	17 (+3)

Saving Throws Con +3, Cha +5
Skills Arcana +2, Insight +2, Performance +5
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Relentless Endurance (1/day). When Forenz is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead.

Speak with Reptiles. Forenz can verbally communicate with reptiles. The knowledge and awareness of reptiles is limited by their intelligence.

Actions

Venom Ray. Ranged Spell Attack: +5 to hit, range 60 ft., one creature. *Hit:* 24 (7d6) acid damage.

Spellcasting. Forenz casts one of the following spells, without requiring material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *dancing lights, mage hand, minor illusion*
3/day each: *detect magic, disguise self, mage armor, silent image*
1/day each: *enhance ability, invisibility*

Bonus Actions

Misty Step (1/day). Forenz teleports up to 30 feet to an unoccupied space that he can see.

FORENZ STONETUSK

A SORCEROUS SNAKE CHARMER (HE/HIM)

Forenz displayed an ability to speak to reptiles at a young age, able to speak to them without the use of any arcane energy. Forenz found that his favorite company was that of the snake. While Forenz didn't have a religious affinity for snakes, Forenz did find himself enamored by the spiritual nature of his favorite legless reptiles.

In snakes, Forenz found an idea of rebirth and leaving the cares of life behind himself. Forenz's spiritual pursuits have led him to be a happy person. Forenz spends his days either performing or enjoying the quiet of nature. If Forenz isn't performing, Forenz can often be found in a grove near wherever his performances take him.

Forenz does not have ambitions outside of living his life as he sees fit. Forenz prefers not to get involved in any conflicts, despite the fact that he is capable of defending himself. If it comes down to it, Forenz will fight when necessary, but he avoids physical confrontation whenever possible.

An Experienced Entertainer. Forenz has performed for years in many major cities as well as small towns. His act is a combination of snake charming and comedy, which makes him popular with a variety of people. Forenz prefers taking his act to smaller places whenever possible, and he often thinks of people he has seen multiple times at his shows as friends.

Escaping a Dark Past. Forenz doesn't talk about his family life much. If pressed, Forenz will tell anyone who asks that he didn't have a good home life. The truth is Forenz got away from his family with the help of one of his venomous pets after the pet killed his abusive father.

BACKGROUND: PERFORMER

Forenz got away from his family at a young age, and he used his ability to speak to snakes to create a successful career as a performer.

Personality Trait: I enjoy the company of others, but I don't like getting close to people. I believe in leaving my past behind me, like shedding a skin.

Ideal: The roar of applause and laughter is what I live my life for every day.

Bond: I never leave an audience until I've put a smile on everyone's face.

Flaw: I am unable to tell when people dislike me, and I often treat people as close friends when they don't even like me.

QUEST HOOK: A MASS EXODUS

Forenz contacts the party for help when all of his snakes go missing. The mystery deepens when the party discovers that all reptiles have gone missing from the surrounding area. The culprit is a naga ritual, which is gathering energy for a grand spell.

QUEST HOOK: PERFORMANCE FOR A LIFETIME

An archfey traps Forenz and his audience in a time loop when they find Forenz's jokes less than funny. The party was in the audience, and they must help find a way to entertain the archfey in order to break the time loop.

FURY TORNPATH

AN UNPLEASANT TAVERN PATRON (HE/HIM)

Fury lives life in between shifts at a local mine. These back-breaking periods of labor are enough for Fury to make a living, but not a lot more. Fury finds solace whenever he can, smashing glasses or chairs over people in tavern brawls. Most of Fury's life is a cycle between when he is allowed back into certain taverns, only to be kicked out weeks or months later when he is involved in another major fight.

Fury doesn't have a lot of goals in life. Fury was raised to think that labor was the only path forward for him. If Fury was capable of channeling his anger into something else, it's possible that Fury could make a decent living as an adventurer. Fury lacks the imagination to make such a possibility happen.

When Fury isn't in the mines or popping off at a tavern, Fury spends his time in quiet solitude. Fury has no aspirations to bring a family into the world he lives in, and he has no interest in other people outside of violence. Fury lives his life one shift at a time, waiting for something unexpected to change his life.

A Miserable Person. Fury is not a happy person. Fury often asks himself what the point of his life is. If Fury were to find a purpose in life, though, Fury would still be as miserable as Fury is today. When Fury receives kindness from strangers, Fury will either shrug off the gesture or respond with active malice.

A Powerful Miner. While Fury would never discuss his job with pride, Fury is respected among his co-workers. The reason that Fury gets accepted back into taverns months after he has been kicked out is that his bosses will often pay for the damages to make sure that Fury has whatever outlets he needs to get his mining job done.

BACKGROUND: MINER

Fury has worked in the local mines for over a decade, ever since he was allowed to take up a pickax.

Personality Trait: I don't see much point in talking when I have perfectly good hands to hit people with. I don't find happiness in the company of others.

Ideal: I like to fight, and I feel restless after a long day's work.

Bond: I will fight whenever I feel like it, and nobody is going to stop me.

Flaw: I don't see a point in kindness. We're all taking advantage of each other anyway.

QUEST HOOK: A BRAWL TO REMEMBER

Fury starts a fight with one of the party members during a night of drinking in a tavern. When the fight is over, win or loss, time loops back on itself to the point just before Fury started the brawl. The entire situation is orchestrated by a living ancestor of Fury who wants their descendant to rethink their life.

QUEST HOOK: A MINING COLLAPSE

Fury is the only miner to make it out alive when the local mine collapses. Fury's boss hires the party to figure out what happened, and Fury is offered as a guide to the mining tunnels. The culprit of the collapse is a rampaging bulette.



FURY TORNPATH

Medium Humanoid (Tiefling), Chaotic Evil

Armor Class 14 (hide)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	10 (+0)	9 (-1)	10 (+0)

Saving Throws Str +5, Con +4

Skills Athletics +5, Intimidation +2

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 9

Languages Common, Infernal

Challenge 3 (700 XP) **Proficiency Bonus** +2

Danger Sense. Fury has advantage on Dexterity saving throws against effects that he can see, such as traps and spells. To gain this benefit, Fury can't be blinded, deafened, or incapacitated.

Dark One's Blessing. When Fury makes a saving throw, it can add a d10 to the roll. He can do this after the roll is made but before any of the roll's effects occur.

Actions

Multiattack. Fury makes two Maul or Sling attacks.

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

Sling. *Ranged Weapon Attack:* +2 to hit, range 30/120 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

GALFEN EVENSOU

A POWERFUL FORCE SPECIALIST (HE/HIM)

Galfen studied magic in some of the premier universities in the realm. Galfen was capable of using magic from a young age, gifted the ability by a celestial bloodline. However, Galfen was not content with the magic that he learned naturally. Galfen wanted to understand the nature of arcane magic, in particular, magic that had no elemental force.

From a young age, Galfen was capable of telekinesis. Galfen studied the connections between bloodlines and magic to see if his ancestry had given him the gift. Galfen discovered that other influences on his bloodline might have been responsible for his telekinetic abilities.

Galfen now focuses his studies on these other aspects of his bloodline. Galfen hopes to find if there can be multiple portions of one's ancestry that can influence magical ability. While Galfen enjoys these studies, he also spends time honing his craft as a force magic specialist.

A Master of Force Magic. As a result of an aberrational ancestry, Galfen has an incredible grasp of force magic. Galfen has worked hard to build on the grasp he already possesses. Galfen enjoys the study of force magic almost as much as he enjoys studying how lineages affect magic, so it is likely his power will only increase from here.

Magically Transitioned. Galfen was born as a feminine-presenting child. Galfen felt like he was a boy, so he transitioned to presenting as masculine using a combination of herbal remedies and magic after he became an adult. This process was considered a natural part of growing up in his society. Galfen doesn't talk about his experiences much, but Galfen is more likely to stand up for others if they are not considered normal by their peers.

BACKGROUND: DUAL ANCESTRIES

Galfen always knew that he had ties to celestials, but he also discovered aberrational ancestors in his bloodline.

Personality Trait: I study magic in hopes of making lives better for people through understanding. I am always willing to stand up for people who are different.

Ideal: Knowledge isn't good in and of itself; knowledge is good, because of what you can do with it.

Bond: I will do what I can to make life better for everyone.

Flaw: I have a tendency to pick the most difficult solution to a problem, even when simpler options are available.

QUEST HOOK: USING THE FORCE

Galfen is available to mentor spellcasters interested in using force magic. If Galfen is approached to be a mentor, Galfen can teach force magic over a long period of time in exchange for help in his studies, including gathering ingredients, preparing rituals, and helping people in need.

QUEST HOOK: CONTACTING ANCESTORS

Galfen discovers that his aberrational ancestor is still alive. Knowing the risks, Galfen puts together an expedition to get closer to, study, and possibly make contact with his ancestor. The only issue is Galfen's ancestor is asleep. If Galfen's ancestor is awakened, it could lead to cataclysmic events.

GALFEN EVENSOU

Medium Humanoid (Elf, Sorcerer), Chaotic Good

Armor Class 14 (17 with *mage armor*)

Hit Points 137 (25d8 + 25)

Speed 30 ft.

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

Saving Throws Str +1, Dex +4, Con +6, Int +3, Wis +2, Cha +9

Skills Arcana +6, Persuasion +8

Senses darkvision 60 ft., passive Perception 11

Languages Celestial, Common, Draconic, Elvish
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Fey Ancestry. Galfen has advantage on saving throws against being charmed, and magic can't put him to sleep.

Special Equipment. Galfen wears a *cloak of protection* and has a *chime of opening*.

Actions

Multiattack. Galfen uses Force Bullet twice.

Force Bullet. Ranged Spell Attack: +8 to hit, range 120 ft., one target. **Hit:** 22 (5d8) force damage.

Force Wave (1/day). Galfen unleashes a wave of pure magical energy in a 60-foot radius centered on him. Each creature in that area must make a DC 16 Constitution saving throw. On a failed save, the creature takes 55 (10d10) force damage and is pushed 30 feet away from Galfen and knocked prone. On a successful save, it takes half as much damage and isn't pushed.

Spellcasting. Galfen casts one of the following spells, without requiring material components and using Charisma as the spellcasting ability (spell save DC 16):

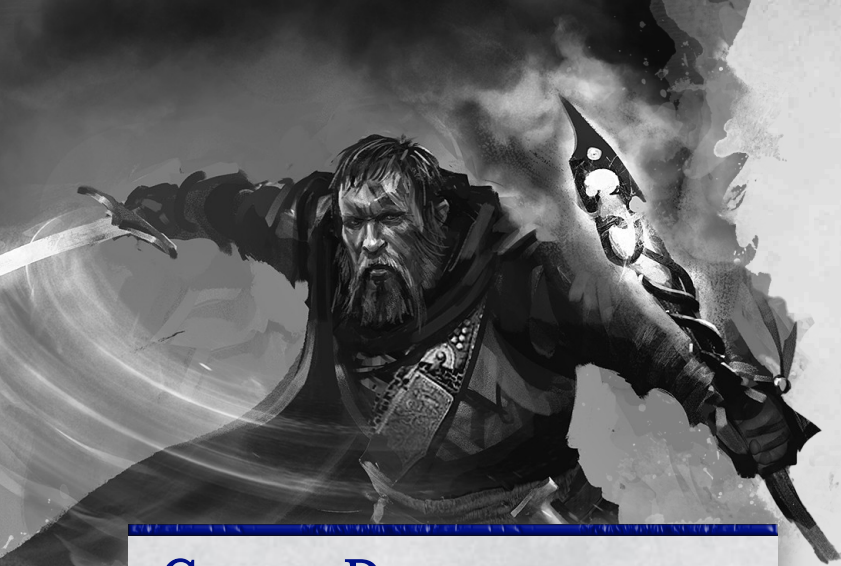
At will: *dancing lights*, *mage hand*, *prestidigitation*
3/day each: *comprehend languages*, *detect magic*,
hold person, *levitate*, *mage armor*

1/day each: *dimension door*, *dispel magic*, *hold monster*, *slow*

Reactions

Feather Fall (1/day). Galfen chooses up to five falling creatures within 60 feet that he can see. Each falling creature's rate of descent slows to 60 feet per round for 1 minute. If the creature lands before 1 minute has passed, it takes no falling damage and can land on its feet, and the effect ends for that creature.





GODRIC DIRK

Medium Humanoid (Human, Cleric), Lawful Neutral

Armor Class 16 (chain mail)

Hit Points 117 (18d8 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	13 (+1)	14 (+2)	11 (+0)

Saving Throws Wis +5, Cha +3

Skills Medicine +5, Religion +4

Senses passive Perception 12

Languages Celestial, Common

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Healing Voice. Godric has advantage on Charisma (Persuasion) checks when he is attempting to stop hostile actions.

Actions

Multiattack. Godric makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 9 (2d8) radiant damage.

Healing Song (Recharges after a Short or Long Rest). Godric hums a melody from his youth, restoring life to those around him. Godric chooses up to 6 creatures within 30 feet that he can see, which can include himself. Each target regains 20 (4d8 + 2) hit points. Godric can't use this action on an undead or a construct.

Spellcasting. Godric casts one of the following spells, without requiring material components and using Wisdom as the spellcasting ability (spell save DC 13):

At will: *guidance, light, spare the dying*

3/day each: *bless, detect evil and good, detect magic, purify food and drink*

1/day each: *create food and water, lesser restoration, protection from energy*

GODRIC DIRK

A BRAVE SOUL IN THE DARKNESS (HE/HIM)

Godric lived his early years in a plane where there was no joy, in a prison for a dark entity. Godric was just another person in that place, and Godric questioned if he had a soul or if he was merely a tool for providing torment to the dark entity. Godric escaped that plane in his early adulthood, and Godric discovered the world beyond that dark plane.

Godric smiled for the first time when he saw the sun of the realm. The smile didn't last though, because the mists of his dark home followed Godric to his new home. Whether those mists were in Godric's dreams or if Godric found the mists on late-night walks, Godric always found them. The mists call to Galfen, but Godric has focused his life on being a light in the darkness.

Godric wanders the realm now, searching for ways to bring light into dark spaces. Godric still dreams of his dark home, but those dreams drive his passion now. Godric hopes to never go back to that dark plane, but Godric is ready if the plane comes calling.

A Follower of the Light. Rather than worshiping a specific deity, Godric believes in light as a positive force in the world. Godric does not force his views on anyone, but Godric is always willing to speak of the light if someone offers him the opportunity.

A Regimented Person. Godric's mind is sometimes clouded by images of his past. In those moments, Godric focuses on a regimented lifestyle to keep his focus. Routine allows Godric to fight the mist as it encroaches on his thoughts.

BACKGROUND: BORN ON ANOTHER PLANE

Godric spent his childhood in a dark planar prison, and memories of that place still shape him.

Personality Trait: I know what's in the dark, and I know how to fight it. I use a daily routine to help regiment my mind by regimenting my actions.

Ideal: The light allows me to fight the darkness, no matter what form the darkness takes.

Bond: My life has been a fight against the darkness of the mists, and I will not lose.

Flaw: Though I put up a brave front, I do still fear the mists.

QUEST HOOK: THE MIST

A small town is surrounded by a perpetual fog for over a month. After a few weeks, undead start regularly coming out of the fog. Godric does what he can to fight off the undead, but needs help as the mists threaten greater hordes of undead.

QUEST HOOK: HEART OF DARKNESS

Confronted with awful choices during a major military conflict, Godric is forced to take the lives of others. The mists come calling for Godric, threatening to absorb Godric into his own dark prison. Godric seeks out the help of the party to atone for his sins before he dies, trying to avoid his mist-filled fate.

GUSTAS SPEARHAND

A MONSTROUS GUARD WITH A HEART (HE/HIM)

Goblins are not a common sight in most settlements, but Gustas Spearhand has been a fixture of his small town for several years now. Before he served as a town guard, Gustas was a rank and file member of a goblinoid warband. He was captured in a raid gone wrong, his leg injured to the point that he still walks with a broken gait. Gustas still walks with a cane, holding it in his offhand instead of a shield, like other guards.

Gustas was nursed back to health by a young woman named Liza in the town. Liza taught him how to speak Common, and they eventually fell in love. Gustas promised to protect Liza's town with his life. Gustas and Liza have yet to have any children, but they say they plan to one day.

At this point, Gustas is focused on the goal of one day becoming a captain of the town watch, while Liza wants to open an inn in town. Gustas does what he can to fulfill her dream while still working toward his own. He has turned down several offered military commissions to stay close to the woman that has become the love of his life.

Strong and Quiet Type. Gustas says few words, but he chooses his words carefully, speaking slowly to choose his words as he talks. When Gustas is not speaking, he is focused on watching his surroundings, making sure that nothing threatens his home.

Dedicated to His New Life. Gustas makes no secret of the fact that he loves Liza. They plan to get married as soon as they have enough coin to start their own business together. Gustas speaks of the inn that Liza hopes to open with fondness, despite the fact that it may be years before they will be able to afford the dream.

BACKGROUND: TOWN GUARD

Gustas has worked for the town watch for almost five years, and he is respected for his dedication to the job.

Personality Trait: I prefer to focus on listening when I can because danger doesn't stop when I stop to speak to someone. I am comfortable in my life and goals.

Ideal: I believe that this life is better than the one I left, and it is certainly less violent.

Bond: Hard work will lead me to both accomplishing my goals and helping Liza accomplish her goals.

Flaw: I am overly cautious when it comes to people I don't know because anyone could be trouble for my town.

QUEST HOOK: THE PAST COMES BACK

Gustas seeks out the party to help him because Liza has been abducted by his old warband. He offers to guide the group to the places he used to know, but he wants no lasting harm to come to the warband, hoping that a peaceful return of Liza will be the last he hears from them.

QUEST HOOK: A SMALL TOWN MURDER

Gustas is forced to look for help from the outside when something doesn't sit right with him about a murder committed within his town. It turns out that the captain of the watch may be involved, and he does not know who to trust.



GUSTAS SPEARHAND

Small Humanoid (Goblin), Lawful Neutral

Armor Class 15 (scale mail)

Hit Points 33 (6d6 + 12)

Speed 30 ft.

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

Saving Throws Str +4, Con +4

Skills Intimidation +1, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 1 (200 XP) **Proficiency Bonus** +2

A Guard's Intuition. Gustas has advantage on Wisdom (Insight) checks.

Actions

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

Bonus Actions

Nimble Escape. Gustas takes either the Disengage or Hide action.



GUSTAV ARMANUS

AN ADVENTURER TURNED INNKEEPER (HE/HIM)

Gustav never amounted to much as an adventurer. Gustav's journeys didn't lead him to grand treasures, and Gustav couldn't save any ancient artifacts. Still, Gustav stayed alive to an old age, and he counts himself lucky for that at least. Now Gustav spends his days trading stories with regulars at his inn, offering free drinks to those with truly incredible tales to tell.

Gustav didn't marry or have children. Gustav chose to focus his life on travel instead, and Gustav has no regrets about that. While Gustav doesn't have a great amount of wealth from his journeys, Gustav does have a large amount of knowledge about many places that other people have never seen with their eyes.

Gustav is more guarded about some of his stories than others, but if a sufficient tale is told around him, Gustav even has stories of journeying to the Elemental Planes. It takes a pretty astounding tale for Gustav to break these stories out, but Gustav will often chuckle if someone seems proud of their local exploits around him.

A Wanderer by Trade. Gustav may not have been to every little town in the realm, but Gustav has spent at least some time in every major city and even time on the Elemental Planes. There's nothing Gustav enjoys more than trading tales of these exploits, but Gustav will only tell his stories in response to hearing a good tale from someone in his inn.

Helpful by Nature. If anyone staying at his inn asks for information, Gustav is always willing to share tips, tricks of the trade, or even something as simple as directions with those that are striking out on their own. Gustav will often point to his scarred-over eye as a warning for would-be adventurers, especially if Gustav thinks they might not be ready for their proposed journeys.

BACKGROUND: RETIRED ADVENTURER

Gustav would say that he has had his fun already when it comes to seeing the world.

Personality Trait: I love trading tales with young adventurers whenever possible. I see my advice as part of the service I offer as an innkeeper.

Ideal: I have enjoyed my time in the sun, but I enjoy reliving those times whenever I get the chance.

Bond: Taking the time to tell a good story or listen to one is time well spent.

Flaw: I am a bit forgetful. Sometimes the details of my stories change, and I can't remember the original event.

QUEST HOOK: IT USED TO BE AROUND HERE

Gustav offers the party a story of an old tomb Gustav used to remember the directions to. The directions that Gustav gives lead to a goblin encampment, but Gustav will get the directions right if the party asks a second time, right?

QUEST HOOK: A GOOD STORY

Gustav offers a free night at the inn for the best story of the evening. It is up to the party if they would like to take part in this contest of tales or not.

GUSTAV ARMANUS

Medium Humanoid (Human), Neutral Good

Armor Class 13 (leather)

Hit Points 31 (7d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	10 (+0)	13 (+1)	14 (+2)	12 (+1)

Saving Throws Int +3, Wis +4

Skills History +3, Insight +4, Nature +3, Survival +4

Senses passive Perception 12

Languages Common, Dwarvish, Elvish, Gnomish

Challenge 1 (200 XP) **Proficiency Bonus** +2

Well Traveled. Gustav has advantage on Intelligence and Wisdom checks when discussing travel and/or giving directions.

Actions

Multiattack. Gustav makes two Dagger attacks.

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

HANARA WINDBORN

A RANK-AND-FILE SOLDIER (SHE/THEY)

Hanara was born into a family of soldiers. Hanara's father didn't want her to continue the family tradition after he was injured in a conflict with little purpose, but Hanara felt that she had no choice in her path. Hanara wanted to protect people, and joining the military was the best way to do that in her mind.

Hanara's first major conflict came between her own human kingdom and that of elves. Hanara killed for the first time during that conflict, and the light leaving the young man's eyes as he died has never left her. Hanara continues to follow orders, but she no longer wants a career in the military. At this point, Hanara is weighing her options for when her contract ends.

Skilled Soldier. Hanara is one of the most capable soldiers at her rank in her military. Hanara uses a pike like most of those who fight alongside her, but Hanara also learned to be proficient with a mace when she saw the use of undead on the battlefield.

Dreaming of a Future. Depending on the day, Hanara often has different dreams as to what she will do when her contract is up with the military. Hanara has thought she might buy a mountain inn somewhere, that she might purchase a plot of land for farming, or that she might buy a ship of her own to set sail on.

BACKGROUND: MILITARY

When Hanara was growing up, military life seemed like the right path, but Hanara didn't feel comfortable taking someone else's life.

Personality Trait: I respect the people around me, but military life just isn't for me. I often crack jokes at times others consider inappropriate.

Ideal: War isn't something to be fought over simple ideals, and those in power aren't good at deciding what to fight over.

Bond: My background has taught me the most important thing about being a soldier is not leaving someone behind.

Flaw: I don't have any respect for people who can't handle themselves in a fight.

QUEST HOOK: ON LEAVE

Hanara encounters the party in a tavern while she is on leave. Over drinks, Hanara discusses her plans for the future and her philosophy of conflict. A superior officer questions Hanara's dedication to her kingdom, and the party must decide whether they want to help Hanara out of the conflict or not.

QUEST HOOK: LOST ON THE FIELD

After a bloody conflict, Hanara's family hires the party to find Hanara when she is reported dead. The party will have to make their way through a war zone, and they will discover that Hanara is still alive, but Hanara's wounds make her unable to walk on her own.



HANARA WINDBORN

Medium Humanoid (Human), Lawful Neutral

Armor Class 17 (half plate)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Str +5, Con +5

Skills History +2, Perception +2, Survival +2

Senses passive Perception 12

Languages Common, Elvish

Challenge 3 (700 XP) **Proficiency Bonus** +2

Alert. Hanara has advantage on Wisdom (Perception) checks.

Actions

Multiattack. Hanara makes two Longsword or Pike attacks.

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

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



HILDA SUMMERCHILD

Medium Humanoid (Elf), Lawful Good

Armor Class 12
Hit Points 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	14 (+2)	12 (+1)	13 (+1)

Saving Throws Wis +3, Cha +3
Skills History +4, Insight +3, Religion +4
Senses darkvision 60 ft., passive Perception 11
Languages Common, Draconic, Dwarvish, Sylvan
Challenge 1 (200 XP) **Proficiency Bonus** +2

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

Queen's Knowledge. Hilda has advantage on Intelligence checks relating to her kingdom. If Hilda fails an Intelligence check relating to her kingdom, she can choose to succeed instead once per day.

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage when used with two hands.

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

Arcane Jolt (Recharge 4-6). *Ranged Spell Attack:* +3 to hit, range 120 ft., one target. *Hit:* 6 (1d8 + 2) force damage.

HILDA SUMMERCHILD

A NEW MONARCH DURING POLITICAL UNREST (SHE/HER)

When Hilda came to the throne, the country Hilda ruled was at the brink of civil war. It was known among top officials that Hilda's predecessor was assassinated, and it was speculated that was the case among even the common people. Hilda chose to focus on the fact that her predecessor was her sister, calming the bubbling pot of political tension.

Hilda proposed a period of national grieving for the former queen. Hilda planned to use this period of time to get the warring factions of the country behind closed doors to attempt to work out a deal. The opposing factions came to the table, but they nearly killed each other. One faction sought to sustain the noble line of the country, while the other faction wanted to dismantle the noble caste in favor of a democracy, one which favored the merchant class.

At the Brink of War. Despite Hilda's cherubic public image, Hilda is an intelligent and competent individual. Hilda knows that if the horns of war sound within her country, it will be because her own head rolls. Hilda cares less about preserving her own life at this point than preventing bloodshed among her people.

Complex Politics. Hilda's country is divided because the nobles currently in power want to maintain the status quo and the merchant class wants to shift the balance of power toward those with economical means.

BACKGROUND: MONARCH

Hilda spent her young life being prepared to take the throne if her sister died.

Personality Trait: I am the queen, and my word is law until my dying breath. I am responsible for this country and its people, whether they are noble, common, or merchant.

Ideal: The people deserve a country that works for them, not a bunch of children warring over power.

Bond: I will bring these factions together if it is the last thing I do.

Flaw: I have not allowed myself to grieve the death of my sister, and I fear I may display emotion in public as a result.

QUEST HOOK: A NOBLE THOUGHT

A noble faction leader offers a public summit between the factions. The party is hired for security. The party must foil two assassination plots, both carried out by the same arms merchant but directed at targets in both factions. Hilda promises to attend the summit.

QUEST HOOK: ANCIENT WISDOM

Hilda hires the party as outside agents to obtain an old manuscript detailing why nobles were given their titles at the dawn of the country. The noble faction will work against the party, hoping to keep people in the dark about the past.

QUEST HOOK: CIVIL WAR

The factions start an open conflict. Hilda hires the party as unaffiliated guards during the conflict. The party must decide the best way to bring about the end of the open conflict.

HONOR TORRENT

A BRUTAL WATCH CAPTAIN (HE/HIM)

Honor grew up as an outsider to a noble family, an illegitimate child that knew his father was a noble. Honor's mother, Fortune, was a lady-in-waiting until Honor was born. Seeing the similarity between Honor and her husband, the lady of the house said that Fortune had to go. Honor and Fortune lived meager lives from that point on, and Honor remembered what his life was like into adulthood.

Honor became a member of the city guard soon after he reached adulthood, and Honor used his position to take out the anger of his youth on others. Honor learned just how far he was able to take it before getting in trouble, and Honor rose through the ranks of the watch as a result.

Honor's philosophy is simple: if he suspects someone of something, there must be some reason for it. Though Honor is a paranoid individual, he also notices things that would be missed by many others.

Believes Everyone Is Guilty of Something. Honor believes that everyone is guilty of some crime, no matter how small. When Honor has the chance to detain a potential criminal, Honor will always take the chance.

Vicious Combatant. When people resist arrest, Honor believes it is proof of guilt. Honor acts accordingly to that belief, and Honor will kill a suspect if that seems like a viable option.

BACKGROUND: ILLEGITIMATE

Honor's birth as an illegitimate child feeds into his beliefs that everyone is guilty of something.

Personality Trait: I know when someone is guilty of something, and I'm just looking for an opening. I'm not one for talking, but I do like interrogations.

Ideal: A dead criminal is a criminal that can no longer commit crimes.

Bond: I will keep the streets safe by eliminating each and every threat.

Flaw: I am paranoid enough to believe that everyone is truly guilty of some crime, no matter how petty.

QUEST HOOK: SUSPECT

Honor comes to arrest the party in a case of mistaken identity. If the party resists, Honor will fight them to the death. If the party doesn't resist, they will discover an ally in prison that hopes to help them escape with their lives intact. Their new ally, a grotesque bugbear named Lyle, knows who framed the party, and Lyle is willing to help the party evade Honor to get to their real enemy, a beholder crime boss.

QUEST HOOK: BOUNTY

Honor is suspected of murder, a believable suspicion. The party is offered a bounty for Honor's capture. However, they discover proof that Honor was possessed at the time of the murder. It is up to the party if they want to continue to go after Honor, or if they want to seek out the creature that possessed him.



HONOR TORRENT

Medium Humanoid (Tiefling), Lawful Evil

Armor Class 17 (half plate, shield)

Hit Points 142 (19d8 + 57)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	17 (+3)	10 (+0)	13 (+1)	8 (-1)

Saving Throws Str +7, Con +6

Skills Athletics +7, Insight +4, Perception +4

Damage Resistances fire

Senses passive Perception 19

Languages Common, Draconic

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Always Watching. Honor has advantage on Wisdom (Insight) and Wisdom (Perception) checks. Honor also has a +5 bonus to his passive Wisdom (Perception) score.

Shield Master. While Honor is not incapacitated and has a shield in his hand, he gains advantage on all Dexterity saving throws against spells and spell-like effects.

Actions

Multiattack. Honor makes three Battleaxe attacks

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Reactions

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



HORUS WINTERHEART

A STUDENT OF THE PAST (HE/THEY)

Horus discovered a piece of ancient pottery while playing as a child. Ever since that moment, Horus has been an avid collector of things from the past, whether those things were physical objects or stories about ancient civilizations. Horus has traveled far around the known world in order to recover relics and information from civilizations far in the past, and he considers his work integral to the understanding that people have of the modern world.

Horus follows a code when it comes to his excavations, but Horus is willing to make exceptions to his own rules when it seems to be right for him. One example came when Horus discovered an ancient painting that had been stolen from a tribe of gnolls. Horus did everything he could to find the rightful owners, but it became clear that the gnolls had more interest in killing Horus than recovering their heirloom.

Concerned with Respecting Cultures. Horus believes the information he gets from his expeditions is worth as much as the cultural artifacts themselves. Because Horus recognizes the positive nature of keeping good diplomatic relations, Horus returns artifacts to their rightful owners whenever possible.

A Gregarious Introvert. While Horus often spends months or years at a time alone, Horus also enjoys the company of people. Whenever Horus has the opportunity, Horus treats learning about individuals with the same respect and reverence that he treats learning about the past.

BACKGROUND: EXCAVATOR

Horus has extensive experience in unearthing pieces of ancient civilizations.

Personality Trait: I like to be out there doing things as often as possible, but even I need a rest once in a while. A good drink in good company is a night well spent, especially if I can learn a thing or two.

Ideal: I think the world would be a better place if we tried to understand each other better.

Bond: Learning everything I can about the past is my ultimate goal.

Flaw: I often have trouble arguing for myself, because I am too focused on understanding the points of view of others.

QUEST HOOK: AN ANCIENT DISCOVERY

Horus has discovered a previously unknown tomb, but there are many undead inside. Horus wants to hire the party to not only defeat the undead but find out what happened to this ancient civilization. The tomb itself has been desecrated, and healing magic is ineffective within its walls.

QUEST HOOK: SOMETHING IS WRONG HERE

Horus found an ancient artifact, a small bowl with runic markings on it. When Horus returns to the surface, people start dying in Horus' vicinity. Horus finds himself unable to part with the bowl, so Horus seeks out the party to help him figure out the secret of the cursed bowl. What Horus does not know is that a fiend was trapped in the bowl centuries ago, and that fiend is lashing out at whatever is close.

HORUS WINTERHEART

Medium Humanoid (Dwarf), Chaotic Good

Armor Class 14 (studded leather)

Hit Points 72 (16d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	11 (+0)	10 (+0)	15 (+2)	8 (-1)

Saving Throws Str +4, Dex +5

Skills History +2, Perception +4, Survival +4

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Dwarvish, Sylvan

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

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

Student of History. Horus has advantage on Intelligence (History) checks. If Horus fails an Intelligence (History) check, he can choose to succeed instead once per day.

Actions

Multiattack. Horus makes two Greataxe attacks or two Longbow attacks.

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

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

INARIS OF THE THIRD EYE

A DIVINER AND A MONARCH (SHE/HER)

Inaris began life on the path to becoming a magical advisor to the king of a small country. However, when Inaris became an adult, she started to catch the king's eye. Inaris had no interest in the man, but the king offered her power in exchange for her hand in marriage. Soon after the wedding, the king fell ill and died.

Inaris believed there were forces behind her husband's death, and she was correct. People from within the country believed that she would make for an easy puppet to control on the throne. They found their gamble was a mistake.

Beloved in the eyes of her people as coming from common birth, Inaris became a popular ruler. Inaris implemented policies that allowed her subjects to prosper, and she tamped down the seedier side of her kingdom. Her ability to see in the future granted her an edge over her foes, and she continues to rule with a kind but firm hand.

A Just Ruler. Inaris knew that her best chance of avoiding her husband's fate was to bring to light the criminal element that had killed him. Through populist measures and an air of kind justice, Inaris became a popular monarch of her people.

A Capable Diviner. While Inaris does not practice divination as much as she used to, she is still capable of seeing into the future. The ability to see into the future has saved her life many times.

BACKGROUND: YOUNG RULER

Inaris became a monarch at a young age. Her life has been shaped by that experience.

Personality Trait: I did not want the crown, but I will do all the good I can with it. I contemplate my words for a long time to make sure that I say what I mean.

Ideal: The greatest good for the largest number of people is the true meaning of good.

Bond: I will not let those who killed my husband benefit from his death.

Flaw: I am slow to trust new people because I have experienced the worst people can be.

QUEST HOOK: UNDER A BAD SIGN

Inaris employs the party to discover what is behind the unseasonable weather in her country. The source of the trouble is an elemental, displaced from its home plane.

QUEST HOOK: THE GREATER GOOD

Inaris asks for help from the party in eliminating a rising thieves' guild in her country. Unknown to her, the guild has been on the rise due to a burgeoning lower class that has been created by her policies.

QUEST HOOK: EYES TO THE FUTURE

Inaris has foreseen her coming death, and she employs the party to help her prepare for the worst. It is up to the party if they want to attempt to stop Inaris from dying, or they could focus on her wishes, making sure that the country is in good hands after her death.



INARIS OF THE THIRD EYE

Medium Humanoid (Human, Wizard), Neutral Good

Armor Class 12

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	16 (+3)	12 (+1)	14 (+2)

Saving Throws Int +5, Wis +3

Skills Arcana +5, Insight +3

Senses passive Perception 11

Languages Common, Draconic

Challenge 2 (450 XP) **Proficiency Bonus** +2

Visions of the Future. Using a 1-minute ritual, Inaris can cast *augury* without material components.

Actions

Staff. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. **Hit:** 4 (1d8) bludgeoning damage plus 7 (2d6) thunder damage.

Voice of Authority (Recharge 6). Inaris releases sonic energy. Each creature within 30 feet of her must make a DC 13 Charisma saving throw, taking 9 (2d8) thunder damage on a failed save, and half as much on a successful one.

Spellcasting. Inaris casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 13):

At will: *detect magic*, *light*, *prestidigitation*

1/day each: *charm person*, *detect thoughts*, *protection from evil and good*, *see invisibility*

INDREK

A ONCE-FAILED CHAMPION (SHE/HER)

After Indrek failed her test with the Spider Queen, Indrek sought to reclaim her place as a champion of her queen.

Unlike most other driders, Indrek was capable of keeping her mental faculties, and Indrek used her mind to her advantage, continuing to make regular sacrifices to the Spider Queen.

Rather than returning to drow society, Indrek chose to consider her curse as an extended pilgrimage.

As years turned into decades and decades turned into centuries, Indrek found herself in possession of greater power than any drider before her. Indrek focused on becoming more like the great spider that she embodied rather than focusing on spellcasting, and Indrek was eventually rewarded for her work.

It was many centuries after her original trial, but Indrek returned to the Spider Queen's realm, and she succeeded in gaining her queen's favor. Indrek returned to the Material Plane as a respected being, and Indrek is now sought out for the wisdom of her journey. Indrek remains rotten to her core, but she enjoys the power she has over drow pilgrims that come to her seeking guidance.

Second Chance. Indrek is the only known drider in the realm to have received a second chance from the Spider Queen. It is not known why Indrek received her second chance, but Indrek believes it is because she became closer to her queen in the time she spent as a drider.

A Font of Wisdom. After Indrek's centuries-long ordeal, Indrek is considered a being of great wisdom among many drow. Indrek is not a ubiquitous figure in drow society, though, and sometimes her wisdom is spoken about in hushed corners of drow cities.

BACKGROUND: DRIDER

Indrek never speaks of her original failure that turned her into the monstrosity she is today.

Personality Trait: I am the Spider Queen's champion, and I will carry myself as such. I am always willing to offer wisdom for the right price.

Ideal: The Spider Queen gave me my power, and I thank her for it.

Bond: I shall forever be known as the Spider Queen's greatest champion.

Flaw: I am quick to anger, especially if anyone suggests that I am a failure.

QUEST HOOK: A SUBTERRANEAN PILGRIMAGE

The party is plagued by dreams of spiders and death. When they seek answers, they are guided deep below the surface to the realm of Indrek. If the party can survive the trials that Indrek puts before them, they might receive the answers they are looking for, but those answers will come at a cost.

QUEST HOOK: AN ABOMINATION'S BOUNTY

The party is approached by a drow that believes Indrek is responsible for many of the ills among her people. The drow offers compensation for the extermination of the drider, but she fails to mention just how powerful Indrek truly is.

INDREK

Large Monstrosity, Chaotic Evil

Armor Class 19 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	20 (+5)	15 (+2)	16 (+3)	14 (+2)

Saving Throws Dex + 8, Con + 9, Wis + 7

Skills Perception +7, Stealth +12

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Elvish, Undercommon

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

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

Spider Climb. Indrek can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check and ignores movement restrictions caused by webbing.

Actions

Multiaction. Indrek makes three Longsword or Longbow attacks. She can replace one of these attacks with a Bite attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) piercing damage plus 18 (4d8) poison damage.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 4 (1d8) poison damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 9 (2d8) poison damage.

Blight (1/Day). Necromantic energy washes over a creature of Indrek's choice within 30 feet, draining moisture and vitality from it. The target must make a DC 15 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. If Indrek targets a plant creature, the target makes the saving throw with disadvantage, and it takes 64 damage on a failed save, or 32 damage on a successful one.

Spellcasting. Indrek casts one of the following spells, without requiring material components and using Wisdom as the spellcasting ability (spell save DC 15):

At will: *dancing lights*

3/day each: *darkness*, *faerie fire*, *web*



IRINESSUS

A LIVING CAUTIONARY TALE (HE/HIM)

When Irinessus was alive, Irinessus was known as Fidius Bluecorn. Fidius was a minor magical scholar who believed that he was more respected among his peers than he actually was. Fidius was mocked behind closed doors for his lack of magical aptitude, and Fidius was told two decades into his studies as a magical researcher that his services would no longer be necessary.

Confronted with his failure, Fidius threw himself into personal studies. Fidius refused to leave his home, and Fidius eventually contracted a life-threatening infection in one of his legs. Fidius recovered, but the incident scared Fidius to his core, enough that Fidius believed the best solution for him was to avoid death altogether by becoming a lich.

Fidius failed to become a lich and Irinessus was the result. Irinessus is a creature plagued by the pain of his death in every moment. The pain and fear amplified by years have hardened into a hatred for the living. Irinessus works in quiet corners of the world, collecting his thoughts enough to cause great devastation.

Evil to His Core. Irinessus believes that the end of his suffering will come when he causes an equal amount of pain to mortals. His belief is wrong, but it is all that he has left to hold onto in his current state. Death and destruction are his only solace.

Incompetent. Irinessus is plagued by an inability to come up with plans fitting his desire for death and destruction. Many of his grand rituals fail because of missing ingredients. The only thing Irinessus can summon from the outer planes is poultry. Irinessus has been cursed with incompetence as part of his punishment for failing to ascend to lichdom.

BACKGROUND: FAILED LICH

It is unknown what went wrong with Fidius' attempt to become a lich, but Irinessus is the result.

Personality Trait: I am capable in combat, but nothing I plan seems to go quite right. I am a magical genius, I swear!

Ideal: Stop laughing! I can hear you snickering about me from here, and it's rude!

Bond: I will figure out where I went wrong once I am done destroying mortal life as we know it.

Flaw: I am completely incapable of destroying mortal life as we know it, but I am unwilling to accept that fact.

QUEST HOOK: A NOT SO BIG BAD EVIL

Irinessus appears in a major city to threaten its populace with his evil schemes. No one takes Irinessus seriously, but people begin to disappear in the night. The culprit is actually an ancient pseudo-deity in the form of a colossal snake, but Irinessus tries to take credit for the disappearances.

QUEST HOOK: IT'S THE END OF SOMETHING

Irinessus uses a leyline to make healing magic stop functioning within a large city. Irinessus has no idea what to do to capitalize on his success, but the city offers a great reward if magic can be restored before an injured council member dies.

IRINESSUS

Medium Undead (Wizard), Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	16 (+3)	17 (+3)	15 (+2)	16 (+3)

Saving Throws Con +7, Int +7, Wis +6

Skills Arcana +7, History +7, Perception +6

Damage Resistances cold, lightning, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Common, Deep Speech, Elvish, Sylvan

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Turn Resistance. Irinessus has advantage on saving throws against any effect that turns undead.

Actions

Paralyzing Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Icy Ray. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 14 (4d6) cold damage and 21 (6d6) necrotic damage.

Lightning Bolt (Recharge 6). A stroke of lightning blasts out from Irinessus in a 100-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 52 (15d6) lightning damage on a failed save, or half as much damage on a successful one.

Spellcasting. Irinessus casts one of the following spells, without requiring material components and using Intelligence as the spellcasting ability (spell save DC 14):

At will: *detect magic, mage hand, prestidigitation*

3/day each: *detect thoughts, dispel magic*

1/day each: *dimension door, mirror image*

Reactions

Shield (3/day). When he is hit by an attack, Irinessus protects himself with an invisible barrier of magical force. Until the start of his next turn, he gains a +5 bonus to AC, including against the triggering attack, and he takes no damage from magic missile.



JALICE WOODHEART

A DRUID THAT SPEAKS TO ELDER GODS (SHE/HER)

Jalice was born covered in a tar-like substance and never cried. Jalice's parents thought Jalice was stillborn until her hands moved. Jalice was raised in the same druidic tradition as the rest of her family, but Jalice was always different.

When one of Jalice's siblings fell ill, Jalice celebrated how close to death they came.

What Jalice's family did not know was that Jalice was born under the influence of an elder god, a great aberrational being that sought the eventual death of the universe. It is unknown why this elder being has an influence over Jalice, but the whispers of this ancient drive Jalice's actions. Jalice has never questioned this connection, and Jalice continues to celebrate death to this day.

Jalice's main druidic interests come in the natural death that surrounds us in the world. Fungus, scavengers, and corpses are more interesting to Jalice than anything else in the natural world. Studying death and things close to death within the natural world is Jalice's passion.

Conduit to Beyond the Stars. Jalice hears whispers of an ancient being. Some of those whispers are secrets of the universe that cause pain for Jalice to consider. Other whispers are directions or advice on actions to take, and Jalice always listens to the whispers.

Willing to Cause Death When Possible. When Jalice has no natural death to study, Jalice is willing to kill subjects to get data. Jalice has been known to slowly kill creatures and even people over weeks and months to get better data.

BACKGROUND: AN ELDRITCH BIRTH

Jalice was born under the influence of an elder god, and that has shaped her life.

Personality Trait: I hate to let a good corpse go to waste.

There's always so much to learn, but I sometimes get lost in the joy of working with my own hands.

Ideal: We will all die one day, and knowing more about death can bring us closer to accepting our fate.

Bond: I will know everything there is to know about death by the time the reaper comes knocking.

Flaw: I am nose blind to the smells of my experiments, and I often smell like my latest subject when I leave my lab.

QUEST HOOK: THE DEATH OF A DEITY

Jalice comes to the party when she learns from her whispers that a deity has died. Jalice offers the party due compensation to investigate the corpse of the god. The job is dangerous because of extraplanar scavengers that seek to gain power by feeding on the deity's corpse.

QUEST HOOK: A DEADLY PLOT

Jalice plans to use an eclipse to fuel a powerful spell, sucking the life energy out of a small city. A celestial comes to the party, asking for aid in stopping Jalice's scheme, but it will be difficult to stop Jalice and her extraplanar allies.

JALICE WOODHEART

Medium Humanoid (Half-Elf, Druid), Neutral Evil

Armor Class 15 (+1 hide)

Hit Points 255 (30d8 + 120)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	19 (+4)	12 (+1)	16 (+3)	13 (+1)

Saving Throws Dex +7, Int +5, Wis +7

Skills Arcana +5, Insight +7, Religion +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Deep Speech, Druidic, Elvish

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

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

Special Equipment. Jalice wears +1 hide and boots of elvenkind.

Boots of Elvenkind. Jalice's steps make no sound, regardless of the surface she moves across. Jalice has advantage on Dexterity (Stealth) checks that rely on moving silently.

Actions

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage when used with two hands, plus 35 (10d6) psychic damage.

Flaming Bolt. *Ranged Spell Attack:* +7 to hit, range 120 feet, one target. *Hit:* 35 (10d6) fire damage.

Psionic Cone (Recharge 5-6). Jalice expels psychic energy in a 20-foot cone. Each creature in that area must make a DC 15 Intelligence saving throw, taking 55 (10d10) psychic damage on a failed save, or half as much damage on a successful one.

Spellcasting. Jalice casts one of the following spells, without requiring material components and using Wisdom as the spellcasting ability (spell save DC 15):

At will: *druidcraft, guidance, resistance*

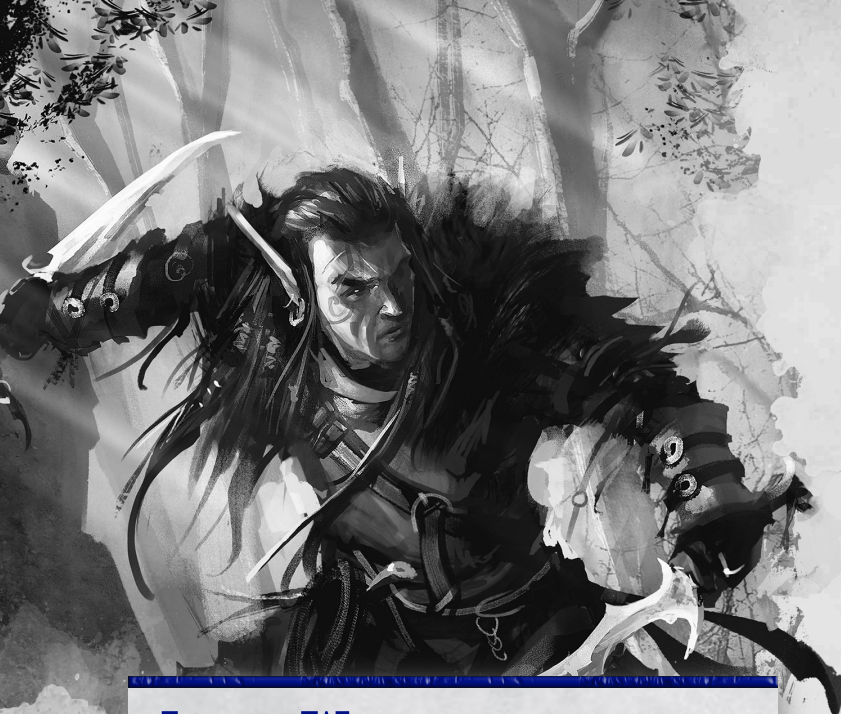
3/day each: *animal friendship, detect magic, enhance ability, fog cloud, protection from poison, speak with animals*

1/day each: *dispel magic, freedom of movement, locate creature, water breathing, water walk*

Bonus Actions

Dimensional Step (1/day). Jalice teleports up to 500 feet. If Jalice would arrive in a place already occupied by an object or a creature, Jalice takes 14 (4d6) force damage, and the action fails to teleport her.





JETTIS WILDSTEP

Medium Humanoid (Elf), Lawful Evil

Armor Class 17 (half plate)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	15 (+2)	10 (+0)	12 (+1)	13 (+1)

Saving Throws Wis +4, Cha +4
Skills History +3, Medicine +4, Religion +3
Senses darkvision 60 ft., passive Perception 12
Languages Elvish, Sylvan
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Fey Ancestry. Jettis has advantage on saving throws against being charmed, and magic can't put him to sleep.

Actions

Multiattack. Jettis makes three dagger attacks or makes one dagger attack and uses Frigid Stare once.

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 10 (3d6) cold damage.

Frigid Stare (Recharge 5-6). Jettis chooses a creature within 60 feet that he can see. That creature must make a DC 13 Constitution saving throw. On a failed save, the creature takes 28 (8d6) cold damage and is restrained for 1 minute. On a successful save, the creature takes half as much damage with no additional effects. A restrained creature can repeat the saving throw at the end of each turn, ending the effect on itself on a success.

JETTIS WILDSTEP

A FANATIC FOR THE NATURAL WORLD (HE/HIM)

Jettis no longer believes that he has a home. Jettis grew up in an elven enclave, living in harmony with nature. Before he reached adulthood, his home was destroyed by the backlash of errant magic from one of the enclave's non-elven residents. Jettis survived the blast due to being out on his first hunt, but his family was not as lucky.

Jettis blames civilization and magic for the loss of his home, and he does whatever he can to discourage civilization from expanding into natural areas. While his plight is understandable, his methods are grim. Jettis has no problem with killing anyone who stands in his way.

A Master of Swordplay. Jettis spent three decades after the destruction of his home, honing his swordplay in the wilds. The result of that training is someone who has the ability to follow through on any threats he makes.

A True Believer. Jettis believes wholeheartedly in his crusade against civilization and magic. Jettis was known to show magical aptitude as a child, but he never cultivated it further than the ability to use raw elemental energy to supplement his sword attacks.

Harsh Methods. Jettis values the natural world more than he values the lives of people. If Jettis has the opportunity, he will always trade the life of a person for the many lives supported by the natural world.

BACKGROUND: FANATIC

Jettis had his life upturned by a magical accident, and he still blames civilization for that loss.

Personality Trait: I value civilization as much as civilization valued me; I don't value civilization at all. I believe that magic is a dangerous force in the world.

Ideal: The natural parts of the world are the only thing good and beautiful about life.

Bond: I will stop the tide of civilization overrunning the natural world.

Flaw: I believe that no one can stop me on my path to saving the natural world, and often take for granted that people are capable of opposing me.

QUEST HOOK: ANGER BEYOND NATURE

Jettis accidentally opens a portal to another plane with his anger. The party must race to shut the portal before denizens from beyond threaten a small settlement.

QUEST HOOK: NATURAL SELECTION

Jettis has been captured by a local guild. Jettis knows the location of several hostages that his group has taken to stop a logging company from destroying a nearby forest. Jettis promises to give information to find the hostages only if he is set free. The party is employed as independent arbiters to decide the fate of both the hostages and Jettis himself.

QUEST HOOK: ENEMY OF MY ENEMY

Jettis offers the party a contract to help him destroy an archmage that is turning a lush forest into a desert to fuel cruel magical experiments.

JISVE MOONCROWN

AN APOCALYPTIC ANCESTRAL CHAMPION (SHE/HER)

Whispers pluck at the back of Jisve's neck, and those whispers have been there for as long as Insve can remember. Jisve finds it difficult to block out the whispers, so she prefers to be alone so that she can interpret their meaning. The whispers are in a dead language, but Jisve has worked to understand them her entire life.

When Jisve became an adult, she started to understand that the whispers were in a constant loop. Once Jisve understood the extent of the whispers, she began to translate them as best she could. Jisve's interpretations have all been incorrect, but has no way of knowing that.

Jisve believes that the whispers are telling her to cause a coming apocalypse. In reality, the whispers are messages from the past, warning against the apocalypse that Jisve is attempting to start.

Driven by Whispers from the Past. Well-meaning whispers from an ancient ancestor have convinced Jisve that she is meant to cause a coming apocalypse. The attempt to avert something awful has created a chance for the event to happen in a way that Jisve's ancestor never considered.

Capable of Disrupting Magic. A side effect of Jisve's marginal understanding of ancient language has allowed her the ability to disrupt most magical items. Jisve cannot destroy magical items, but she can disrupt their abilities for a short period of time.

BACKGROUND: AN ANCESTOR'S WARNING

The course of Jisve's life was determined by a scrambled warning in an ancient language from one of her ancestors.

Personality Trait: I don't have friends. I have people that I am willing to sacrifice. If people question me, I am quick to anger.

Ideal: Freedom comes from the willingness to disrupt the current order of things.

Bond: I will bring an end to this world as my ancestors would have wanted.

Flaw: I have an issue with remembering my plans, so I prefer to improvise whenever possible.

QUEST HOOK: ANCIENT WORDS

An earthquake brings an ancient crypt to the surface in the middle of a large city. Undead spew out of the crypt, and scholars scramble to decipher the ancient words over the entrance to the crypt. Jisve arrives and poses as a scholar to gain entrance into the crypt. A magical leyline creates more earthquakes as Jisve destroys the entrance to the crypt, locking herself inside to create more destruction.

QUEST HOOK: AN ANCIENT TEXT

Jisve poses as a scholar searching for an ancient text. Jisve hires the party to recover the text for her, which is a written version of the whispers Jisve hears. The party will have to brave a lost library containing undead to retrieve the text.



JISVE MOONCROWN

Medium Humanoid (Elf), Chaotic Evil

Armor Class 17 (splint)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	12 (+1)	9 (-1)	17 (+3)

Saving Throws Wis +1, Cha +5
Skills Athletics +5, Deception +5, Insight +1
Senses passive Perception 9
Languages Common, Elvish
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

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

Actions

Multiattack. Jisve makes two Longsword or two Whip attacks, and she can use Arcane Shatter.

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

Whip. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Arcane Shatter (Recharge 5-6). Jisve removes the arcane energy temporarily from a magical item (other than an artifact). The bearer of the magic item must succeed at a DC 13 Intelligence saving throw. On a failure, the magic item ceases to function for 1 minute, and Jisve's next attack deals an additional 7 (2d6) force damage.



JORIN STONEGRAVE

Medium Humanoid (Half-Orc), Chaotic Evil

Armor Class 12 (hide)
Hit Points 165 (22d8 + 66)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	10 (+0)	11 (+0)	16 (+3)

Saving Throws Str +7, Con +5
Skills Athletics +7, Insight +3, Intimidation +6
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Relentless Endurance (1/day). When Jorin is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead.

Actions

Multiattack. Jorin makes three Greataxe attacks.

Greataxe. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 10 (1d12 + 4) slashing damage and 4 (1d8) necrotic damage.

War Cry. Jorin unleashes a disorienting shout. Each creature of Jorin's choice within 60 feet that he can see must make a DC 14 Charisma saving throw, taking 19 (3d12) psychic damage on a failed save, or half as much on a successful one.

JORIN STONEGRAVE

A WARLORD WITH NO MORALS (HE/HIM)

Jorin comes from a long line of warlords in his tribe. While others sought to bring the tribe peace, Jorin has chosen to expand the tribe's land through near-constant war. Some of Jorin's tribe believe that Jorin receives visions about their future victories, but the truth is that Jorin only feels alive when he is on the field of battle.

Jorin took the mantle of warlord from his uncle, who took the mantle from Jorin's father. Jorin spent many of his younger years on the battlefield, fighting tooth and nail for his tribe. Somewhere along the road, Jorin's mind stopped feeling happiness. The only positive emotion Jorin was capable of was the exhilaration of victory.

Jorin never spoke about his condition, and Jorin assumed that the rest of his tribe felt the same way he did. With those beliefs, Jorin saw the only logical way forward was to keep the tribe in a state of armed conflict. Jorin sought to give his tribe the same feeling of exhilaration that was all he was capable of feeling.

Burnt-out Pleasure Center. Due to a battlefield injury, Jorin no longer feels any emotion associated with joy. The thrill of battle is the closest Jorin gets to experiencing any positive feelings.

Unpopular Warlord. Jorin's constant wars have led to many losing members of their family. Jorin sees their sacrifice as an acceptable price, but a growing number in his tribe are interested in displacing the warlord in favor of someone who is more interested in defending against outsiders than attacking others.

BACKGROUND: BATTLE-HARDENED

Jorin has spent a large amount of his waking life on the battlefield, and he understands that world better than the rest of civilization.

Personality Trait: I am the final authority on what happens in my tribe. I speak quietly to those who agree with me and loudly to those who oppose me.

Ideal: Battle is the only joy left for me in this life.

Bond: I will make my tribe the most powerful force in the realm. No cost is too great for that goal.

Flaw: I cannot feel joy, but I can feel the thrill of battle. The thrill of battle is enough for me.

QUEST HOOK: BEHIND ENEMY LINES

The party accidentally finds themselves in the territory of Jorin's tribe. The tribe members that capture the party seek their help in getting rid of their warlord. The party must choose between helping the tribe get rid of Jorin or trying to escape their bonds and flee the tribe's land.

QUEST HOOK: NEED FOR STRENGTH

The party receives a contract to apprehend a powerful wizard. The wizard's tower stands in the middle of Jorin's tribal land. The party must decide whether they would like to evade the tribe or seek out their help in apprehending the wizard and removing him from their land. The tribe has avoided the wizard to this point out of fear of his magic.

JULIEN DEEPSTALKER

A POLITICAL ASSASSIN FOR HIRE (HE/HIM)

Julien was born into a city known for its political upheavals. For Julien, political discontent is a natural part of society. Julien's family, known for being outspoken about the rights of workers in the city, was killed in a political assassination. Julien was the only child left in his family, his adult siblings were killed in the same attack, so the assassin left Julien in a pool of his parents' blood.

After his parents' assassination, Julien became desensitized to violence. Julien was taken in by another labor leader. The labor leader raised Julien until Julien reached the age of adulthood. Then, Julien was offered his first job, to kill the man that fostered him. Julien took the job without a second thought.

Julien has become renowned for his abilities. Julien is a traditionalist when it comes to killing for hire. Julien will refuse no job as long as the pay is enough, and he takes pride in being good at his work.

Deadly Shadow. Julien has learned how to become invisible in shadows. This technique allows Julien to catch even the strongest target off-guard. If Julien expects the target to be more powerful, Julien has no problems with employing poison to get the job done.

Desensitized Professional. Julien takes pride in his work, but Julien rarely smiles. It's possible that seeing his parents get killed broke something in his young mind, but Julien prefers how he operates in his line of work.

BACKGROUND: YOUNG KILLER

When Julien became an adult, he was offered the job to kill his foster father and took the opportunity.

Personality Trait: I know I'm good at what I do, and my price reflects that. If you want to make sure a job gets done, that's when you hire me.

Ideal: This city will continue to kill itself from the inside. I might as well get paid in the meantime.

Bond: Once I've taken a job, I will finish it, no matter what it takes.

Flaw: I don't understand the behavior of people, so I am caught off guard at times by empathetic individuals.

QUEST HOOK: STOPPING AN ASSASSIN

A rising political leader in the city is expected to be killed by Julien. The party is hired to either stop the assassination attempt or capture Julien before the attempt can take place.

QUEST HOOK: IN THE MIDST OF THE CITY

One of the party spots Julien out of the corner of their eye when they are moving through a city. Without knowing why Julien is following them, the party must figure out how to lose their tail before Julien gets close enough to make an attempt on their life.



JULIEN DEEPSTALKER

Medium Humanoid (Elf), Neutral Evil

Armor Class 16 (studded leather)

Hit Points 88 (16d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	12 (+1)	15 (+2)	12 (+1)	13 (+1)

Saving Throws Dex +6, Int +4

Skills Deception +3, Insight +3, Perception +3, Stealth +6

Senses passive Perception 13

Languages Common, Elvish

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

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

Assassin. Any hit Julien scores against a surprised creature is a critical hit.

Actions

Multiattack. Julien makes two dagger attacks.

Dagger. Melee Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. The attack deals an extra 7 (2d6) piercing damage if Julien has advantage on the attack roll or if the target is within 5 feet of one of Julien's allies.

Fade into Shadow (Recharge 6). Julien fades from view. In order to use this action, Julien must be in low light or darkness. Julien becomes invisible for 1 minute, or until he attacks.



KARA MOONEYE

Medium Humanoid (Elf, Paladin), Lawful Good

Armor Class 18 (studded leather, shield)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

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

Saving Throws Wis +4, Cha +6

Skills Athletics +4, Religion +5, Sleight of Hand +8

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

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

Actions

Multiattack. Kara makes two Scimitar attacks.

Scimitar. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 7 (1d6 + 4) slashing damage plus 18 (4d8) radiant damage.

Radiant Reflection. Ranged Spell Attack: +6 to hit, range 120 ft., one target. **Hit:** 18 (4d8) radiant damage.

Radiant Dance (Recharge 6). Kara spins and releases a magical explosion of radiant energy. Each creature within 30 feet of Kara must make a DC 14 Constitution saving throw, taking 54 (12d8) radiant damage on a failed save, or half as much damage on a successful one.

Spellcasting. Kara casts one of the following spells, without requiring material components and using Charisma as the spellcasting ability (spell save DC 14):

3/day each: *detect evil and good*, *protection from evil and good*

1/day each: *lesser restoration*, *remove curse*

KARA MOONEYE

A CRUSADER AND A MERCENARY (SHE/HER)

Kara is an experienced swordarm that has protected the realm from many threats. Kara's most famous achievement was stopping a large draconic cult from resurrecting an evil deity. Kara does not talk about her past achievements though, preferring to stay on task.

Kara stays on task to avoid talking about her past because she is still ashamed of her criminal upbringing. Raised on the streets, Kara learned how to pickpocket and con people before she understood that these things were morally frowned on.

Kara lives her life now to make up for those times. Kara still feels a familial connection to the criminal organization that raised her, but that connection is strained at best. Kara was actually responsible for taking down the organization after she reached adulthood.

A Force for Good. Kara does everything she can to make up for her past. Kara chooses to do good whenever she can, and she believes in goodness as an abstract positive force in the world, apart from deities.

A Past of Crime. Kara committed many crimes in her youth before she understood what she would now call right and wrong. Kara still has a number of scars that remind her of the laws she had broken.

BACKGROUND: LIFE ON THE STREETS

Kara grew up as part of a criminal organization, and she made a living with criminal activity until she was caught by a member of the local clergy.

Personality Trait: I am a collection of all of my actions, and the past is far behind me. I believe it is my calling to do good things in the world.

Ideal: Good is more than a positive outcome. It is a living thing that I can empower with my actions.

Bond: I shall do everything I can to empower the forces of good in the world.

Flaw: I sometimes allow my conscience to get the better of me and get lost in negative thoughts about the past.

QUEST HOOK: A DEVIL'S BARGAIN

After an unexpected eclipse, the party becomes aware that Kara has sold her soul to empower the forces of good in the realm. As a result, the world has changed to be more good-aligned than it used to be. However, the forced goodness is causing more side effects than anyone could have guessed, and it is up to the party to undo the deal.

QUEST HOOK: THE PAST HAS PASSED

Kara seeks out the help of the party when she is blackmailed about her past. The blackmailer threatens to sully Kara's reputation. To complicate matters, the blackmailer is someone who shared their childhood with Kara.

QUEST HOOK: A MORAL QUESTION

Kara hires the party to track down a young criminal. However, the woman broke the laws to escape a bad situation, and the party must decide to either turn her in or convince Kara to let the woman go.

KERSA IRONHAND

A RESOURCEFUL TAVERN KEEPER (SHE/HER)

Kersa grew up in a merchant family that had a small number of holdings. Kersa learned how best to handle her money before she learned how to complete full sentences. Kersa has been a cagey individual ever since, always making the most of business opportunities. Kersa never chose to do anything underhanded to get ahead in business, but she does use every other tool available to her.

Kersa enjoys appearing nearly omnipotent by brokering information in her large home city. Kersa hardly ever gets into scraps, but she does know a majority of the business dealings going on in her city. Kersa doesn't traffic information, but Kersa does see fit to bring people together whenever possible, especially when all parties stand to gain something from the partnership.

Never one to operate in a guild structure, Kersa does her best to make sure that guilds have problems operating. Kersa doesn't go against any guild directly, and she pays her dues when necessary. However, if Kersa sees an opportunity to make markets a bit more free, she'll always go for it.

Equal Parts Rumor Mill and Matchmaker. More than one adventuring group has found their start in Kersa's tavern. Kersa enjoys bringing people together that are like-minded. It doesn't matter to Kersa what the goals of the individuals are. Kersa sees each adventuring group as capable of a unique brand of chaos.

Benefits from Every Transaction. There isn't a single transaction in Kersa's city that she doesn't benefit from in some way, shape, or form. If Kersa doesn't make money on a transaction, Kersa gets new information from the transaction taking place. Those in the underworld say that Kersa is the richest individual in the city when it comes to pure volume of information.

BACKGROUND: SILVER SPOON

Kersa was born to a merchant family, and Kersa learned how to be frugal from them.

Personality Trait: If there's something going on in my city, you can bet I'm going to have a piece of it somehow. I am always interested in a business opportunity.

Ideal: Information is much more valuable than actual coin, because people don't know how valuable it is.

Bond: I will do everything I can to cause a bit of chaos by bringing together the right people.

Flaw: Sometimes I get a bit too full of myself and underestimate those around me.

QUEST HOOK: WEB OF OPPORTUNITY

Kersa asks the party to go on a seemingly innocuous trip to get a barrel of liquor. On their way, the party encounters several opportunities to make the world a better place. Kersa plans to see how they would respond to these chances.

QUEST HOOK: IT ALWAYS STARTS IN A TAVERN

Kersa's tavern plays host when a dark figure comes to offer the party work. The dark figure turns out to be a polymorphed chromatic dragon, and Kersa knows the truth.



KERSA IRONHAND

Medium Humanoid (Half-Elf), Chaotic Neutral

Armor Class 16 (studded leather)

Hit Points 54 (12d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	11 (+0)	16 (+3)	12 (+1)	15 (+2)

Saving Throws Dex +6, Int +5

Skills Insight +3, Investigation +5, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 2 (450 XP) **Proficiency Bonus** +2

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

Master Lockpick. Kersa has proficiency with Thieves' Tools.

Actions

Multiattack. Kersa makes two Dagger attacks.

Dagger. Melee Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 6 (1d4 + 4) slashing damage.



KORRI DARKSTEP

Medium Humanoid (Elf, Ranger), Chaotic Good

Armor Class 14 (leather)

Hit Points 72 (16d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	13 (+1)	15 (+2)	10 (+0)

Saving Throws Str +2, Dex +5

Skills Perception +4, Stealth +5, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Dwarvish, Sylvan

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

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

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

Actions

Multiattack. Korri makes three dagger attacks or two shortbow attacks.

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

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

Spellcasting. Korri casts one of the following spells, without requiring material components and using Wisdom as the spellcasting ability (spell save DC 12):

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *pass without trace*, *silence*, *speak with animals*

KORRI DARKSTEP

A RELIGIOUS EXILE TURNED GUIDE (SHE/HER)

Korri spent much of her young adult life evading the questions of the Spider Queen's religion in her home city. When it was discovered that Korri did not adhere to the beliefs of the Spider Queen and that Korri had acted against the Spider Queen's interests, Korri was spared from death only by the power of family connections.

Korri doesn't speak much of her home anymore. Korri makes a living guiding people from the surface through subterranean tunnels. Korri uses her expertise of the area as a selling point, and the fact that Korri is a drow exile makes her services in high demand as well.

Korri is curious about the surface world, and she tries to find out information whenever she can. If one of Korri's clients happens to be talkative, Korri will listen to their stories for hours on end, wondering if life on the surface could ever work for her.

A Talented Scout. Korri knows her way around the caverns beneath the surface, even beyond the point that many drow believe is safe to travel. Korri is willing to guide people for what she believes is a fair price, and Korri's confidence in her abilities leaves little room for haggling.

Fascinated by the Surface. While Korri has no plans to visit the surface world, Korri is always fascinated to hear stories about the surface. If a potential client discovers Korri's penchant for surface stories, it might be the only thing that could lead to a reduction in her prices.

BACKGROUND: SPELUNKER

Korri has a vast amount of experience in subterranean tunnels, and Korri's experience is for sale for the right price.

Personality Trait: I often wonder what it would be like to live on the surface. I get paid to do a job, so I do it.

Ideal: Fairness is often decided by who has the most coin. I don't like it, but that's the way of the world.

Bond: I will never return to my home city.

Flaw: I am slow to forgive an insult, if I ever forgive it at all.

QUEST HOOK: A LINE IN THE DARK

The party needs to go deep underground, and their path will take them through drow territory. Korri is the best guide for the job, but Korri is unwilling to risk encountering her former people. The party must choose to find an uncharted path with Korri's assistance, talk Korri into going close to drow territory, or risk using a less experienced guide.

QUEST HOOK: AN UNCHARTED CAVERN

The party received information about a powerful artifact, but their destination will go into uncharted subterranean caverns. Korri is the best guide for the job, but her services don't come cheap. To make matters worse, the information leads the party to a leyline of magical power that has been untouched for centuries. The party must decide whether to press forward and risk the dangers of the unknown cavern system or lose out on the possible treasures the caverns hide.

KYRUS LONGSHORE

A THIEF OF THE PAST (HE/HIM)

Kyrus lived in a family that had a great interest in objects of historical significance. Kyrus grew up knowing the importance of the past and how knowledge of the past could help one get ahead in the world. Unfortunately, Kyrus's family did not have the ability to instill in Kyrus respect for the ownership that others might have had in the past due to their heritage.

Kyrus spends his time obtaining artifacts of great magical or monetary value to sell on the black market. Kyrus has made a strong business out of his moral principles regarding the people that are willing to pay him for his services. Kyrus is known among seedier communities for being unwilling to go back on a deal once he has made it, even if a much larger offer presents itself. Kyrus's loyalty to his customers has made Kyrus a top commodity in black market dealings.

The belief that drives Kyrus is that all ownership ends at death. Once someone is dead, their property becomes fair game. If Kyrus wants something from someone that is currently alive, it is easy enough to make them not alive, thus removing any claim that they have to the desired object. If Kyrus is feeling generous, he will sometimes offer someone the ability to give up their possession so that he doesn't take their life.

Loyal to Deals Alone. There is nothing that Kyrus is loyal to, outside of contracts that he signs. Once a contract has been signed, Kyrus follows it to completion. If a new contract is presented that counteracts an old contract, Kyrus will politely refuse the new contract.

Deadly Combatant. Kyrus has developed magic that allows him to inflict wounds from the past on his opponents. Kyrus will cause his targets to relive past pain in order to gain an edge in combat.

BACKGROUND: BLACK MARKET MERCHANT

Kyrus has operated on the black market for years, and Kyrus is well known for his expertise.

Personality Trait: I'm a reasonable-enough person when you don't get in my way. I have complete faith in my abilities.

Ideal: I believe that knowledge of the past is power, whether that be the past of civilization or the past of my enemies.

Bond: I will never go back on a contract.

Flaw: I don't see what the big deal is when it comes to respect for life. Life is easy enough to end, why value something so fragile?

QUEST HOOK: A CONTRACT JOB

Kyrus hires the party to obtain a powerful magical item. The party does not know that this item is in the hands of its rightful owner, a powerful paladin. When confronted with this information, the party must choose to go through with the job or break the contract to help their former target.

QUEST HOOK: BAD INFORMATION

The party seeks out Kyrus as an expert on things of the past. However, the party is given bad information by Kyrus, leading them into a showdown with an angry extraplanar being.



KYRUS LONGSHORE

Medium Humanoid (Human, Sorcerer), Lawful Evil

Armor Class 13 (16 with *mage armor*)

Hit Points 136 (21d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	13 (+1)	10 (+0)	19 (+4)

Saving Throws Con +6, Cha +8

Skills Deception +8, Insight +4, Persuasion +8

Damage Resistances force, psychic

Senses passive Perception 12

Languages Common, Deep Speech, Primordial

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Special Equipment. Kyrus wears a *brooch of shielding* and a *ring of psychic resistance*.

Brooch of Shielding. Kyrus has immunity to damage from the *magic missile* spell.

Actions

Psychic Blast. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 44 (8d10) psychic damage. The target must succeed at a DC 16 Intelligence saving throw or be stunned for one round.

Spellcasting. Kyrus casts one of the following spells, without requiring material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *light*, *mage hand*, *message*

3/day each: *comprehend languages*, *detect magic*, *disguise self*, *mage armor*, *detect thoughts*

1/day each: *dimension door*, *dispel magic*, *knock*, *suggestion*, *web*



LARIUS STONEBEARER

A PILGRIM TO AN UNKNOWN PLACE (HE/HIM)

Larius carries a headstone to a destination that he does not know, fulfilling a family obligation. Larius' father carried the same headstone prior to losing his leg to frostbite. Once Larius' father could no longer carry the headstone, the obligation was passed to his son. Larius carries the headstone without complaint, understanding that his efforts, if successful, will lead to a better afterlife for himself and his family.

Despite having carried the stone for years, Larius does not know his destination. All that Larius knows is what his father told him: "the path reveals itself in your steps." Larius has taken that cryptic phrase to mean that he cannot go in the wrong direction as long as he continues to march.

When Larius comes to rest in towns, Larius can always be found in either a tavern or a shrine. Larius hunts and traps only as much as he needs to survive, living off the land when at all possible. Larius takes pride in his ability to leave a small footprint on the land.

Belief in His Father. Larius does not have the same belief in deities that his father did, but Larius does have complete faith in his father's journey. Larius does not talk about his lack of faith in deities much, but he will sometimes reveal his philosophical questions after a long night at a tavern.

Close to the Destination. Larius has wandered the same 100-mile area for the last several years. Larius feels that the time when his headstone will be needed is close, but Larius does not plan to stop his pilgrimage until the purpose of the headstone is revealed.

LARIUS STONEBEARER

Medium Humanoid (Dwarf), Lawful Neutral

Armor Class 15 (hide, shield)

Hit Points 39 (6d8 + 12)

Speed 25 ft.

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

Saving Throws Str +4, Con +4

Skills Insight +3, Medicine +3, Survival +3

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 11

Languages Common, Dwarvish

Challenge 1 (200 XP) **Proficiency Bonus** +2

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

Actions

Warhammer. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 4 (1d8) radiant damage.

Sling. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage plus 4 (1d8) radiant damage.

BACKGROUND: PILGRIM

Larius spends his days wandering, as his father did before his father was injured.

Personality Trait: I wander far and wide as my father did because I believe in my father's path. If I can no longer walk, the burden would pass on to my children, and that is not acceptable.

Ideal: I leave as little trace as I can when I wander, only taking what little I need from the land.

Bond: I will carry the burden that my father can no longer carry until the gods see fit to give me purpose.

Flaw: I am quick to anger people, especially if they question my pilgrimage.

QUEST HOOK: SANCTUARY

Larius happens across the party while they all seek shelter from a massive blizzard. Larius asks to join their fire for an evening. If they accept, the party is attacked by fiends during the night, seeking to interrupt Larius' pilgrimage. It is up to the party if they wish to defend Larius.

QUEST HOOK: A FINAL RESTING PLACE

Larius discovers the final resting place of the headstone when a celestial falls from the heavens in a great fireball. However, he seeks the help of the party when fiends gather to attempt to keep Larius from consecrating the celestial's final resting place.

LINDRA SPIRITSINGER

A SAGE OF THE SUPERNATURAL (SHE/HER)

Lindra's first experience with spirits came when she was a child. Lindra could not sleep one night, because it was cold in her bedroom. When the witching hour arrived, a spirit revealed itself to Lindra. Lindra reached out, touching the spirit, and it disappeared in a flash. Lindra never saw that spirit again, but the event sparked a lifelong interest in the paranormal.

Lindra studies spirits like mages study magic. Lindra focuses on the mundane reasons that spirits might refuse to move on from life. If Lindra finds a magical reason for a spirit's presence, Lindra knows colleagues that can handle such cases.

Lindra's expertise is known throughout much of the realm. Many consider Lindra to be the foremost expert on hauntings in the known world. Lindra sees it as her duty to make sure all spirits have an opportunity to move on, so she accepts the minor fame that she has in return for the opportunity to do her work.

Well-Known Academic. Lindra has published several volumes over her centuries alive, and those volumes have been widely circulated. Anyone who knows anything about the supernatural would be at least tangentially familiar with Lindra's work.

Focused. When Lindra is studying a case of the supernatural, Lindra will often forget to take care of her own physical needs. Lindra will forget to eat, sleep, or do anything until she has discovered the solution to the haunting.

BACKGROUND: TOUCHED BY THE VEIL

Lindra saw beyond the veil when she made contact as a child.

Personality Trait: I am always pleasantly surprised to meet someone who has read my work. I don't care much for the living. The dead are much more intriguing.

Ideal: Every spirit should have the opportunity to move on to their afterlife.

Bond: I will drop everything other than a current case if a new case presents itself.

Flaw: I often forget to take part in social pleasantries. I forget to eat if my stomach doesn't remind me.

QUEST HOOK: A KILLER HAUNTING

Lindra seeks help when a haunting turns out to be the spirit of a prolific murderer. Lindra hires the party to make sure that things don't get out of hand. However, the spirit locks the party in a demiplane where it has all the power.

QUEST HOOK: HAUNTED MANSION

Lindra hires the party to assist in clearing a mansion of more than a dozen lingering spirits. The job becomes complicated when it is discovered that one of the spirits is still capable of powerful magic.

QUEST HOOK: A LOOK BEYOND

Lindra shares an evening with the party as they share an inn along the road. Lindra offers insights into life and death, and she poses questions about the future to the party.



LINDRA SPIRITSINGER

Medium Humanoid (Elf), Neutral

Armor Class 15 (*bracers of defense*)

Hit Points 156 (24d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	10 (+0)	15 (+2)	12 (+1)

Saving Throws Wis +6, Cha +5

Skills History +4, Religion +4

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Celestial, Common, Elvish, Infernal

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

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

Special Equipment. Lindra wears *bracers of defense*, and she wields a staff that has the properties of a *lantern of revealing*.

Actions

Staff of Revealing. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 27 (6d8) radiant damage. If the target is undead, the target must succeed at a DC 14 Charisma saving throw or be destroyed.

Grave Call. Lindra reaches beyond the veil, calling a target to their doom. Lindra chooses a creature that she can see within 60 feet. That creature must succeed at a DC 14 Wisdom saving throw, taking 28 (8d6) necrotic damage on a failed save, or half as much on a successful one.



LORA NIGHTSHADE

A HEARTLESS ASSASSIN (SHE/HER)

Lora lived on the streets from a young age. Lora was kicked out of her house by her stepfather after Lora's mother died in childbirth. Lora learned harsh lessons early in life about survival, and Lora carried those lessons into her adulthood. The first thing Lora did after learning how to kill was to kill her stepfather. Lora left her siblings alive, but Lora told them it was up to them to figure out how to survive.

Killing people came easy to Lora, and Lora found she was particularly adept at using poisons. While other assassins hid in shadows, Lora would use crowds to hide her movements, getting close enough to her victims to stab them with a poison needle or tossing a poison dart from a distance. Lora's talent meant that her work was in high demand, especially among employers that wanted to send messages.

Lora's tactic of killing in crowds became so commonplace in one city that people at risk of assassination refused to go into the streets. Lora found new ways to cause chaos. One spectacular scene found a messenger delivering a missive that had toxic powder mixed into the ink. Everyone within a 60-foot radius when the messenger opened the missive died, including the target.

Contract Killer. Lora delights in mayhem, but Lora is a professional by trade. All of her mayhem is bought and paid for by clients. The only person Lora ever killed for free was her stepfather.

Killer in the Crowd. Lora is an expert at using crowds for stealth. Lora's targets rarely know what has happened until it is too late. Some targets live long enough that Lora isn't even in the city anymore by the time they die.

BACKGROUND: ABANDONED YOUTH

Lora was put out on the streets around the age of ten by her stepfather. She took revenge before the decade ended.

Personality Trait: I get paid by the kill, not by the word. It's fun to cause chaos, and I get paid more when I send a message to future possible targets.

Ideal: Money makes the world go round, and I like shiny things.

Bond: I will never be weak again.

Flaw: Sometimes I let my own amusement get in the way of an easy job.

QUEST HOOK: A CACOPHONY OF CHAOS

When a well-protected noble locks himself within a keep in a small city, Lora releases a toxic gas from the sewer that causes everyone in the city to begin hallucinating. The party is caught in the city as well, and the noble offers a hefty bounty if anyone can stop the assassination.

QUEST HOOK: JUST A LITTLE STING

While the party is traveling in a large city, one of them feels a poke on their ankle. Lora has been hired to kill one of the party slowly by a powerful diviner who sees the party causing problems for them in the future. The party must track down Lora or find a solution to the poison before they end up one person down.

LORA NIGHTSHADE

Medium Humanoid (Human), Chaotic Evil

Armor Class 15 (breastplate)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	14 (+2)	13 (+1)	11 (+0)

Saving Throws Str + 5, Con +5

Skills Insight +3, Perception +3

Senses passive Perception 13

Languages Common, Undercommon

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Just a Face in the Crowd. Lora has advantage on Dexterity (Stealth) checks when she is attempting to blend into a crowd of people.

Actions

Multiattack. Lora uses two Flail attacks.

Flail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 7 (2d6) poison damage.

Dart. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 14 (4d6) poison damage.

LURTO SABERHEART

A MINER WITH A FIGHTING SPIRIT (HE/HIM)

Lurto was born to a poor family, and Lurto never had the vision to imagine a life away from the mines in his small town. To Lurto, working in the mines was the only path that made sense. It wasn't a life that Lurto wanted, but it was the life that he accepted to make a living. Lurto was able to afford the necessities of life, but he wasn't able to afford much more than that.

Lurto's life changed a bit when he met a dwarf named Lawrence in a tavern one evening. Lawrence appreciated being able to speak to Lurto in his native tongue, and Lurto was interested in the travels that Lawrence had over his long life. Lawrence stayed in town for two weeks and taught Lurto the basics of fighting in case Lurto would ever want to leave his hometown.

Lurto kept his job in the mines, but Lurto is considering what it might be like to leave for other endeavors. Lurto has never traveled outside of his home town, so he is in between excitement and anxiety about what his future might hold. Even so, Lurto's excitement will eventually overcome the anxiety in time.

Natural with a Sword. Years of working in an iron mine have given Lurto a powerful frame that allows him to wield large swords with ease. Lurto has very little training, but he knows enough to be effective in combat. The town guard has been interested in Lurto's services for years, but Lurto has no interest in joining their ranks.

Unsure of His Future. Lurto has started to imagine a life that doesn't include his hometown. Lurto is unsure of what he will do next, but Lurto has decisions to make for the first time in his life. Every time someone from outside of Lurto's hometown travels through, Lurto's inner struggle becomes that much stronger. Lurto's inner struggle will soon be tipped toward leaving.

BACKGROUND: MINER

Lurto has worked in the mines of his hometown for nearly a decade.

Personality Trait: I don't have much of an imagination. I know what's in front of my face. I think a lot more than I speak.

Ideal: What matters to me the most is having the freedom to decide things for myself.

Bond: No matter what, I don't want to die working in that old mine.

Flaw: I have trouble making meaningful decisions, and I constantly second guess myself.

QUEST HOOK: INVESTIGATING THE IRON MINES

The iron from Lurto's home mine is creating arms and armor that are constantly breaking. Impurities are making their way into the iron, and the effect is starting to show itself all across the coast. The source of this conspiracy is a mercenary company looking to corner the market on iron across the entire coast.



LURTO SABERHEART

Medium Humanoid (Human), Chaotic Neutral

Armor Class 15 (scale mail)

Hit Points 64 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Str +5, Con +2

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Common, Dwarvish

Challenge 3 (700 XP) **Proficiency Bonus** +2

Action Surge (Recharges after a Short or Long Rest).

After taking an action on its turn, Lurto can take one additional action.

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

Journeyman Miner. Lurto has advantage on Strength (Athletics) checks.

Actions

Multiattack. Lurto makes two Greatsword attacks.

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

Reactions

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



MANDOLIN IRONHEART

A MINSTREL SEARCHING FOR INNER PEACE (THEY/THEM)

Mandolin was raised among a tribe that did not understand them. During a solo hunt, Mandolin took the opportunity away from their confines to escape, believed to be dead by their tribe. Mandolin took their new name from the instrument that they enjoyed in an inn that first night away from their tribe.

Mandolin set out to learn to play their namesake, as well as any other instrument they could find. Mandolin made their way in life, performing to make a meager living while they figured out their life.

Deep Thinker. When Mandolin is not working, they are often seen frequenting taverns, talking to patrons, and having healthy discussions about the state of the world. Mandolin believes that violence is rarely appropriate, but their vision of a non-violent world seems unrealistic at times.

Sad Soul. Mandolin rarely smiles. Mandolin's music frequently creates a deep well of emotion in listeners, and that music reflects Mandolin's inner turmoil. If asked why Mandolin was sad, no one, not even Mandolin, would be capable of providing an honest answer. However, something is missing from Mandolin's life.

MANDOLIN IRONHEART

Medium Humanoid (Half-Orc, Bard), Neutral

Armor Class 14 (studded leather)

Hit Points 45 (10d8)

Speed 30 ft.

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

Saving Throws Dex +4, Cha +5

Skills Insight +3, Performance +5, Persuasion +5

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 2 (450 XP) **Proficiency Bonus** +2

Relentless Endurance (1/day). When Mandolin is reduced to 0 hit points but not killed outright, they can drop to 1 hit point instead.

Actions

Maul. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) bludgeoning damage.

Discordant Chord. Mandolin plays a magical chord. Each creature they choose within 30 feet must make a DC 13 Wisdom saving throw, taking 10 (3d6) psychic damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Healing Word (2/day). Mandolin chooses a creature within 60 feet that they can see. That creature regains 5 (1d4 + 3) hit points. This ability has no effect on undead or constructs.

BACKGROUND: WANDERER

Mandolin left their home a long time ago, living in and out of inns on the road for the majority of their life.

Personality Trait: I will make my own way in the world, apart from my past. I don't know what the future holds for me, but I am ready for it.

Ideal: Music lets me show people my soul. I will always treasure the moments between myself and those who listen to my music.

Bond: I will live my life without the violence that I've seen in the past.

Flaw: I don't know where my life is heading. Perhaps in time, I will find that answer.

QUEST HOOK: A NIGHT OF HARMONY

The party comes across Mandolin in a tavern. Mandolin has been playing music there for several nights, and they talk to the party, trying to figure out what will come next in their life. Mandolin will offer inspiration in return for any advice that the party is willing to give them.

QUEST HOOK: AN UGLY SCENE

Mandolin's musical performance is interrupted by a fellow half-orc, disturbed by the depth of emotion that Mandolin's music causes. The half-orc destroys Mandolin's instrument, and the party must decide whether to stand by or intervene.

QUEST HOOK: NON-VIOLENT BY CHOICE

A tavern keeper hires the party to investigate after Mandolin was escorted offstage by a group of shady individuals. Mandolin chose to go with the group of several aberration thralls, to spare the inn any violence. It is up to the party to find where the thralls took Mandolin.

MEL REDSCALE

AN EMPATHETIC MAGIC INITIATE (SHE/HER)

Mel was born into a long line of sorcerers. Mel's father was a magical advisor to a king. Mel was expected to take the role of advisor and court mage from her father when she showed magical aptitude, but Mel's ability to cast magic was nowhere close to what others in her family were able to do.

Rather than giving up on her lacking ability, Mel chose to put more time into studying magic than the average sorcerer. The magic didn't come to Mel as naturally, but Mel never gave up the pursuit. Mel eventually learned her talents were not in combat-based magic, but Mel could learn other kinds of spells quite well.

Mel's father retired to a different protégé taking over his position, but Mel decided to pursue a career in making magical items. Mel found that her natural empathy and understanding of the mechanics of magic gave her an edge in starting her own shop.

Fledgling Businesswoman. Mel has yet to afford her own space for her magical item shop, but Mel has created a business out of her own home, creating minor magical items to solve everyday problems for people.

Empathetic to a Fault. Mel cares more about making sure people's problems are solved than she cares about making her shop a reality. Mel still makes money with her magical items, but she makes less than she would if she focused on the adventurer market.

BACKGROUND: UNTALENTED

Mel was born with magical aptitude, but Mel has never been great at traditional magic.

Personality Trait: I like to solve problems for people whenever I can. People usually say that I'm a people pleaser, but I don't know how to feel about that label.

Ideal: Magic should be used to make lives easier for people. Life is hard enough as it is.

Bond: I will open my own magic shop one day. It will probably take me a while.

Flaw: I have my own goals, but I feel like it's important to solve problems for people, even if they can't pay as much.

QUEST HOOK: EVERYDAY MAGICAL ITEMS

Mel asks the party for help tracking down ingredients for various magical items to help average people. Mel is straightforward about the fact that she doesn't have much to pay the party with, but Mel does offer to make magical items for the party in exchange for their help.

QUEST HOOK: ANGER IN A SEA OF THOUGHTS

Mel senses a wave of anger in the midst of a crowd in the city. Mel hires the party to investigate what could be happening. The source of the anger is a necromancer planning to raise a sea of undead in the middle of the city.



MEL REDSCALE

Medium Humanoid (Dragonborn, Sorcerer), Chaotic Good

Armor Class 12

Hit Points 33 (6d6 + 6)

Speed 30 ft.

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

Saving Throws Con +3, Cha +3

Skills Arcana +4, Insight +4

Damage Resistances fire

Senses passive Perception 12

Languages Common, Draconic

Challenge 1 (200 XP) Proficiency Bonus +2

Student of Magic. Mel has advantage on Intelligence (Arcana) checks.

Actions

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

Fire Bolt. *Ranged Spell Attack:* +3 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.

Fire Breath (1/Day). Mel exhales fire in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Spellcasting. Mel casts one of the following spells, without requiring material components and using Charisma as the spellcasting ability (spell save DC 11):

At will: *light, message, minor illusion*

3/day each: *comprehend languages, detect magic*

1/day each: *daylight, detect thoughts, protection from energy, see invisibility*



MERRUS STONEJAW

Medium Humanoid (Human), Neutral Good

Armor Class 16 (scale mail)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

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

Saving Throws Dex +4, Cha +4

Skills Acrobatics +4, Insight +2, Performance +6

Senses passive Perception 10

Languages Common, Sylvan

Challenge 1 (200 XP) **Proficiency Bonus** +2

Well Traveled. Merrus has advantage on Intelligence and Wisdom checks when discussing travel and/or giving directions.

Actions

Multiattack. Merrus makes two Dagger attacks.

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

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

MERRUS STONEJAW

A PERFORMER SEEING THE WORLD (HE/HIM)

Merrus grew up on the road, surrounded by performers. Merrus learned how to play his first instrument before he was able to talk. When Merrus became old enough to strike out on his own, Merrus took to the road, seeing the best venues the world had to offer him.

Merrus lives off the land in between cities, carrying tokens of his journeys with him wherever he goes. The life on the road has always suited him, and he has no plans to end that until he can't travel anymore. Merrus has a standing invite in a major tavern in one of the largest cities in the realm for retirement, but it's been years since Merrus has been back there. Merrus doesn't know that the tavern owner that made him the promise passed shortly after their last meeting.

Rumored to Have Fey Ancestors. It's a common rumor about Merrus that he must have fey blood for how well he plays his music. There is no truth to the rumor, but Merrus will often play up his supposed connection to the fey in order to get people to pay up if they are hesitant to pay for any of his performances.

Magical Performer. While Merrus doesn't know any actual magic, those who hear Merrus play often describe Merrus as magical. There have been many proposals that use one of his performances as a backdrop, and Merrus delights in his supposed ability to bring people who love each other together. When asked if he ever plans to marry, Merrus always says music is the only relationship that he's ever cared to cultivate.

BACKGROUND: PERFORMER

Growing up, Merrus always had performers around him, including his family. Merrus continued that tradition.

Personality Trait: I think there's something spiritual about music, so I've made it my passion in life. I love traveling around, so I'll always help travelers when I can.

Ideal: Music has the power to break through barriers, even when nothing else can.

Bond: I want to play music around the world until I can't travel anymore.

Flaw: I've never been good at keeping secrets or hiding the truth. I always say what I feel.

QUEST HOOK: I USUALLY WALK ALONE

Merrus encounters the party at an inn while traveling. Merrus asks if he can travel with the party for a bit. If they seem hesitant, Merrus offers compensation, saying that something feels like it is after him. A fiend has decided to haunt Merrus after Merrus decided to turn down their proposal.

QUEST HOOK: I WALK THE LINE

During a performance, there is an attempt on Merrus's life. If the assassin is caught, they die before they can reveal their employer. The assassin's employer is a rich nobleman who blames Merrus for his ruined relationship with a mistress.

MORA QUICKBLADE

A SAILOR OUT TO SEE THE WORLD (SHE/HER)

Mora lived many of her early years on the high seas. Mora's mother was a ship captain, and Mora's father was a quartermaster, so Mora had many opportunities to learn about being a sailor from a young age. Mora's parents served on separate ships, under different flags, so they handed Mora back and forth when they could to make sure Mora knew both of them. Mora's parents had no ill will for each other, but their lives took them in different directions.

Mora's understanding of her parents' lives led Mora to take a cavalier approach to relationships. Whether Mora found herself in the bed of a young deckhand or back in the arms of a barmaid, Mora lived life to the fullest whenever she could. At the same time, Mora believed the best place for her was on the open ocean.

Mora has lived well over a century of life now, and Mora's next goal is to make enough coin to have a ship of her own. Mora has been risk-averse for much of her sailing career, but Mora is willing to take more risks now, especially if they get her closer to her goal.

A Charismatic Womanizer. While Mora will sometimes have relationships with men, Mora often competes with her male crewmates when it comes to female conquests. Mora is known among crews that she's served as being a smooth talker with a different bed in every port.

Seeking Her Own Ship. Mora doesn't mind serving on ships, but Mora's ultimate goal is to own a ship of her own. Mora is willing to take increasingly large risks in her employment to reach that goal.

BACKGROUND: SEABORN

It was a common joke in Mora's youth that her mother gave birth to her on a ship, and Mora never left the sea.

Personality Trait: I've always got a job or a plan or, you know, something, just give me a minute to think. I enjoy getting lost in the eyes of a stranger.

Ideal: The ocean holds all the freedom of the world, available to anyone who is willing to take it.

Bond: I will own my own ship, beholden to no nation's flag, truly free to travel the world.

Flaw: If a risk presents itself, who am I to say no when it might lead me to my ship?

QUEST HOOK: RISKY BUSINESS

Mora offers the party a cut of her latest venture, a large sum of money for the delivery of a small lockbox. Things start to get weird on the voyage, though, and the lockbox contains the ashes of an extraplanar cultist. The party must survive the journey when they receive strange and violent visions, some of which threaten the lives of the crew.

QUEST HOOK: A FIXER-UPPER

Mora is offered a ship of her very own if Mora can clean it out of an infestation of hags. Mora offers the party free passage for life if they help her achieve her dream. Even if the party can eliminate the hags, other problems persist on the boat, including the fact that it seems to attract aberrations.



MORA QUICKBLADE

Medium Humanoid (Elf), Chaotic Neutral

Armor Class 14 (ring mail)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	15 (+2)	12 (+1)	13 (+1)

Saving Throws Str +4, Con +3

Skills Athletics +4, Survival +3

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish

Challenge 3 (700 XP) **Proficiency Bonus** +2

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

Actions

Multiattack. Mora makes two Greatsword attacks.

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

Bonus Actions

Cunning Action. Mora takes the Dash, Dodge, or Disengage action.



NERRA SHADOWBLADE

Medium Humanoid (Elf), Neutral Evil

Armor Class 14 (leather)
Hit Points 99 (18d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	14 (+2)	14 (+2)	9 (-1)

Saving Throws Dex +6, Int +5
Skills Perception +5, Sleight of Hand +6, Stealth +6
Senses darkvision 60 ft., passive Perception 15
Languages Common, Elvish
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

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

Actions

Multiattack. Nerra makes two Scimitar attacks.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 3) slashing damage plus 21 (6d6) acid damage.

Acid Vial. *Ranged Weapon Attack:* +6 to hit, range 20/40 ft., one target. *Hit:* 35 (10d6) acid damage.

BONUS ACTIONS

Cunning Action. Nerra takes the Dash, Disengage, or Hide action.

NERRA SHADOWBLADE

A CUTTHROAT BOUNTY HUNTER (SHE/HER)

Nerra lived on the streets for most of her childhood, taken in by a band of thieves shortly before she reached adulthood. Survival was Nerra's chief concern, and Nerra did what was necessary to make a living in that environment. When mercenary contracts became available to Nerra, Nerra saw that as the logical next step. It was not long after taking her first mercenary contract that Nerra discovered bounties paid the best, so Nerra became a bounty hunter.

Nerra is willing to bring a target back alive if necessary, but Nerra believes the best jobs are ones that offer flexibility in how alive a target must be. When Nerra has an option, bringing a target in dead allows Nerra to use potent acids to kill her targets quickly. Nerra's position is also informed by the fact that a bounty came back for revenge when Nerra was young in her operation. Nerra still has scars on much of her body from that incident.

Professional. Nerra sees her work in the same way she did when she was working for her band. The best way to keep professional was to detach from the emotions of the situation. Nerra often imagines that the people she brings in are wanted for much more heinous crimes than what the public bounty lists. That little lie helps Nerra sleep at night.

Acidic Tools. When Nerra was scarred in her youth, the attacker used a strong acid to do it. Nerra vowed to learn everything she could about the substance, and Nerra even developed her own magical acid that is supposed to be as strong as a black dragon's breath.

BACKGROUND: STREET THIEF

Nerra grew up on the streets alone, taken in near adulthood by a band of thieves.

Personality Trait: I do what it takes to survive, even if others don't find it moral. Time spent talking is time that I could be spending making a living.

Ideal: Survival is all that means anything. It doesn't matter how you survive, just that you do.

Bond: I will use the object of my greatest pain to do my job, because that is the best way to confront my fear.

Flaw: I don't know how to relax. Even once I've made all the money I need, work is just what I do.

QUEST HOOK: FINDING A MURDERER

Nerra is hired alongside the party to bring in a murderous mage who has escaped from prison. The party must decide whether they want the larger bounty for bringing in the murderer alive or if they want to work with Nerra for the lesser bounty of bringing them in dead.

QUEST HOOK: PROTECTING AN INNOCENT

The party is approached by a man that has been charged with a crime as a matter of mistaken identity. The man wants to prove his innocence, but Nerra has taken on the job, and she is more interested in bringing the man in dead. If the party wishes to help the man, they must figure out who framed him for the crime. The culprit is a mage that was trying to hide their tracks with illusion magic.

NEXUS

A RUTHLESS EXTRAPLANAR BOUNTY HUNTER (THEY/THEM)

Nexus lived a mortal life to the age of nineteen. Nexus's mortal life ended when they were brutally murdered as part of a cult ritual. Certain gods believed that Nexus deserved a second chance at life. Nexus was brought back to serve as an adjudicator of justice for dark powers.

Nexus does not remember their life before the moment of their death. Nexus remembers their death because the gods that brought Nexus back believed the pain would motivate Nexus to be better at their job. Nexus serves as an extraplanar bounty hunter, hunting down mortals who threaten to tip the balance of good and evil too far in one direction.

When Nexus has received a bounty, Nexus does not stop hunting until they kill their target. Nexus is not the type of hunter to bring targets in alive. Nexus lives for the moment that they kill their targets because that is the only time they stop feeling the pain of their death.

Unstoppable Force. Nexus is regarded among those that know them as a force of nature. Nexus is spoken of with the same reverence as a powerful storm or even weather itself. Many simply accept their fate when they learn that Nexus is hunting them.

Cruel by Design. Nexus feels nothing but the joy that comes from a fresh kill. The temporary relief of Nexus's pain of death is the only positive thing about Nexus's existence. Because of the design of Nexus's torturous unlife, Nexus hunts with reckless abandon. Anything that gets in the way of Nexus is just as likely to die as Nexus's target.

BACKGROUND: SPIRIT OF VENGEANCE

Nexus was brought back from a ritual murder to serve as a bounty hunter for powerful extraplanar entities.

Personality Trait: Nexus is what they were created to be, nothing more and nothing less. Nexus is not capable of speech, only vengeance.

Ideal: Nexus kills because they cease to feel pain for an instant when they complete a bounty.

Bond: One day, Nexus will kill the ones who chose to make this their existence.

Flaw: Nexus is incapable of considering their bounties, but Nexus could be persuaded to go after their creators.

QUEST HOOK: HUNTED

The party must find the person that put a contract out for them when it is discovered that Nexus is after them. If Nexus is killed, Nexus regenerates in a week, so the only permanent solution would be to nullify the contract by finding the creature that put it out on the party in the first place.

QUEST HOOK: DARK POWERS

A celestial comes to the party and tells them of the story of Nexus, from the time Nexus was killed until they became a spirit of vengeance. The celestial tells the party that the celestial is to be targeted by Nexus, but the celestial will try to hold Nexus off if the party will attempt to go after the dark powers that created Nexus in the first place.



NEXUS

Medium Undead, Lawful Evil

Armor Class 20 (+2 plate)

Hit Points 340 (40d8 + 160)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	22 (+6)	18 (+4)	14 (+2)	19 (+4)	16 (+3)

Saving Throws Str +8, Dex +12, Con +10, Wis +10

Skills Athletics +8, Insight +10, Perception +16, Stealth +12, Survival +10

Senses passive Perception 26

Languages understands all languages but does not speak

Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Special Equipment. Nexus wears +2 plate and wields a vicious longbow.

Turn Resistance. Nexus has advantage on saving throws against any effect that turns undead.

Bowmaster. Being within 5 feet of a hostile creature doesn't impose disadvantage on Nexus's ranged attack rolls. Nexus can use their longbow as a melee weapon for opportunity attacks.

Actions

Multiattack. Nexus makes four Vicious Longbow attacks.

Vicious Longbow. Ranged Weapon Attack: +12 to hit, range 600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage and 9 (2d8) necrotic damage. This attack scores a critical hit if the number on the d20 is 18 or higher. If this attack scores a critical hit, this attack does 7 additional piercing damage.

NORIFTIM

A MOTHER OF THE WILD (SHE/HER)

Noriftim is an ancient archfey, capable of being a patron to mortals. Noriftim exists beyond the courts of the fey, representing the true wilderness of her home plane. While other archfey have sections of their home plane cordoned off by their power, Noriftim has power over areas of her home plane that are yet untamed.

As an incarnation of the wilderness, Noriftim is as ever-changing as nature itself. On a warm day, Noriftim exists as a motherly creature, nurturing and kind. On a cold day, Noriftim exists as an unfeeling creature, numb to the concerns of others and quick to anger. Noriftim's existence changes in all seasons, and her mood and attitude are always reflective of the surrounding climate.

Noriftim's goals are multifaceted, and they are often difficult for mortals to connect. A simplified understanding of what Noriftim wants would be respect for the wilderness, preservation of the natural world, and balance between the elements of the natural world.

As Capricious As Weather. Noriftim's attitude changes as frequently as the weather. The only constant in Noriftim's personality is a vague interest in how mortals interact with nature, especially when those mortals are confronted with the extremes that the wild has to offer.

Force of Nature. Noriftim is as powerful as she is capricious, reflecting the power of the wilderness that she represents. Noriftim may represent the changes of the wild, but she is as powerful today as she has always been. Even if Noriftim is killed, her essence is capable of reforming in time.

BACKGROUND: ARCHFEY

Noriftim has existed for thousands of years, and she no longer remembers any youth she experienced.

Personality Trait: I am as ever-changing as the wilderness that I protect. I find mortals intriguing, especially mortals confronted by the extremes of the wild.

Ideal: Nature is a beautiful reflection of the wild.

Bond: The natural world shall remain in balance, no matter what happens to mortals.

Flaw: I am incapable of maintaining a personality when the weather changes, even if I want to remain the same.

QUEST HOOK: AN IMBALANCE

Noriftim seeks out mortal help to correct an imbalance in the natural world. Noriftim is incapable of correcting it herself because the imbalance is coming from the domain of another archfey. Noriftim offers the party many riches from the wild world if the party will correct the imbalance.

QUEST HOOK: IN THE MIDDLE OF A STORM

An unexpected storm comes across the party as they are camping. The storm quickly becomes dire, and the party must survive the extremes of the weather, including the spontaneous appearance of several elementals. If the party can survive, they are approached by Noriftim in a show of respect once the sun comes out.

NORIFTIM

Large Fey, Unaligned

Armor Class 20 (natural armor)
Hit Points 253 (22d10 + 132)
Speed 40 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	22 (+6)	20 (+5)	16 (+3)	22 (+6)

Saving Throws Str +14, Con +12, Wis +9, Cha +12

Damage Resistances Cold, Lightning; Bludgeoning, Piercing, and Slashing from nonmagical attacks

Damage Immunities acid, poison

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., tremorsense 30 ft., passive Perception 21

Languages Primordial, Sylvan

Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If Noriftim fails a saving throw, she can choose to succeed instead.

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

Magical Essence. Noriftim's weapon attacks are magical.

Actions

Multiattack. Noriftim uses Poison Miasma and makes two Slam attacks and one Vine attack.

Slam. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. **Hit:** 22 (4d6 + 8) bludgeoning damage plus 14 (4d6) poison damage.

Vine. Melee Weapon Attack: +14 to hit, reach 30 ft., one target. **Hit:** 15 (2d6 + 8) piercing damage plus 14 (4d6) acid damage, and the target must succeed on a DC 20 Strength saving throw or be restrained until the end of Noriftim's next turn.

Poison Miasma. Each creature within 10 feet of Noriftim takes 21 (6d6) poison damage. Any creature affected by the poison miasma must succeed on a DC 20 Constitution saving throw or become poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Teleport (Recharge 4-6). Noriftim magically teleports, along with any equipment she is wearing or carrying, up to 60 feet to an unoccupied space she can see.





NORIN SOULFIRE

Medium Humanoid (Human), Lawful Good

Armor Class 19 (splint, shield)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	14 (+2)	12 (+1)	14 (+2)	13 (+1)

Saving Throws Wis +4, Cha +3

Skills Insight +4, Persuasion +3

Senses passive Perception 12

Languages Common, Elvish

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Experienced Combatant. Norin has advantage on initiative checks.

Actions

Multiattack. Norin makes two Longsword attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 4 (1d8) radiant damage.

Radiant Blast. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 9 (2d8) radiant damage.

Reactions

Shield Guard. If Norin is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he can use his reaction to take no damage if he succeeds on the saving throw, interposing his shield between himself and the source of the effect.

NORIN SOULFIRE

A DEFENDER OF PEACE AND JUSTICE (HE/THEY)

Norin was born into a religious family. His parents were part of clergy that were allowed to marry, and Norin was born into that environment. Norin enjoyed much of his youth, and he appreciated the faith that his parents adorned upon him as his birthright. Norin's upbringing was peaceful, while he learned everything there was to know about his religion.

Before Norin could leave for seminary, his mother took ill and passed away. In his grief, Norin took up swordplay. Norin's faith never wavered, but he did start to look at the world in a different way. Norin asked his father what would happen if he had lost both of his parents. Norin's father told him that the temple would have taken care of him.

At that point, Norin devoted his life fully to religion. Norin became a standard-bearer, and he worked for the faith as an enforcer, a living deterrent against violence. Norin travels between several cities each year, speaking out against violence.

A Living Weapon. Norin is considered a living weapon by his religion. Norin has been trained to create focused blasts of solar energy, and he is part of an elite order capable of such a feat.

Guarded in His Beliefs. While Norin doesn't question his faith in his deity, Norin does sometimes question if his religion is using its resources in the best way for the largest number of people.

BACKGROUND: SECOND-GENERATION CLERGY

Norin's parents were both members of the clergy of a sun deity. Norin followed in their footsteps.

Personality Trait: I am an example for others to live their lives by. I listen to what people have to say before providing input of my own.

Ideal: I believe that the sun is capable of shining over any evil in the world.

Bond: I will do everything I can to uphold the tenets of my religion and avoid unnecessary conflict.

Flaw: I don't have as much faith in people as I have in my religion.

QUEST HOOK: CORRUPTION IN THE CHURCH

Norin approaches the party for help investigating one of the churches of his religion. It seems that the church in question might have connections to a weapons smuggling ring, but Norin can't get involved without hard evidence.

QUEST HOOK: AVOIDING HOSTILITIES

Norin seeks help when a situation between his order and a local noble threatens to erupt into violence. Norin asks for someone to seek an old treaty that will avoid the violence. Unfortunately, the treaty is in a temple that has sunken beneath the earth in an area known for elemental activity.

ODESSA SILVERFURY

ILLEGITIMATE BLOOD MOON TYRANT (SHE/HER)

Odessa killed enough of her family that no one left had a desire to stand in her way of the crown. With a dark power that no one has understood, Odessa rose to become the queen of a relatively small elven realm. Once she had power, Odessa left her kingdom to its own devices to throw herself into quests to obtain family heirlooms that would add to her legitimacy as queen.

Nothing exists that could truly add to Odessa's claim, but her obsession with finding proof of what she feels is true is guided by an infernal pact. Odessa has been told that the proof will reveal itself when she has caused enough torment to her people, but the fiend's words have not yet come to pass.

While Odessa has not caused war between kingdoms, there are several insurgent factions within her kingdom that are working to remove her from power. Unfortunately, her infernal pact has so far protected her from the consequences of her actions.

Focused on Personal Power. Odessa funds various excavations uncovering elven artifacts in hopes of discovering the legitimate claim to her throne that she has been promised by her infernal patron.

Uncaring Ruler. Odessa's kingdom has suffered greatly under her rule. An increasingly large number of Odessa's subjects have joined various rebellious factions. Odessa's infernal patron makes sure that these factions fight among themselves rather than turning their combined might on the true source of their rage.

BACKGROUND: USURPER

Odessa envisioned herself as queen with the help of an infernal patron. Odessa's rise to power is known as "The Time of the Blood Moon" in her kingdom, and she is known as the Blood Moon Queen.

Personality Trait: I do not suffer fools, no matter what position of authority they hold. I rule this kingdom with an iron fist.

Ideal: Nothing matters if I don't have the crown.

Bond: I will prove that I am the rightful queen if I have to burn my kingdom to the ground to do it.

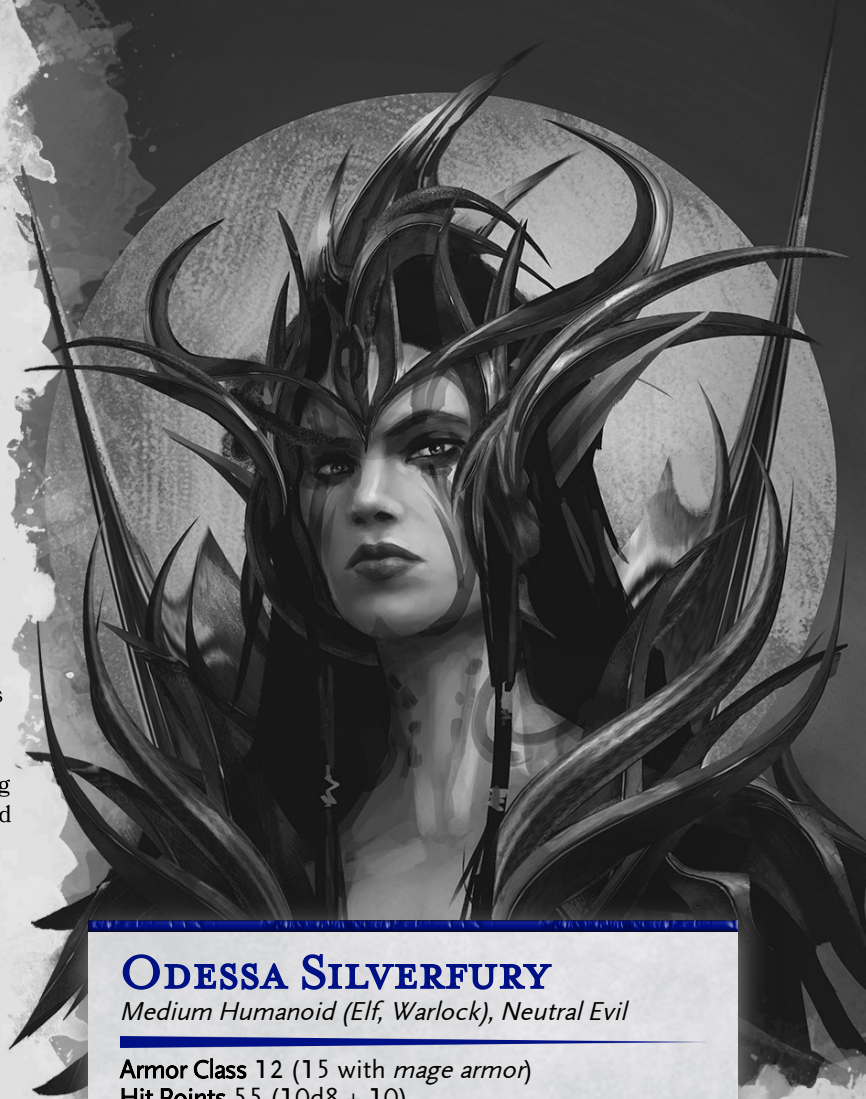
Flaw: I rely too much on my patron for support, and that relationship will likely be my downfall.

QUEST HOOK: USURPING THE USURPER

Two factions within Odessa's kingdom have put aside their differences to remove Odessa from power. These factions are hiring outside agents to do the final deed because they do not trust each other to finish the job.

QUEST HOOK: UNCOVERING THE TRUTH

Odessa seeks out adventurers to uncover evidence of her rightful claim to the throne. Though it is rumored that her claim is illegitimate, the party finds themselves in possession of the evidence Odessa seeks. They must choose between handing it over and joining the fight against the tyrant.



ODESSA SILVERFURY

Medium Humanoid (Elf, Warlock), Neutral Evil

Armor Class 12 (15 with *mage armor*)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

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

Saving Throws Wis +2, Cha +5

Skills History +3, Intimidation +5, Investigation +3

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish, Sylvan

Challenge 3 (700 XP) **Proficiency Bonus** +2

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

Infernal Protection. Odessa is always under the effect of *mage armor*. If her *mage armor* is dispelled, she can restore it with an action.

Actions

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage plus 7 (2d6) necrotic damage.

Arcane Blast. *Ranged Spell Attack:* +5 to hit, range 150 ft., one target. *Hit:* 14 (2d10 + 3) force damage.

ORAIRA

A DANGEROUS AND INTELLIGENT WHITE DRAGON (SHE/HER)

Oraira was the smallest hatchling in her clutch. Despite her size, Oraira consistently turned her clutchmates against each other in order to get her fair share of food. Oraira's wily methods continued into her young adult years. While others of her clutch were picked off by dragon hunters, Oraira survived and became stronger. Oraira was never as strong as her siblings would have been, but Oraira's distinct ability to plan made her stand out among other more animalistic white dragons.

Oraira keeps several smaller lairs as opposed to one large lair. Oraira delights in filling her lairs with traps so she can put the frozen corpses of her enemies on display after they die trying to take her hoard. Oraira has a hoard of scrolls and spellbooks that she considers to be bait for enterprising spellcasters. Oraira's favorite corpses are those frozen in the midst of using magic.

Devious and Dangerous. Oraira has made several pacts with locals in order to make sure she does not have to fight intruders. A clan of winged kobolds, several frost trolls, and even a few elementals serve Oraira in return for Oraira's help in clearing out large areas for her allies to live in.

A Trap Expert. Oraira learned from her kobold friends some of the most simple and effective traps for humanoids. Oraira has improved on these traps, and Oraira does what she can to kill intruders without ever seeing their living faces. So far, Oraira has been very successful with that goal.

BACKGROUND: RUNT OF THE CLUTCH

Oraira's disadvantage when it came to size, made it so she had to rely on intellect to outsmart her siblings.

Personality Trait: I prefer to find my trophies after they've already been killed. The screaming hurts my head. I like trapping my trophies in ice for all time.

Ideal: The true fun of life is doing all the work with your brain so that you don't have to lift a claw to defeat your enemies.

Bond: I will live long enough to be the most powerful white dragon ever known.

Flaw: I have a nasty temper, so I prefer to keep to myself so others can't aggravate me.

QUEST HOOK: RECOVERING A BODY

A father approaches the party asking for help recovering the body of his daughter. His daughter failed to return after being part of a raiding party on Oraira's lair. The father doesn't have much, but he knows that his daughter had an heirloom, a magical amulet, that he offers to the party if they can recover her body.

QUEST HOOK: A FLOWER FROZEN IN TIME

When the party needs a rare spell component, there is a flower that used to grow in frozen regions of the realm. That flower is said to still be frozen in the lairs of some white dragons, including Oraira's.

ORAIRA

Large White Dragon, Neutral Evil

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 40 ft., burrow 30ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	18 (+4)	12 (+1)	12 (+1)

Saving Throws Dex +4, Con +9, Wis +5, Cha +5

Skills Perception +9, Stealth +4

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Ice Walk. Oraira can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost her extra movement.

Actions

Multiaction. Oraira uses Frightful Presence, then she makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 4 (1d8) cold damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Frightful Presence. Each creature of Oraira's choice that is within 60 feet of Oraira and aware of her must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Oraira's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5-6). Oraira exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.





ORANA FALLENSHORE

Medium Humanoid (Elf), Chaotic Good

Armor Class 15
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	9 (-1)	11 (+0)	8 (-1)

Saving Throws Str +7, Con +6
Skills Athletics +7, Nature +2, Survival +3
Senses darkvision 60 ft., passive Perception 10
Languages Common, Elvish
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Unarmored Defense. While Orana is not wearing any armor, her AC includes her Constitution modifier.

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

Actions

Multiattack. Orana makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 13 (2d6 + 6) slashing damage plus 3 (1d6) fire damage.

Blade Whirlwind (Recharge 5-6). Orana targets any number of creatures that she can see within 5 feet of her. Each target must succeed on a DC 15 Dexterity saving throw, taking 21 (6d6) slashing damage on a failed save, or half as much damage on a successful one.

ORANA FALLENSHORE

AN ELVEN OUTCAST (SHE/HER)

Orana does not speak about what resulted in her being exiled from her homeland. She was driven out by a case of mistaken identity, believed to be responsible for killing her own brother.

Orana still adheres to a majority of the beliefs of her people, primarily a respectful coexistence with the natural world. She makes a living as a hired sword whenever necessary, but she spends the majority of her time alone, reflecting on what brought her to her current life.

Passions rule Orana's life. She is quick to make friends and enemies. In addition, she is fiercely loyal to people that she sees as her comrades, even if she has known them for a few hours time.

Quick to Blows. Orana is used to words ending in tragedy, so she prefers to let her sword do the talking. If there is a possibility to solve a problem using brute force, she will relish in choosing that path.

Abandoned by Her People. Orana has been on her own for decades, living her elven life in extended periods of solitude. Though Orana's original exile was not her choice, she finds comfort in being alone at times despite her naturally gregarious personality.

An Easy Friend. Despite a rough exterior, Orana will sometimes become friends with people over a night of friendly drinking and gambling. She lives her life as if it has already expired.

BACKGROUND: OUTCAST

Orana has lived more of her life away from her homeland than she ever did among her people. She considers her friends to be her family now.

Personality Trait: I speak only when necessary; my fists are more useful than words. I enjoy the company of others, but I sometimes need time to myself.

Ideal: I consider friends to be blood, and I will defend them as I would my own family.

Bond: The beliefs of my people course through my veins, even if they betrayed me. I am who I am.

Flaw: A bit of violence only hurts until the wounds heal, so I will solve problems with force even when other solutions present themselves.

QUEST HOOK: A CORRUPTION OF THE WILDS

Orana comes to the party seeking help in the removal of a powerful aberration from a nearby forest. The situation becomes complicated when the aberration links its life force to Orana, causing them to share any wounds that one of them suffers.

QUEST HOOK: A CHANCE AT REDEMPTION

New evidence has come to light decades after the fact that may exonerate Orana of her original crime. However, Orana is unsure of whether she wants to return to her homeland, so she seeks advice from the party over a friendly night of drinking and bar fights.

ORI SUNSPEAKER

A GUIDE FROM A NOBLE FAMILY (SHE/HER)

Ori lived a life of luxury for the first century of her existence. Unfortunately for her family, Ori grew bored with being a canary in a gilded cage, and Ori decided to strike out on her own soon after she reached adulthood. Ori began working among commoners against her parents' wishes.

Ori became a good scout, despite the fact that Ori was cursed with an awful sense of direction. Ori's family was sure that Ori would get killed in her line of work, but Ori has proven them wrong for at least a century now.

Ori's specialty is long treks, especially through inhospitable climates. Ori's services often cost more, because Ori contracts out local guides to help her clients through difficult terrain. Despite the additional expense, Ori is a favorite among nobles, who appreciate the difference in how Ori carries herself when compared to other guides.

A Competent Guide. Ori is capable of leading her clients just about anywhere. Ori built up a network of local guides that she contracts to help her through areas she doesn't know as well, and Ori has yet to lose a client.

A Hard Worker. Though Ori is known to be from noble heritage, Ori works hard to go against any perception that people might have of her as nobility. While most acts of court around Ori are met with a simple eye roll, Ori will get angry if someone doesn't stop treating her as someone better than them after a while.

BACKGROUND: SILVER SPOON

Ori was born into nobility, and in some ways, she will never be able to escape that label.

Personality Trait: I know I was a noble, but I'm not that anymore. I just want to be treated like everyone else. I like to focus on the task at hand whenever possible.

Ideal: I guide people around, so I can see the world that I was never able to see as a child.

Bond: I would rather die than lose a client. It is my job to protect them whenever possible.

Flaw: I know I work as a guide, but I don't have the best sense of direction. I just know what to do to make it through the wilds unharmed.

QUEST HOOK: BURIED TREASURE

Ori has come into possession of a map claiming to lead to a lost ancient treasure. Ori offers the map to the party because Ori has no interest in the treasure itself, but Ori does offer to lead them as a guide. The map was originally made by an eccentric rich person with a love of logic puzzles.

QUEST HOOK: THE PLANAR ROUTE

Ori accidentally leads the party through a planar portal, and they have to find a way back with the portal closes behind them.

QUEST HOOK: A LOST GUIDE

Ori hires the party to help find one of her local guides that has gone missing. The guide was captured by a gnoll warband.



ORI SUNSPEAKER

Medium Humanoid (Elf), Chaotic Good

Armor Class 15 (studded leather)
Hit Points 45 (10d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	10 (+0)	14 (+2)	12 (+1)	13 (+1)

Saving Throws Dex +5, Int +4
Skills Acrobatics +5, Insight +3, Perception +3, Stealth +5, Survival +3
Senses darkvision 60 ft., passive Perception 12
Languages Common, Elvish
Challenge 2 (450 XP) **Proficiency Bonus** +2

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

Actions

Multiattack. Ori makes two Longbow attacks.

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. The attack deals an extra 7 (2d6) piercing damage if Ori has advantage on the attack roll or if the target is within 5 feet of one of Ori's allies.



PATIENCE WORLDENDER

A FORCE FOR ENTROPY (HE/HIM)

Patience dreams of the end of the world every night. His ancestors have blessed him with visions of the end of all pain and suffering. Patience plans to bring about the end of the world, and he believes that it is his birthright to do so. Patience believes that the end of the world is a positive outcome, and he is willing to do anything in order to bring about the apocalypse that will end all pain.

Patience recognizes that he cannot bring about the end of the world on his own, so he will work with others to forward his goals. Patience prefers to work with individuals that he understands, so he often works with cultists or others that have strong beliefs, trusting their faith over other motivations.

Most of Patience's machinations involve becoming a part of movements that already exist. Once Patience has infiltrated organizations as muscle, Patience causes the most destruction that he possibly can, whether that means that he works with people or sabotages their plans depends on the situation. Loyalty does not matter to Patience unless it is a loyalty to his vision.

A Zealot for Destruction. Patience believes that he can bring about the end of the world by causing enough death and destruction. Patience takes any chance that he can to be a part of political upheaval or war.

Playing the Long Game. Patience has taken part in many wars, never giving up on his belief in the end of all pain. No matter how many lives it takes, Patience will remain firm in his resolve to bring about the end of the world.

PATIENCE WORLDENDER

Medium Humanoid (Tiefling), Chaotic Evil

Armor Class 19 (splint, shield)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	15 (+2)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Wis +4, Cha +5

Skills Insight +4, Intimidation +5

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Common, Infernal

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Aura of Protection. Whenever Patience or a friendly creature within 10 feet of him must make a saving throw, the creature gains a +2 bonus to the saving throw. Patience must be conscious to grant this bonus.

Actions

Multiattack. Patience makes two Morningstar attacks.

Morningstar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 9 (2d8) radiant damage.

BACKGROUND: VISIONARY

Patience sees the end of the world in his dreams, and these visions give Patience certainty about his life's direction.

Personality Trait: I will do whatever it takes to remain on my path, no matter how many people I have to betray or harm.

Ideal: Death and destruction are the tools with which I shall bring about my vision of the world.

Bond: I shall bring about an apocalypse to end all pain and suffering.

Flaw: Life means little in the face of the end of all pain and suffering, so I value life only as a means to my goals.

QUEST HOOK: AN UNLIKELY ALLY

Patience comes to the party with information about how to kill a long-time foe. However, it quickly becomes apparent that Patience wishes only to cause as much damage as possible, and he wants to use the party to accomplish that goal.

QUEST HOOK: THE END OF EVERYTHING

After a great civil war, Patience has finally gathered enough souls to make himself invincible. Patience threatens to take over a major settlement and enact his edicts of constant sacrifice. The party must gather components to remove Patience's invulnerability before the sacrifices become enough to open a portal to hell.

PENELOPE TRUEBLADE

A DEFENDER OF KNOWLEDGE (SHE/HER)

Penelope was raised in an orphanage where the headmaster believed in instilling a love of knowledge in the children. After Penelope left the orphanage, Penelope continued her studies, eventually becoming an archaeologist herself.

Limited by many local laws, Penelope focused her efforts on very specific excavations. Penelope's work became officially recognized by the predominant faith in her country, and Penelope went on to found an orphanage of her own. When Penelope isn't taking part in an excavation, Penelope teaches the next generation to follow in her footsteps.

A Defender of Knowledge. Penelope believes that people have a right to know history, and Penelope defends that right whenever she has the chance. Penelope knows that there are other important things in the world, but she believes that knowing history is the start of that journey.

A Playful Personality. As a result of spending much of her time around children, Penelope often comes across as having a playful attitude about life. However, when it comes down to it, Penelope is capable of shutting out that playful side to get things done.

BACKGROUND: ORPHAN

Penelope knows nothing of her family. They were killed in a shipwreck before Penelope was old enough to speak.

Personality Trait: The past has many lessons for us. There's more value to listening than to speaking over others in order to learn. I have a big place in my heart for children, because they will carry us into the future.

Ideal: Knowledge is power, and that power belongs to all.

Bond: I will teach the next generation about the past so that they can become the future.

Flaw: I believe my lack of a past means I am worth less than other people.

QUEST HOOK: TEACHING THE NEXT GENERATION

Penelope invites the party to come and speak at the orphanage about what they do as adventurers. Penelope hopes they will inspire the next generation. However, a cursed artifact in the orphanage threatens to derail the discussion with the children.

QUEST HOOK: THE VALUE OF HISTORY

Penelope seeks aid from the party when a valuable tome of magical incantations goes missing from the orphanage. The culprit is a doppelganger planning to sell the tome in a black market auction.

QUEST HOOK: UNCOVERING THE PAST

Penelope has received an unmarked missive detailing the past of her parents as bloodthirsty pirates. Penelope hires the party to look into these accusations, and the party must decide whether to tell Penelope the truth when they discover that bloodthirsty is the only false allegation about her parents.



PENELOPE TRUEBLADE

Medium Humanoid (Human), Neutral Good

Armor Class 17 (breastplate, shield)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Wis +4, Cha +5

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

Condition Immunities frightened

Senses passive Perception 11

Languages Celestial, Common, Primordial

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Theologist. Penelope has advantage on Intelligence (Religion) checks.

Actions

Multiaction. Penelope makes two Morningstar attacks.

Morningstar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 9 (2d8) radiant damage.



PENORA WOODBORN

A FREE-LIVING HERMIT (SHE/HER)

Penora was born beneath the stars. Penora has never lived in a permanent settlement. Penora's family taught Penora how to make shelter without having an impact on the surrounding forest, and Penora has lived that way her entire life. This nomadic lifestyle allows Penora to be a caretaker of a much larger area of the forest than a typical druid, and Penora prides herself on keeping the ecosystem in balance in her home forest.

Penora is a naturally inquisitive person, but Penora rarely deviates from her routine. However, if Penora happens across an unexpected person on her travels, Penora will ask as many questions as she can string together without regard for if the person might be interested in conversation or not. Penora did not learn social cues from interacting with people outside her family.

If an outsider threatens Penora's forest, Penora is ready to fight to the death if need be. Penora has defended her natural home from many threats, including deforestation, the attempted annexing of a small kingdom, and roving bands of children incapable of showing proper respect to nature.

A Forest Guardian. Penora sees her forest as both her home and her charge. Penora defends her home from any incursion that might happen, no matter whether others would consider the incursion a danger to the forest or not.

Inquisitive to a Fault. If Penora does not see someone as a danger to her home, Penora will seek to learn everything that Penora can from the person about the outside world. Penora expresses no interest in visiting the world outside her home, but Penora finds information about distant lands to be fascinating.

PENORA WOODBORN

Medium Humanoid (Human, Druid), Chaotic Neutral

Armor Class 14 (hide)

Hit Points 58 (13d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	10 (+0)	15 (+2)	13 (+1)

Saving Throws Int +2, Wis +4

Skills Animal Handling +4, Religion +2

Senses passive Perception 12

Languages Common, Druidic

Challenge 2 (450 XP) **Proficiency Bonus** +2

Local Knowledge. Penora has advantage on Intelligence and Wisdom checks relating to her home forest.

Actions

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

Poison Bolt. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 13 (2d12) poison damage.

Spellcasting. Penora casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 12):

At will: *druidcraft, guidance*

3/day each: *detect poison and disease, entangle*

1/day each: *enhance ability, pass without trace*

BACKGROUND: UNCIVILIZED

Penora grew up in a nomadic lifestyle that some people would call uncivilized, and she has few social graces as a result of that upbringing.

Personality Trait: I am quick to action, especially when that action defends the local wildlife. If action isn't necessary, then gathering information is enjoyable.

Ideal: The natural world is amazing, but so is civilization, as long as it doesn't threaten my home.

Bond: I will defend my home until my dying breath.

Flaw: I have no idea how to act around strangers, and I don't know when to stop asking questions.

QUEST HOOK: AN INVASIVE SPECIES

Penora interrupts the party while they are camping in her woods. At first, Penora is wary of the strangers, but Penora can be calmed with enough promises not to harm the forest. If Penora is calmed, a new problem presents itself in the form of Penora's questions keeping the party from rest by escorting them until they reach the forest's edge.

QUEST HOOK: NATURE'S BOUNTY

In order to keep Penora's home in balance, Penora comes to market with some rare mushrooms from the forest. Unfortunately, the delirious effects of the mushrooms start spreading among the market.

POLLY LONGSTEP

A PROLIFIC SMUGGLER OF ILLICIT GOODS (SHE/THEY)

Polly was raised in a merchant family that had their entire fortune seized by pirates when they attempted to move to a new city. In one day, Polly's sizable inheritance was whittled down to her father's fancy hat. Polly wasn't a fan of that turn of events, so Polly did whatever was necessary to make her way in the world.

Polly took care of her family by finding her place on a pirate ship. Polly's family started over with a small store, and Polly took more and more risks to get herself back to where she thought she was meant to be in life. Unfortunately, Polly made one too many risky moves, and Polly's family ultimately paid the price for her mistakes when someone Polly stiffed came looking for revenge.

Rather than slow Polly down, the loss of Polly's family sped up Polly's risk-taking behavior. Polly dealt in any type of cargo that people wanted to get from one place to another. Polly had no qualms about transporting any cargo that wasn't living, and Polly always gets paid more for illegal goods.

Gambling Woman. Polly believes she's got nothing left to lose in life after she lost her family. As a result, Polly takes every gamble available to her, and Polly never fails to double down when it looks like she's lost a hand.

Captain with a Loyal Crew. Polly's crew is one of the most loyal pirate crews on the seas. Polly instills that spirit of loyalty by treating her crew like the family that she lost. The only thing Polly won't gamble with is the lives of her crew.

BACKGROUND: UNLUCKY LOSS

Polly's life of smuggling and piracy started when her family lost everything during a voyage to a new life.

Personality Trait: I never met a risk I wasn't willing to take. I know that when the chips are down, my crew will back whatever move I make.

Ideal: At the end of the day, what matters is who is holding the pot and who is left dead.

Bond: I will make enough coin that my inheritance will be forgotten in comparison to my riches.

Flaw: The likelihood of success doesn't enter into my mind when I take a chance, just what I can win.

QUEST HOOK: TAKING OUT THE COMPETITION

Polly hires the party, letting them know she wants to move against a smuggler that is willing to traffick in people. Polly doesn't reveal anything about her own business. But she sets the party up with everything they need to take her competitor down, except for letting them know that the smuggler is a chromatic dragon capable of polymorphing into human form.

QUEST HOOK: DOUBLE OR NOTHING

When Polly loses a major haul, Polly takes a chance on taking down another vessel on the same route, which happens to have the party on it.



POLLY LONGSTEP

Medium Humanoid (Elf), Neutral Evil

Armor Class 15 (leather)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

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

Saving Throws Dex +6, Int +4

Skills Perception +3, Sleight of Hand +6, Stealth +6

Senses passive Perception 13

Languages Common, Elvish

Challenge 2 (450 XP) **Proficiency Bonus** +2

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

Actions

Multiattack. Polly makes two Shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Bonus Actions

Cunning Action. Polly takes the Dash, Disengage, or Hide action.





QOCATERMINOS

AN EMPEROR WITH NO EMPIRE (HE/HIM)

Qocaterminos sought to rule a great desert empire. From the time he was hatched, Qocaterminos saw humanoids as something to rule. If humanoids were not ruled, they would lead themselves into oblivion, so Qocaterminos saw it as his duty to lead them. Qocaterminos created the desert empire of his dreams, but it did not go to plan.

As Qocaterminos' empire grew, the unrest among his subjects grew as well. Several rebellions against Qocaterminos became out-and-out civil wars in the empire. The forces behind Qocaterminos fought out of fear, while the rebellion fought for freedom. The result was that the rebellion after a few years seemed primed for victory.

Qocaterminos refused to lose his empire, so Qocaterminos instead decided to burn it to the ground. Qocaterminos flew over the cities and towns under his control, spewing lightning and causing grand fires. Many died, and still more fled from the emperor's wrath.

All That Remains. After Qocaterminos destroyed his empire, ruins were all that remained. Qocaterminos turned the capital city of his empire into his new nest, resting among the crumbling city that he destroyed. In Qocaterminos' mind, the empire is still at its zenith, and Qocaterminos himself is still powerful and unquestioned in his rule.

A Mad Emperor. Qocaterminos believed that destroying his empire was better than letting it fall into the hands of rebels. Now that the empire is gone, Qocaterminos has convinced himself that nothing has changed. Qocaterminos often walks the streets of his capital city, smiling at non-existent subjects.

BACKGROUND: EMPEROR

Qocaterminos ruled over a desert empire for over a century before the empire fell.

Personality Trait: I am the greatest emperor to ever live, and I rule the greatest empire. I am benevolent until someone crosses me. When crossed, I am a living nightmare for my enemies.

Ideal: The empire is at its best when I rule it, no matter what the other circumstances are.

Bond: I shall continue to rule the greatest empire the realm has ever known.

Flaw: I do not recognize that my empire is gone. Any suggestion that it's gone will be met with my wrath.

QUEST HOOK: EXPLORING THE RUINS

The party is tasked with recovering a powerful magical item from the capital of Qocaterminos' fallen empire. They must figure out how to avoid or deal with Qocaterminos in order to recover the item.

QUEST HOOK: RESTORING THE EMPIRE

In order to create a new city for people to live in, a bounty has been offered for Qocaterminos. If the party takes on the bounty, the organization offering the reward gives them an opportunity to help rebuild the capital city.

QOCATERMINOS

Huge Dragon, Lawful Evil

Armor Class 19 (natural armor)
Hit Points 256 (19d12 + 133)
Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +6, Con +13, Wis +8, Cha +11
Skills Perception +13, Stealth +6
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Common, Draconic
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If Qocaterminos fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Qocaterminos can use Frightful Presence, and he makes one Bite attack and two Claw attacks.

Bite. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. **Hit:** 19 (2d10 + 10) piercing damage plus 11 (2d10) lightning damage.

Claw. Melee Weapon Attack: +16 to hit, reach 5 ft., one target. **Hit:** 15 (2d6 + 10) slashing damage.

Tail. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. **Hit:** 17 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of Qocaterminos' choice that is within 120 feet of him and aware of him must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Qocaterminos' Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5-6). Qocaterminos exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save or half as much damage on a successful one.

Bonus Actions

Detect. Qocaterminos makes a Wisdom (Perception) check.

Tail Attack. Qocaterminos makes a Tail attack.





QONA DARKSMILE

A SUBTERRANEAN MERCENARY (SHE/HER)

Qona grew up in a city where the primary deity worshiped was the Spider Queen. Qona never understood from her time there why people venerated the Spider Queen. Whenever Qona had the chance, Qona left her home city to make her own way in the world.

Qona still enjoyed the world that existed beneath the surface. Qona spent some time on the surface, but Qona wasn't interested in staying there. Qona preferred the darkness of caverns to the bright forests on the surface. Qona also understood what was necessary to survive beneath the surface.

Qona never had problems finding work as a mercenary. Qona prefers the term sellsword for no other reason than she thinks it sounds cool. Qona shows little emotion, especially when she is on a job. Qona likes to keep others guessing as to what is going on in her head.

Principled Individual. Once Qona has signed a contract, Qona believes in completing that contract unless she dies trying. Qona respects those she works for, and Qona appreciates being able to make a living away from her home city.

Resourceful Fighter. Qona learned how to fight in a city where assassination was a way of life. The result was that Qona understands how to win a fight by improvisation if nothing else.

BACKGROUND: SPIDER QUEEN'S EMBRACE

Qona was born in a city where the Spider Queen was a commonly venerated deity.

Personality Trait: If people want to pay me for what I'm good at, who am I to stop them? I prefer to be in the company of people that believe I have value.

Ideal: People pay me to keep them alive, and I like coin, so it feels like a good gig.

Bond: Once I've signed a contract, the only way I won't follow through is if I'm no longer breathing.

Flaw: I enjoy being mysterious a bit too much sometimes.

QUEST HOOK: WANDERING IN THE DARK

Qona makes it back from an expedition that went south. Qona hires the party to help her get back to where she lost the expedition because Qona believes her employer is still alive. In order to get back, there are many hazards unique to the world below the surface that the party would have to brave.

QUEST HOOK: SPIDER QUEEN'S BOUNTY

Qona receives a holy symbol of the Spider Queen in her loot from an expedition. The Spider Queen speaks to Qona from that symbol. Qona goes missing the next day, and her previous employer hires the party to go after her because he is worried about losing a good hand. Qona was being pulled by the Spider Queen in the direction of a drider nest.

QONA DARKSMILE

Medium Humanoid (Elf), Lawful Neutral

Armor Class 15 (studded leather)
Hit Points 52 (15d8 - 15)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	9 (-1)	12 (+1)	13 (+1)	12 (+1)

Saving Throws Str +2, Dex +5
Skills Athletics +2, Perception +3, Survival +3
Senses passive Perception 13
Languages Common, Elvish
Challenge 2 (450 XP) **Proficiency Bonus** +2

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

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

Actions

Multiattack. Qona makes two Shortsword attacks or two Dagger attacks.

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

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

Bonus Actions

Vanish. Qona takes the Hide action.

QUADRIYYAH STARSONG

A NOBLE AND AN EXPERIMENTER (SHE/HER)

Quadriyyah was born to the noble Starsong family, and her worldview has been shaped by that noble birth. Quadriyyah does not value life, but she does value information. While Quadriyyah does not participate in wonton violence, she does not consider an experiment a failure if the subject dies.

Quadriyyah believes that the amount of information gathered is the sole measure of an experiment's success.

Quadriyyah knows more than most people about anatomy, pain, and magic. Quadriyyah consistently offers high amounts of gold for participation in her research, and she will use prisoners if no volunteers are available. The rumor that Quadriyyah orchestrated the arrest of political dissidents in order to fuel her magical experiments is true.

Quadriyyah hears whispers from a distant creature, something that guides her experiments and her search for knowledge. Quadriyyah does not question where the whispers come from, but she does not follow their suggestions immediately. However, the information has proven to be worthwhile enough that Quadriyyah no longer questions its source.

Guided by an Ancient Voice. Quadriyyah conducts her magical experiments under the tutelage of something ancient. Quadriyyah does not know that the voice that speaks to her comes from a place far into the Outer Planes.

Obsessed with Information. Quadriyyah performs experiments with clinical precision. Quadriyyah is obsessed with the data that she gains and how it can increase her power. This information is much more important to Quadriyyah than any life sacrificed in pursuit of knowledge.

BACKGROUND: EXPERIMENTER

Quadriyyah conducted her first magical experiment as a young teenager, and Sheros has not slowed down since then.

Personality Trait: I am beyond petty mortal concerns because my work transcends mortal magic. Time spent away from my experiments is time wasted.

Ideal: The world is full of mystery, and magic is capable of solving those mysteries.

Bond: I shall unlock the very mysteries of magic and the multiverse.

Flaw: I don't see human life as valuable outside the information that I can derive from extinguishing it.

QUEST HOOK: WHISPERED PLANS

Quadriyyah's patron allows Quadriyyah the knowledge of how to unlock travel to the Outer Planes. Quadriyyah accidentally transports her entire city there, including the party, and the party must find a way to reverse the spell.

QUEST HOOK: LAB RATS

Quadriyyah offers the party the ability to be the first to experience her new empowered magic. She says that the magic will enhance their abilities; if the party accepts, they discover she was lying. Quadriyyah instead placed the party in a deep sleep through non-magical means in order to transport their essence into the Outer Planes. She plans to take readings and see if the party can survive the trip.



QUADRIYYAH STARSONG

Medium Humanoid (Half-Elf, Warlock), Lawful Evil

Armor Class 13

Hit Points 49 (11d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	10 (0)	14 (+2)	11 (+0)	17 (+3)

Saving Throws Wis +2, Cha +5

Skills Arcana +4, Investigation +4, Nature +4

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Common, Infernal

Challenge 2 (450 XP) **Proficiency Bonus** +2

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

Actions

Eldritch Blast. Ranged Spell Attack: +5 to hit, range 120 ft., one target. *Hit:* 8 (1d10 + 3) force damage.

Spellcasting. Quadriyyah casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *mage hand*

1/day each: *suggestion*, *unseen servant*

Reactions

Hellish Rebuke. When Quadriyyah takes damage from a creature within 60 feet that she can see, Quadriyyah surrounds the creature in hellish flames. The creature must make a DC 13 Dexterity saving throw, taking 2d10 fire damage on a failed save, or half as much damage on a successful one.

QUICK SHADOWHAND

AN UNETHICAL MAGIC RESEARCHER (HE/HIM)

Quick was born to a large royal family. Quick was never going to be in line for the throne, but Quick had no interest in political power. Quick was more interested in magic. Though Quick had no inherent magical abilities, it did not take long for Quick to find a patron to invest magic into him. Quick's patron was an aberration, speaking to Quick from a plane far away. Quick's patron was mostly interested in the words of the dead, and that suited Quick just fine, as he didn't mind killing people to make them speak.

Quick took every shortcut available to him in magical research. If there was someone that knew something Quick wanted to know, Quick would kill them and extract the knowledge out through speaking with their skull. Quick gained a reputation among those that studied magic quickly, but Quick was untouchable when it came to consequences, because of his connections to the royal family. Quick continues to this day to take advantage of those connections, learning everything he can while doing as little real work as possible.

Curious and Lazy in Equal Measure. Quick would rather kill someone who has read a book and then ask their skull questions than read a book himself. Quick has been working on developing more efficient methods of knowledge extraction, but his progress has been quite slow.

A Charismatic Person with No Use for Others. Quick's force of personality is strong, and he is quick to make friends when he wants to put in the time. The only issue is Quick usually has only as much interest in other people as they have use for his projects.

BACKGROUND: ROYAL FAMILY

Quick is the fifth son to a large royal family, and he has no desire for the throne.

Personality Trait: I could ask you a question now, or I could kill you and make sure your eternal soul requires that you answer my question. Decisions, decisions. I am a delight when I want to be.

Ideal: This life is every person for themselves.

Bond: I will learn everything about magic while doing as little work as possible.

Flaw: To suggest that I might have flaws puts me in a bad mood, so don't do it.

QUEST HOOK: UNGRATEFUL DEAD

Quick hires the party to look into a source of great magical power. Unfortunately, Quick has been lied to by his source, which he killed, and the information will lead the party into a maze of magical traps.

QUEST HOOK: REVENGE FOR THE DEPARTED

A group of spirits speaks to the party through their dreams, asking for vengeance against their murderer, Quick. The spirits tell the party that Quick will be near a magical leyline on the next full moon, and his connection to his patron will be cut off during that time.

QUICK SHADOWHAND

Medium Humanoid (Tiefling, Warlock), Chaotic Evil

Armor Class 14 (17 with *mage armor*)

Hit Points 156 (24d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	15 (+2)	12 (+1)	13 (+1)	19 (+4)

Saving Throws Con +6, Wis +5, Cha +8

Skills Arcana +5, Deception +8, Investigation +5

Damage Resistances fire, force

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Common, Draconic, Infernal

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Special Equipment. Quick wears a *brooch of shielding* and a *cloak of displacement*.

Brooch of Shielding. Quick has immunity to damage from the *magic missile* spell.

Cloak of Displacement. Creatures have disadvantage on attack rolls against Quick. If Quick takes damage, this property ceases to function until the start of his next turn. This property is suppressed while Quick is incapacitated, restrained, or otherwise unable to move.

Actions

Fire Vortex. *Melee or Ranged Spell Attack:* +8 to hit, reach 5 ft. or range 90 ft., one target. *Hit:* 45 (10d8) fire damage.

Force Bolt. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 27 (5d10) force damage.

Blazing Fury (Recharge 5-6). Quick cloaks an entire area in fire. Each creature within 30 feet of Quick must make a DC 16 Dexterity saving throw, taking 56 (16d6) fire damage on a failed saving throw, or half as much on a successful one.

Spellcasting. Quick casts one of the following spells, without requiring material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *mage armor*, *mage hand*, *minor illusion*, *prestidigitation*, *speak with dead*

3/day each: *charm person*, *mirror image*, *tongues*

1/day each: *banishment*, *dimension door*, *hold monster*, *plane shift*, *polymorph*, *true seeing*





RANVA COPPERSTEP

Medium Humanoid (Human), Lawful Neutral

Armor Class 18 (+1 *splint*)
Hit Points 153 (18d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	19 (+4)	14 (+2)	11 (+0)	13 (+1)

Saving Throws Str +7, Dex +8
Skills Athletics +7, Perception +4, Survival +4
Senses passive Perception 14
Languages Common, Dwarvish
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Special Equipment. Ranva wears +1 *splint* and an *amulet of health*.

Actions

Flintlock. Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. *Hit:* 42 (12d6) fire damage.

Flintlock Bash. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 21 (6d6) fire damage.

Reactions

Evasive Roll. When Ranva takes damage, he can move up to half his movement without provoking attacks of opportunity.

RANVA COPPERSTEP

A RETIRED COMMANDER TURNED MOUNTAINEER (HE/HIM)

Ranva spent much of his life giving orders on the battlefield. Ranva was respected among his peers, and he was expected to work long into his twilight years. However, politics caused Ranva to leave the military altogether for a more quiet life in the mountains. Ranva's political enemies decided that letting the man retire to the mountains was victory enough, and Ranva hasn't heard from them since he left.

Ranva is still in great shape despite his advanced years. Ranva spends his time tinkering with his flintlock, a gift from a former subordinate who Ranva still holds in high regard, and hiking the mountain trails near his cabin. Ranva still has a regimented life, often doing the same things at the same time of day. The structure makes Ranva feel as if his life still has meaning, even if he is no longer commanding forces on the battlefield.

Ousted for Beliefs. Ranva was considered too dovish by his superiors. It wasn't that Ranva was against war in principle, but Ranva believed war was meant to be a last resort. Ranva's superiors thought that such a stance would be used as an argument to weaken their forces over time. Ranva believed there would always be reasons for military strength, so there was no need to be bullish about new conflicts.

People Person. Though Ranva enjoys his share of solitude, Ranva also enjoys the company of others on occasion. Ranva is an active listener in conversations, and he has a hearty laugh capable of warming the heart of anyone who hears it. It was long a point of speculation as to why Ranva never married, but he always said that he simply had no interest in relationships.

BACKGROUND: COMMANDER

Ranva's formative years were spent on the battlefield, first as a soldier, then as a commander.

Personality Trait: There's always more that people can learn if they are only willing to listen. I'm used to taking charge when the situation calls for it.

Ideal: I obey orders, even when I disagree with the order that was given.

Bond: I would lay down my life to this day for those who served under my command.

Flaw: I still feel remorse for those who lost their lives to my orders, even when there was nothing I could do about their death.

QUEST HOOK: CHECKING IN ON AN OLD MAN

An innkeeper asks the party to check up on a retired man living in the mountains because he hasn't been by in over a month to pick up food as he usually does. If the party investigates, they will find that Ranva broke his ankle during a bad fall and was taken by kobolds while unconscious. The kobolds haven't figured out what to do with Ranva, but they have discovered how useful his flintlock is.

REGES NIGHTBLADE

A COMMANDER WITH AMBITION (HE/HIM)

Reges was born to a low-ranking noble family, and always had ambitions for more. When Reges was recognized as an adult, he immediately joined the military. Reges earned an officer's commission at a young age, earlier than anyone in the history of his kingdom.

Reges continued his rise in the military until he became the youngest commander in his kingdom's history. Reges never stopped with his ambitious moves, sometimes putting his ambitions over the lives of those in his command. If Reges were asked about those actions today, Reges would say that he regrets the choices he made, but not the outcome.

With Reges' military career coming to a close, Reges has begun to turn his eye to the political arena. Reges lives in a constitutional monarchy, and his plans to ascend into the halls of legislators are unlikely to be stopped anytime soon.

Calculating Strategist. Reges became so successful as a military commander by being an excellent tactician on the battlefield. Reges has lost people under his command, but Reges has never lost a battle. Even battles that were considered unwinnable based on position and numbers were no match for Reges' cunning strategic mind.

Studied in War. Part of the reason that Reges was unmatched by his opponents on the battlefield is that Reges has an encyclopedic knowledge of the history of all major battles in the known world. Reges uses this knowledge to his advantage, whether applying the tactics literally on the battlefield or metaphorically in the battlefields of the forum.

BACKGROUND: YOUNG COMMANDER

Reges achieved the rank of commander faster than any person in the history of his kingdom.

Personality Trait: I know what it takes to win on any battlefield, and I am willing to make sacrifices when necessary. Speaking too much can reveal information to an unknown enemy.

Ideal: Political might is the only power that truly matters in the world.

Bond: I shall become the head of state by any means necessary.

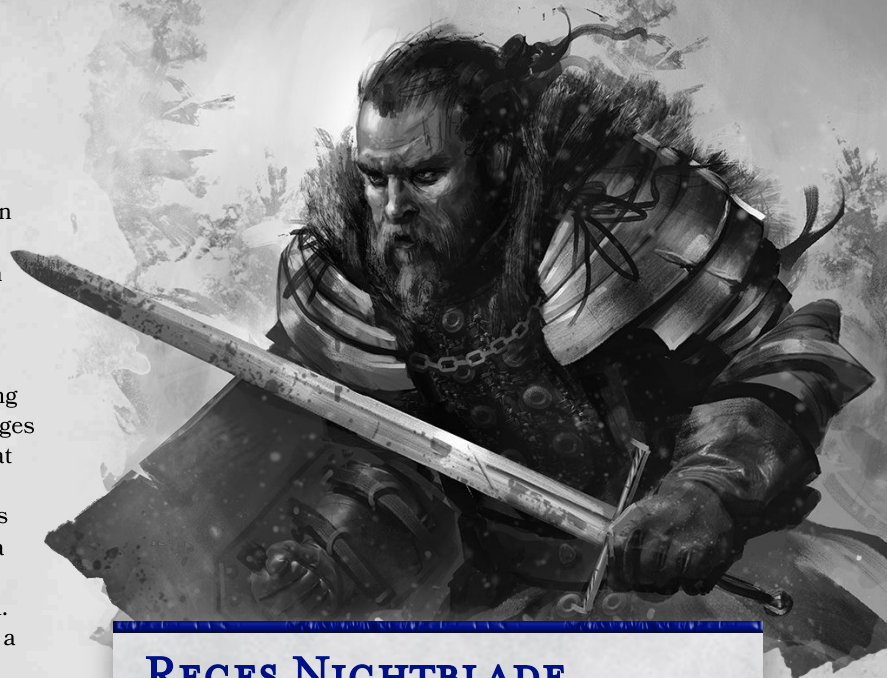
Flaw: I tend to speak in extended battle metaphors, even when it is clear my audience does not take my meaning.

QUEST HOOK: THE BATTLE FOR THE FORUM

Reges is running for the Senate. Reges wants to employ the party as a neutral party to help him reach his goal. The party must decide whether they would like to back Reges or another one of the many candidates for office. The campaign is rough enough that bloodshed could result.

QUEST HOOK: A TACTICAL ERROR

Reges is attacked during the night by a political opponent. When it becomes obvious that Reges must retreat, Reges seeks out help from the party to protect his life. The party must decide whether to keep Reges safe away from his kingdom or return with him to face the political opponent, who is a doppelganger in disguise.



REGES NIGHTBLADE

Medium Humanoid (Human), Lawful Neutral

Armor Class 17 (half plate, shield)

Hit Points 110 (17d8 + 34)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	14 (+2)	13 (+1)	12 (+1)	12 (+1)

Saving Throws Str +7, Con +5

Skills Athletics +7, History +4, Perception +4

Senses passive Perception 14

Languages Celestial, Common

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Military Strategist. Reges has advantage on Intelligence (History) checks involving battles, wars, and famous military tactics.

Actions

Multiattack. Reges makes three Longsword or Javelin attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. 8 (1d8 + 4) slashing damage.

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

Bonus Actions

Shield Bash. Reges attempts to knock an opponent off balance. Reges chooses a creature within 5 feet that he can see. The creature must succeed at a DC 15 Strength saving throw or be knocked prone.

Command. Reges orders an ally to attack. Reges chooses an allied creature within 60 feet that he can see. That creature can make a single weapon attack.

REMORSE COLDFIRE

A CLERIC OF WINTER'S HEART (SHE/HER)

Remorse was born during a winter festival to a poor couple. Remorse was loved by her family, but she didn't understand her name until much later. Remorse didn't have much growing up, but her family always made sure that they were able to celebrate the holidays, no matter what their financial situation was.

Remorse gained a respect for the members of the clergy that helped people celebrate the winter holidays. Remorse had an understanding that winter was not only a cold mistress but that it was capable of bringing people together in warm embraces. Remorse thought it was fitting that she became a cleric of a winter deity.

Remorse spends her time now helping the needy whenever she can. Remorse remembers what it was like being poor, even remembering what it feels like to go to bed on an empty stomach, and those memories drive Remorse to help people even more.

Kind and Gentle Soul. Most people who have met Remorse believe that Remorse isn't capable of hurting a fly. Remorse is a kind and jovial person that is always trying to bring people joy. Remorse's mood only gets better when the winter holidays come around.

Capable of Winter's Fury. When it is necessary, Remorse is capable of powerful magic. Stories of when people threatened her temple include rumors that Remorse was able to kill a person by freezing them to death in an instant. Remorse doesn't enjoy using her abilities, but she doesn't hesitate either.

BACKGROUND: A MEAGER UPBRINGING

Remorse's family was poor, and that didn't change as Remorse got older, exchanging forced poverty for the chosen poverty of being a clergy member.

Personality Trait: I am always capable of smiling, no matter what hardship life brings. I attempt to find common ground with everyone, no matter whether they are friend or foe.

Ideal: Everyone knows the harshness of winter, but few remember that winter brings people together in celebration.

Bond: I do everything I can to help the poor. My efforts are just only more visible during the holiday season.

Flaw: I judge myself for even the slightest error.

QUEST HOOK: THE JOY OF THE SEASON

Remorse asks for help with the mid-winter festival. There has been no snow, but Remorse can create some if she has the right ingredients. Remorse offers scrolls in return for the party gathering the ingredients she needs.

QUEST HOOK: WINTER'S WARM HEART

In the midst of a blizzard, many in the town seek shelter at the winter temple. Remorse offers warmth to any who need it, but she knows that the blizzard isn't natural. In order to dispel it, she asks the party to brave the blizzard to its center point, where cold elementals are to defend the storm.

REMORSE COLDFIRE

Medium Humanoid (Tiefling, Cleric), Chaotic Good

Armor Class 19 (+2 splint)

Hit Points 195 (26d8 + 78)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	15 (+2)	20 (+5)	15 (+2)

Saving Throws Con +8, Wis +10, Cha +7

Skills Insight +10, Medicine +10, Religion +7

Damage Resistances cold, fire

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Ignan, Infernal

Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Special Equipment. Remorse wears +2 splint and a ring of warmth, and Remorse wields a staff of frost. The staff of frost has 10 charges when fully charged and regains 1d6 + 4 expended charges daily at dawn. If its last charge is expended, roll a d20. On a 1, the staff turns to water and is destroyed.

Actions

Frozen Radiance. Melee or Ranged Spell Attack: +10 to hit, reach 5 ft. or range 120 ft., one target. **Hit:** 22 (5d8) cold damage plus 22 (5d8) radiant damage.

Icy Death (Recharge 6). Remorse brings a target's temperature to absolute zero for a moment. Remorse chooses one creature within 60 feet that she can see. The target must make a DC 18 Constitution saving throw. On a failed save, the target dies. On a successful save, the target takes 54 (12d8) cold damage.

Spellcasting. Remorse casts one of the following spells, without requiring material components and using Wisdom as the spellcasting ability (spell save DC 18):

At will: *guidance, resistance, spare the dying*
3/day each: *bleed, detect evil and good, detect magic, enhance ability, lesser restoration, protection from evil and good*

1/day each: *divination, freedom of movement, greater restoration, protection from energy, revivify, sending, true seeing*

Staff Spell. While holding her staff of frost, Remorse can expend 1 or more of its charges to cast one of the following spells from it (spell save DC 18): *cone of cold* (8d8 cold damage, 5 charges), *fog cloud* (1 charge), *ice storm* (2d8 bludgeoning damage and 4d6 cold damage, 4 charges), or *wall of ice* (10d6 cold damage or 5d6 cold damage from frigid air, 4 charges).





REUBEN HELLBOUND

A HELL HOUND BACK FROM THE GRAVE (HE/HIM)

Reuben used to be the best boy. Reuben did whatever his master asked. Reuben especially enjoyed the laugh of his master when Reuben snapped the bones of his master's enemies. Reuben felt very loved because Reuben was named after his master's favorite sandwich, and sandwiches were delicious.

Then, things changed. Reuben's master laughed less. In fact, Reuben's master stopped laughing at all. Reuben thought something was wrong, but Reuben didn't know what to do about his situation. Reuben laid down next to his master, and that was the last thing Reuben remembered.

Reuben was brought back to life shortly after that, but life was different. Reuben had a new master. Sandwiches weren't delicious anymore. Worst of all, all that Reuben could expel from his mouth was a toxic gas, not the warm fire that he used to enjoy spewing.

A Good Boy. Reuben will follow the orders of his master without question, even if those orders involve killing or maiming people. If Reuben no longer has a master, then Reuben will find a new master and obey them without question, because that's what good boys do.

A Deadly Creature. Reuben doesn't know his own strength. Reuben will sometimes mean to play with someone, but then the person will start screaming. Screaming reminds Reuben of his old master's laughter, so Reuben will play even rougher if someone screams.

BACKGROUND: A RAISED FIEND

Reuben used to be a hell hound, but he's a little bit different now.

Personality Trait: I am a good boy, and I enjoy following orders. Screams remind me of my old master, and I enjoy being reminded of my old master.

Ideal: A good boy always follows orders from his master.

Bond: I will always be a good boy, even if I have to find a new master to follow.

Flaw: I don't understand why people sometimes stop moving when I play with them.

QUEST HOOK: A DANGEROUS STRAY

The party finds Reuben prowling the streets of a small city at night. Reuben has no master, so he is willing to follow orders from a new master. However, Reuben is very intimidating, and a new master might not know the difference between Reuben trying to play and Reuben trying to kill someone. Part of the problem is Reuben doesn't know the difference between playing and killing someone either, so a new master would have to teach him.

QUEST HOOK: A NEW PACK

The party is transformed into fiendish creatures like Reuben. Reuben offers to teach them how to be good dogs. The party must discover the secret to the lich's curse that has turned them into fiends, and they might make a new friend in Reuben along the way.

REUBEN HELLBOUND

Large Undead, Lawful Evil

Armor Class 15 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	6 (-2)	13 (+1)	10 (+0)

Skills Perception +5
Damage Resistances necrotic, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 15
Languages understands Infernal but can't speak it
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

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

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

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 7 (2d6) necrotic damage.

Decaying Breath (Recharge 5-6). Reuben exhales necrotic energy in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 28 (8d6) necrotic damage on a failed save, or half as much on a successful one.

SARUS VELSTAT

A BARE-KNUCKLE CHAMPION (HE/HIM)

Sarus fights. Every opportunity Sarus gets, he fights. Sarus enjoys competition in all its forms, and he does not shy away from that joy. Sarus has fought in local and national fighting tournaments, but his greatest victory was in a regional bare-knuckle boxing championship.

When Sarus isn't fighting, Sarus is either training for the next fight or talking to people about fighting. Sarus believes that if he does not dedicate his life to fighting, it will eventually lead to him getting soft. Sarus has promised himself that will not happen.

Before Sarus began fighting for money, Sarus grew up on the streets, cast out because of his dual heritage. Some people even believed that Sarus was a sign of a coming apocalypse. Sarus doesn't often talk about his past, but he will sometimes stand up for children, especially children of mixed heritage like himself.

A Multiple Time Martial Arts Champion. Sarus has competed in various different styles of martial arts. Most of his success has come in boxing, but he has won smaller tournaments in various disciplines. Despite the success in boxing, Sarus enjoys grappling martial arts more.

Defender of the Weak. Sarus lived through being bullied until Sarus gained the ability to fight back. Ever since Sarus has been able to defend himself, Sarus has also taken it upon himself to defend those weaker than himself. Sarus has an exceptional weak spot for children of mixed heritage.

BACKGROUND: MARTIAL ARTIST

Sarus has trained in a variety of martial arts ever since his youth. Sarus is always ready for a good fight.

Personality Trait: I don't talk much, but that's only because I don't think much. I would rather be fighting than doing anything else.

Ideal: I fight to live, and I live to fight. When I'm in the midst of the fight, nothing matters more than winning.

Bond: I will defend people who aren't capable of defending themselves, especially if they remind me of my younger self.

Flaw: I don't often think before I act, and it sometimes gets me into trouble.

QUEST HOOK: DEFENDING THE INNOCENT

Sarus accidentally uncovered a smuggling ring that uses the less fortunate as cheap labor. Sarus isn't capable of taking the ring down himself, so he is looking for additional muscle to help him take down the group. Sarus does not know that the leader of the smuggling ring is a black dragon in disguise.

QUEST HOOK: A FIGHT FOR THE AGES

Sarus receives backing for a national martial arts tournament. The party is welcome to attend. However, it seems that the backer of the tournament has organized the tournament in order to gather the energy of the combatants for a powerful spell. The goal of the backer is to raise a powerful martial artist from the dead, someone who was famous for their cruelty.



SARUS VELSTAT

Medium Humanoid (Half-Tiefling/Half-Orc), Neutral Good

Armor Class 12

Hit Points 67 (9d8 + 27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	9 (-1)	10 (+0)	11 (+0)

Saving Throws Str +5, Dex +3

Skills Athletics +5, Insight +2

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 3 (700 XP) **Proficiency Bonus** +2

Relentless Endurance (1/day). When Sarus is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead.

Actions

Multiattack. Sarus makes four Unarmed attacks.

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

Bonus Actions

Tactics. Sarus takes the Dash, Disengage, or Dodge action.



SINDEUS STRONGARM

A CURSED SMITH WITH OVERPRICED STOCK (HE/HIM)

Sindeus apprenticed with one of the greatest dwarven smiths in the realm. Sindeus never had the talent or craftsmanship of his mentor, but Sindeus saw fit to charge prices as if Sindeus was his master's equal. Sindeus has no shame about his practices, and the smith has received death threats more than once when his weapons have failed to perform.

Sindeus was born to a poor family in a small mountain village. Sindeus knows from that time what it is like to go to bed hungry, and Sindeus refuses to return to that life, no matter what. When Sindeus receives a request for a refund, Sindeus always responds by saying that the weapon was perfect on delivery.

Sindeus doesn't see himself as a greedy individual. Sindeus believes that his pedigree should fetch the prices that he charges. What Sindeus doesn't know is that his lack of kindness resulted in a fey curse early on in his life. If Sindeus were to ever show kindness and compassion, Sindeus would be capable of creating the great works that he believes he should be able to make.

Fey Curse. Sindeus does not remember the time he spent among fey as a young child. Sindeus was cursed during that time for his rudeness, and the curse was that he would never be able to create something of true value until he showed kindness and compassion to others.

A Miser to His Core. Sindeus started life just wanting to make a living, but Sindeus has not spent much of the gold he's gotten from his smithing. Something keeps Sindeus from spending the funds, despite the fact that he has no children to speak of or any goals for the future.

BACKGROUND: CURSED

Sindeus was born poor with a lack of compassionate spirit. An archfey saw his rudeness as worthy of a powerful curse.

Personality Trait: I trained under one of the greatest smiths to ever raise a hammer, and my prices reflect that fact. If you can't use one of my weapons properly, that's your fault.

Ideal: Money equals power, and it doesn't matter how someone makes their money as long as they have it.

Bond: I will never go to bed hungry again.

Flaw: I can't make anything of true value, and I know it. I just don't understand why, and that makes me angry all the time.

QUEST HOOK: A WEAPON OF LITTLE VALUE

A fey patronizes Sindeus's smithy. When Sindeus does not provide something of equal value to the fey's purchase, the fey locks Sindeus away. Sindeus's apprentice hires the party to look for his miserly mentor.

QUEST HOOK: A SOLSTICE CAROL

Screams are heard throughout the city as Sindeus and others are visited by spirits. The spirits threaten the lives of any who have miserly tendencies. It is up to the party to determine if they want to intervene or to leave these people to the justice of the spirits as the dead start to turn violent.

SINDEUS STRONGARM

Medium Humanoid (Dwarf), Neutral Evil

Armor Class 14 (scale mail)
Hit Points 58 (9d8 + 18)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Str +4, Con +4
Skills History +2, Intimidation +2
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 10
Languages Common, Dwarvish
Challenge 3 (700 XP) **Proficiency Bonus** +2

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

Indomitable (1/day). Sindeus can reroll a saving throw he fails. He must use the new roll.

Actions

Multiattack. Sindeus makes two Glaive attacks.

Glaive. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. **Hit:** 7 (1d10 + 2) slashing damage.

Bonus Actions

Second Wind (Recharges after a Short or Long Rest). Sindeus regains 13 hit points.

SUTENA STORMBLADE

A WARRIOR RAISED AMONG GIANTS (SHE/HER)

Sutena's parents were caught by a blizzard during travels in an unknown land. Sutena's parents did not survive, but Sutena was discovered by a storm giant. The giant was named Pasu, and Pasu decided to take Sutena in rather than leaving the small child to her fate. Pasu raised Sutena as if Sutena was his daughter.

Sutena always understood that she was not a giant like those around her. Children that Sutena played with quickly outgrew her as they became adults, but Sutena took on the role of caregiver for young giants while Sutena learned the ways of combat from Pasu.

When Sutena turned twenty, Pasu suggested Sutena might want to have a period of time among humanoid to learn about her origins. Sutena was hesitant at first, but Pasu gave Sutena a broken blade that her birth father once possessed, stoking her curiosity.

Warrior at Heart. Though Sutena fulfilled a caregiver role in her time among the giants, Sutena knew her true place was as a warrior. Receiving her birth father's broken blade gave Sutena a connection to that warrior past, and Sutena is interested in discovering what she can.

Curious by Nature. Sutena stands out from others because of her innate curiosity. Pasu refused to teach Sutena much about how storm giants read fortunes, so Sutena's natural curiosity was never sated by her foster father. Because her curiosity was never sated, Sutena remains a wholly curious individual now.

BACKGROUND: RAISED BY GIANTS

Sutena was raised in a small storm giant enclave after her parents died in a blizzard.

Personality Trait: I fight with the power of a giant despite my small stature. If I am not fighting, I am usually asking questions, no matter whether they get answered or not.

Ideal: Fighting spirit is what keeps people alive during a harsh winter.

Bond: I will discover the truth about my past and my family.

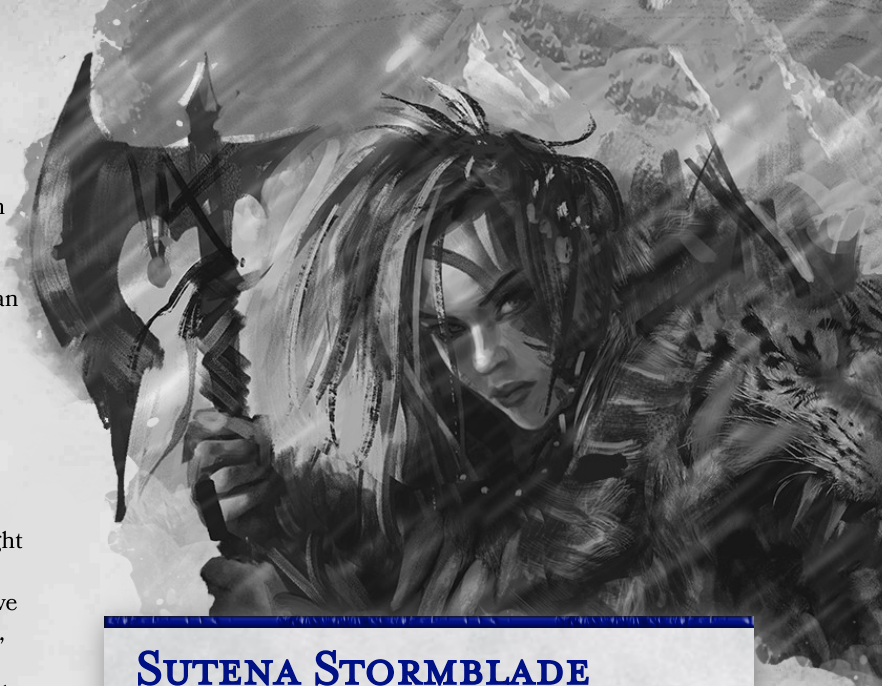
Flaw: I sometimes don't know my own strength when being friendly with people.

QUEST HOOK: A GIANT EMISSARY

The party is hired to escort Sutena into fire giant territory as a diplomatic emissary. The fire giants are willing to make peace, but only if the emissary can prove herself in combat. It is up to the party to decide how to help Sutena to take on this task, and fighting as her proxy is an option.

QUEST HOOK: STORMBLADE RECOVERED

Sutena's broken blade is recognized as the stormblade, a symbol of a once-powerful nomadic nation. Sutena comes to the party for assistance in discovering the history of the blade and returning it to its former glory.



SUTENA STORMBLADE

Medium Humanoid (Human), Chaotic Good

Armor Class 13 (hide)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

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

Saving Throws Str +5, Con +4

Skills Athletics +5, Nature +3, Survival +3

Damage Resistances lightning, thunder

Senses passive Perception 11

Languages Common, Giant

Challenge 3 (700 XP) **Proficiency Bonus** +2

Hold Breath. Sutena can hold her breath for 15 minutes.

Experienced Combatant. Sutena has advantage on initiative rolls.

Actions

Multiattack. Sutena makes two Greataxe or Handaxe attacks.

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

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

Reactions

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



TARRICK SILVERSCALE

Medium Humanoid (Dragonborn), Chaotic Good

Armor Class 16 (breastplate, shield)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

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

Saving Throws Str +4, Dex +2
Skills Athletics +4, Insight +4, Perception +4
Damage Resistances cold
Senses passive Perception 14
Languages Common, Draconic
Challenge 3 (700 XP) **Proficiency Bonus** +2

Silver Tongue. Tarrick has advantage on Charisma checks when he has time to speak.

Actions

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

Cold Breath (Recharge 5-6). Tarrick exhales cold in a 15-foot cone. Each creature in that area must succeed on a DC 12 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much on a successful one.

Reactions

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

TARRICK SILVERSCALE

A FREE-SPIRITED SOLDIER (HE/HIM)

Tarrick Silverscale joined the military to follow in his mother's footsteps. Tarrick's mother, Portia Silverscale, served as a commander in the military. Tarrick thought he knew what he was doing when he signed up, but Tarrick had an independent streak that his mother never had. Tarrick didn't fit in well within the military, and the experience nearly stomped out his inherent joy.

Tarrick's life changed for the better when he found himself under the command of a fellow free spirit. Tarrick began following orders more readily, fitting in when not held to such rigid standards. Tarrick is a natural when it comes to serving on the battlefield, as long as he can have fun while doing it.

Tarrick's current assignment has him serving as a scout and negotiator in conflicts that haven't broken out into war yet. Tarrick enjoys being able to use his natural charisma to avoid war whenever possible. Tarrick finally feels like he has a place in his mother's military.

Fast Talker. While Tarrick has no formal training in negotiations, Tarrick's natural charisma takes over whenever he is in a situation that requires talking. Tarrick has a disarming smile, and Tarrick isn't afraid to use that smile, especially when he believes it can save lives.

Reads People Well. Tarrick knows when he is losing someone in a conversation. Tarrick understands when someone means him harm, even when they try to hide it. Tarrick's current commander was a body language specialist, and Tarrick has learned the lessons she had to teach well.

BACKGROUND: YOUNG SOLDIER

Tarrick signed up for the military as young as he was allowed, but it took him nearly ten years to find his place.

Personality Trait: I couldn't help but notice you seem a bit angry; let's unpack that. I'm more than willing to say a few words when the alternative could be an armed conflict.

Ideal: The most important thing on the battlefield isn't king and country; it's about saving lives, ours and theirs.

Bond: I know I'm not exactly what my mother thought I'd be, but I still want to make her proud.

Flaw: I can tend to ramble a bit when I get nervous, especially when a conversation doesn't seem to be going well.

QUEST HOOK: ENEMY COMBATANT

Tarrick encounters the party during political unrest. Tarrick serves on the opposing side of the conflict, but Tarrick is willing to talk out the situation. It's up to the party if they are willing to do the same.

QUEST HOOK: AN UNCONVENTIONAL SOLUTION

Tarrick makes his way behind enemy lines during an open conflict to speak to the party. Tarrick has a solution to the open conflict, but it requires cooperation between parties on both sides. If the party is open to working with Tarrick, Tarrick shows them the site of an ancient treaty, guarded by constructs.

TEMUR DEADEYE

A BEING OF LIVING VENGEANCE (HE/HIM)

Temur lived the life of a soldier. Temur was a great asset on the battlefield to his commanders, willing to go to great lengths to save his comrades in arms. When a battlefield injury forced Temur to work for the city watch, Temur believed his days of heroics were behind him. Temur could not have predicted that his death would happen within the safety of city walls.

A murderous necromancer was on the loose in the city. All the city watch was on high alert, but Temur had no fear in his body. Temur believed that if the necromancer showed himself, it would only lead to one last great battle. Temur couldn't have been more wrong. The necromancer trapped Temur in a state of persistent paralysis and performed experiments on Temur for weeks before finally letting Temur die.

The necromancer did not know that the gods were watching over Temur. Earlier in Temur's life, Temur had chosen to stay next to a soldier as the woman died on the battlefield. Temur's kindness and bravery were witnessed by the god of death that had come to reap the woman's soul. That god refused to reap Temur when Temur's time came, and Temur was instead raised to take vengeance against the necromancer and any others who Temur felt were worthy of death.

In between Life and Death. Temur registers as undead to any magic that reads him, but it would be more correct to say that Temur is between life and death. Temur will be allowed to pass on when he has struck down enough people that his desire for vengeance is sated. If Temur is slain, he will rise again in one week.

Unable to Judge. Temur's torture at the hands of the necromancer changed Temur on a fundamental level. The god of death did not know it, but Temur is incapable of judging right from wrong, and the smallest slight seems worthy of vengeance to him.

BACKGROUND: BETWEEN LIFE AND DEATH

A god of death refused to take Temur's soul, creating a being of living vengeance.

Personality Trait: I am capable of speech, but I do not see the point. I am a tool for vengeance.

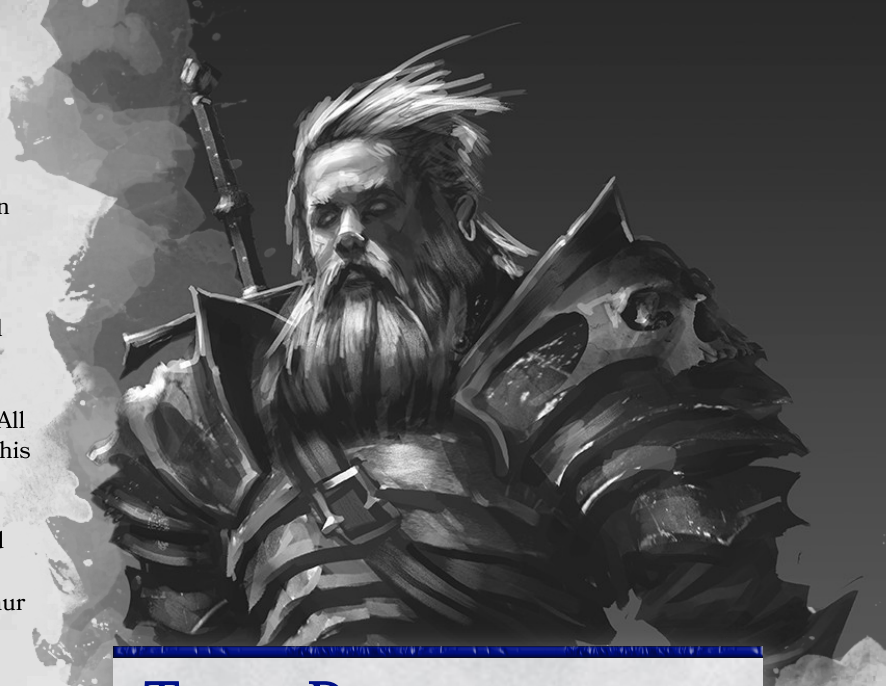
Ideal: Transgressions and betrayals, no matter how small, deserve punishment.

Bond: I will enact vengeance on anyone I find worthy of it.

Flaw: I will be laid to rest when my vengeance is sated, so I shall never be laid to rest.

QUEST HOOK: REST FOR THE WICKED

A celestial approaches the party, letting them know about the story of Temur. With the party's assistance, the celestial would be capable of dispelling the evil from Temur, but in order to get that far, Temur will have to be defeated in combat.



TEMUR DEADEYE

Medium Undead, Neutral Evil

Armor Class 17 (splint)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	16 (+3)	11 (+0)	12 (+1)	11 (+0)

Saving Throws Str +8, Wis +4

Skills Athletics +8, Perception +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Turn Resistance. Temur has advantage on saving throws against any effect that turns undead.

Returning Soul. When Temur reaches 0 hit points, he crumbles to dust. If the dust is left unattended, Temur will grow a new body within 1 week. *Dispel evil and good*, *wish*, or similar magic are capable of destroying Temur permanently.

Actions

Multiattack. Temur makes two Greatsword attacks.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Reactions

Aggressive Charge. When Temur takes damage, he can move up to his movement without provoking attacks of opportunity toward an enemy. If Temur ends his movement within 5 feet of an enemy, Temur can make a Greatsword attack.



TOLIVER STEELFORGE

Medium Humanoid (Dwarf), Lawful Good

Armor Class 13 (hide)
Hit Points 91 (14d8 + 28)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	10 (+0)	13 (+1)	8 (-1)

Saving Throws Str +5, Con +4
Skills Animal Handling +3, Intimidation +1, Survival +3
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 11
Languages Common, Dwarvish
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

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

Danger Sense. Toliver has advantage on Dexterity saving throws against effects that he can see, such as traps and spells. To gain this benefit, Toliver can't be blinded, deafened, or incapacitated.

Actions

Multiattack. Toliver makes two Halberd attacks.

Halberd. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage plus 3 (1d6) fire damage.

TOLIVER STEELFORGE

A GRANDFATHER WITH A ROUGH EXTERIOR (HE/HIM)

Toliver had a long career as an adventurer before he settled down and started a family. Along with his wife Ursula, Toliver became the head of a rather large family. The Steelforge clan now stands as a family of great wealth, with Toliver at the head of the table.

Despite the economic power of the family, Toliver has remained a humble person. Toliver believes that the success of the Steelforge clan comes from a combination of hard work and moral fortitude.

Toliver is slow to trust outsiders, but he is known to be a kind person in the right circumstances. As the Steelforge clan grew to include Toliver's grandchildren, Toliver's smile became more commonplace.

A Retired Adventurer. Toliver achieved a great amount in his days as an adventurer. Some of the things Toliver did he readily shares, but there are other things that Toliver keeps more guarded. Toliver remains happy with his current role, but he does sometimes wonder if he would be capable of taking up his halberd again.

An Expansive and Expanded Family. Toliver grows the Steelforge clan through business deals as well as through marriages. Once someone is a part of the Steelforge family, Toliver considers them under his protection for the rest of their days.

BACKGROUND: PATRIARCH

Toliver revels in his role as the head of the Steelforge clan. It is almost as if Toliver was born a grandfather.

Personality Trait: I may not smile often, but my life is full of joy. I believe I am still capable of adventures, even if my life is full of domestic adventures at this point.

Ideal: Family gives my life meaning, despite the challenges that it can present.

Bond: I will protect anyone within my clan with my life, whether they came to me by blood or vow.

Flaw: Strangers can endanger my family, and I will always be cautious around them.

QUEST HOOK: A FAMILY TRAGEDY

One of the sons of the Steelforge clan has been murdered, the body destroyed to the point it will take grand magic to recover. Amid the family's grief, Toliver seeks out the party to solve the murder and bring justice to his clan. The evidence points to a rival merchant family, but something about the evidence seems constructed. The true culprit was a fiend, and it tried to frame the rival family.

QUEST HOOK: ONE LAST ADVENTURE

Toliver seeks out one final adventure to close a chapter on his life that he was never able to close. The chapter to close is a hunt of a giant that killed an old friend, and Toliver hires the party to assist him in both hunting down and slaying the giant.

TORIA QUICKSTEP

A LARGER THAN LIFE MERCENARY (SHE/HER)

It's hard to tell if Toria is one of the luckiest or most skilled mercenaries working today. Toria will tell stories of her exploits to anyone that will listen. Some of Toria's stories are so entertaining that her audience will offer her a round of drinks, which in turn makes the next round of stories that much grander.

Toria splits her time equally between seeking new work and telling her tales. If asked, Toria would say that her time spent telling stories is a better use of her time, but she appreciates that sometimes she must go out into the world for new material.

Despite a majority of Toria's time spent entertaining, Toria does seek solitude on occasion. Toria has been known to tackle challenges that one would not expect her to survive. Toria's most frequent comrades question whether Toria might have a death wish.

Full of Stories. Toria is always the center of attention whenever she is sharing a story. Another person could have been with her during the tale Toria tells, but they will experience the tale in a completely new light with Toria's retelling.

A Happy Exterior. The closer someone is to Toria, the more likely they would be to call her a sad person, despite her consistent smile. Toria believes that she is a happy person, but she is used to lying to herself, whether about her previous experiences or her current mood.

BACKGROUND: VAGABOND

Toria has lived her life on the road. At first, Toria was with her family, but Toria has struck out on her own at this point.

Personality Trait: I am willing to tell a story more quickly than I am willing to take a job. I am an artist, and my work is worth admiring.

Ideal: The best job is one that results in a story that is worth sharing.

Bond: I will tell stories as often as I feel I have stories to tell, and maybe that will make me truly happy one day.

Flaw: I refuse to believe that I can be sad when my stories are capable of creating so much joy.

QUEST HOOK: A TALE OF FANG AND CLAW

Toria has never slain a dragon. Toria makes her own job, hiring the party to come along with her to find a dragon to slay. Once on the trail, Toria gets distracted by telling stories by the campfire, raising the question as to whether she is serious about her goal.

QUEST HOOK: A CAUTIONARY TALE

Toria comes back from a job unwilling to discuss what happened. It turns out that Toria cannot remember what happened. Toria's original employer hires the party to discover what happened to the initial group of mercenaries, and Toria is the only one that is capable of providing those answers. Unfortunately, Toria's memories have been locked by magic originating in the Astral Plane.



TORIA QUICKSTEP

Small Humanoid (Halfling), Chaotic Neutral

Armor Class 15 (leather)

Hit Points 58 (13d6 + 13)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	13 (+1)	14 (+2)	10 (+0)	11 (+0)

Saving Throws Dex +6, Int +4

Skills Acrobatics +6, Perception +2, Stealth +6

Senses passive Perception 12

Languages Common, Halfling

Challenge 3 (700 XP) **Proficiency Bonus** +2

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

Actions

Multiattack. Toria makes two Shortsword attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 3 (1d6) poison damage.

Bonus Actions

Cunning Action. Toria takes the Dash, Disengage, or Hide action.



ULYSSES IRONHAMMER

A KIND RULER TURNED TYRANT (HE/HIM)

Ulysses was born into a ruling family of a small dwarven kingdom, the youngest son in a long and powerful line of kings. Through war and tragedy, Ulysses ascended to a throne he never wanted near the end of the second century of his life. Ulysses was regarded as a good ruler, kind to his people, but things changed when his children died.

Ulysses and his wife Orda had two sons and three daughters. Their robust family was believed to be the next in line of the Ironhammer clan. However, an organization rose from the merchant class, hoping to end the monarchy in the kingdom by bringing an end to the Ironhammer line. Through assassinations, mishaps, and one long battle with illness, the last sons and daughters of the Ironhammer clan were taken from Ulysses.

The final child to die was their youngest daughter after a bout with a horrifying illness. Ulysses snapped. The king ordered the death of the entire merchant class for the treasonous deaths of his line. Shortly after their children died, Orda passed of heartache.

The Last Ironhammer. Ulysses might very well be the final king of his kingdom, but he is definitely last of his line. With no heirs and no merchant class to continue the prosperity of his kingdom, the only question is whether the kingdom will last after the last Ironhammer dies.

Shell of His Former Self. Those that knew Ulysses when his wife and children lived called him a gregarious man who carried a tune better than half the bards in the kingdom. After the death of his family, music has been outlawed within the castle walls, and celebrations end in summary executions.

ULYSSES IRONHAMMER

Medium Humanoid (Dwarf), Lawful Evil

Armor Class 14 (scale mail)
Hit Points 55 (10d8 + 10)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	12 (+1)	14 (+2)	15 (+2)

Saving Throws Str +4, Con +3
Skills History +3, Insight +4, Intimidation +4
Damage Resistances poison
Senses passive Perception 12
Languages Common, Dwarvish
Challenge 2 (450 XP) **Proficiency Bonus** +2

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

Actions

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

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

Commanding Shout. Ulysses unleashes a loud shout. Each creature within 60 feet that Ulysses can see must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BACKGROUND: LAST OF HIS LINE

Ulysses did not want the throne, but he took his birthright and will be the final of the Ironhammer line.

Personality Trait: I have only my kingdom left, and there is no music in this place. If I see a hint of celebration, I will bring it to a swift and deadly conclusion.

Ideal: What is a kingdom without the laughter and vibrancy of my children? Nothing but living dust.

Bond: I will outlive my enemies, if only so that I may kill their families as they have killed mine.

Flaw: I am incapable of telling friend from foe anymore. All I see are enemies that have not yet turned on me.

QUEST HOOK: THE FINAL TRAITOR

Ulysses has tracked down the final living traitor of the merchant class. A huge bounty of gold has been offered for the dwarf's capture. This final traitor was an unwilling conspirator in the plot against the king. The party gets wind of the bounty, but they also hear how the bounty came to be. It is up to them if they want to go after the bounty or try to save the unwilling conspirator's life.

QUEST HOOK: KILLING THE LAST IRONHAMMER

One of the living conspirators seeks help from the party to finish the job of killing Ulysses in order to bring about a more equal society in the Ironhammer kingdom.

UNDRA FIREBORN

A YOUNG CHAMPION OF JUSTICE (SHE/HER)

Undra was born to a merchant family that had very little wealth because Undra's family saw it as their duty to care for their customers. Undra loved her family, and Undra vowed to care for others in the same way that her family cared for their customers.

Undra's life was not all rosy. Undra's thumb was broken in two places by the head of a crime family on one of her first jobs. To this day, Undra locks her mace in place with a chain, because she is unable to wield the mace in the same way she learned without the use of her thumb.

Undra travels the realm, getting information on where she might be needed by local authorities. Undra has become involved with several guilds as sources of information, but Undra believes that becoming involved with a guild beyond basic affiliation would be a distraction from her cause.

Strong Willed. Undra's belief in justice does not have borders or time constraints. Undra is interested in bringing justice to people that have been let down by standard systems of justice. The longer people have gone without justice, the higher they are on Undra's priority list.

Familial Priorities. Undra only travels out as far as she can travel back by the end of the year to spend holidays with her family. The ritual of travel is important to Undra, and visiting her family reminds Undra of what exactly she is fighting for.

BACKGROUND: LOVING FAMILY

Undra's family was always kind and loving toward her and those around them.

Personality Trait: I'm always interested in what people have to say. I do my best to judge people by actions rather than judging them by first impressions.

Ideal: Justice is something that shouldn't be limited in access, no matter what their station in life.

Bond: I will follow the examples that my parents made for me.

Flaw: I have my own vices, particularly alcohol. Sometimes I think I would lose myself in it if I didn't have cases to solve.

QUEST HOOK: COLD CASE

Undra uncovers the body of a woman trapped in a large block of magical ice. Undra seeks out help with the case, which leads to a white dragon that has taken human form in order to cause chaos in a large city.

QUEST HOOK: JUSTICE FOR ALL

Undra seeks outside help when she discovers that the king of a small kingdom killed his brother to take the throne. Undra wants help proving that the king is a usurper, but the only documents that could prove the new king's access to the poison that killed his brother are locked in a mage tower.



UNDRA FIREBORN

Medium Humanoid (Human, Paladin), Lawful Good

Armor Class 19 (splint, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	12 (+1)	12 (+1)	13 (+1)	13 (+1)

Saving Throws Wis +3, Cha +3

Skills Investigation +3, Medicine +3, Religion +3

Senses passive Perception 11

Languages Celestial, Common

Challenge 1 (200 XP) **Proficiency Bonus** +2

Driven. Undra has advantage on saving throws against being charmed or frightened.

Actions

Multiattack. Undra makes two Mace attacks.

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

Spellcasting. Undra casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 11):

3/day each: *cure wounds*, *detect evil and good*, *detect magic*

1/day each: *lesser restoration*, *zone of truth*

UTENACTILIS

A WINGLESS DESTRUCTIVE FORCE (SHE/HER)

Utenactilis was born without wings. While the rest of her clutch was learning to fly, she was left behind by her parents. It was assumed that Utenactilis would die without the ability to fly, but Utenactilis became a force to be reckoned with despite her lack of wings. Many dragons die before they see their adult years, but Utenactilis has lived a fulfilling life of destruction and has amassed a hoard that her clutch would envy.

Utenactilis bears no grudge against her family for their lack of care in her youth. Instead, Utenactilis gives her family credit for having created a fire in her that has lasted into her adult years. If Utenactilis were to see her now ancient parents, Utenactilis would thank them for showing her no kindness before she killed them for their hoard.

Utenactilis focuses her time on collecting precious metals, including anything made from these metals. Utenactilis has been known to spare mortals if they offer her a worthy tribute in her name, but such exceptions are rare.

A Queen of Her Domain. Utenactilis is the strongest being in her region, and she has utilized both wit and cunning to make sure no other dragons are capable of overtaking her territory. Utenactilis has free rein over a large, swampy region, but even the areas beyond her home will sometimes offer Utenactilis tribute to attempt to avoid her wrath.

A Deadly Sense of Humor. Even if a mortal did seek the death of Utenactilis, they would have to make their way through her deadly home. Utenactilis thinks that it is very funny when mortals attempt to enter her home uninvited, especially when all she finds later are their bones, dissolved in one of her many acid-based traps.

BACKGROUND: WINGLESS

Utenactilis' life was shaped by the fact she was born without wings.

Personality Trait: I am the last nightmare mortals will see with their eyes. None shall look upon me with anything but absolute terror.

Ideal: The most fun I've ever had was watching mortals die to a trap that I had set. My laughter was their funeral dirge.

Bond: I shall collect the greatest hoard of precious metals that the multiverse has ever seen.

Flaw: I enjoy playing with mortals more than killing them sometimes, but only so long as they continue to scream.

QUEST HOOK: A TRIBUTE UNPAID

Utenactilis magically extends her swamp with the help of a hag when a nearby kingdom ceases offering her tribute. The kingdom offers the amount they would have offered in tribute if any adventurer will slay Utenactilis.

QUEST HOOK: A SHORTAGE OF METAL

When the party finds themselves in need of rare metal, the only remaining source in the region lies in Utenactilis' hoard. It is up to the party whether they want to attempt to steal the metal from Utenactilis or if they want to attempt to rid the world of her menace once and for all.

UTENACTILIS

Huge Dragon, Chaotic Evil

Armor Class 19 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	16 (+3)	13 (+1)	17 (+3)

Saving Throws Dex +7, Con +10, Wis +6, Cha +8

Skills Perception +11, Stealth +7

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Amphibious. Utenactilis can breathe air and water.

Legendary Resistance (3/Day). If Utenactilis fails a saving throw, she can choose to succeed instead.

Actions

Multiattack. Utenactilis can use Frightful Presence, and she makes one Bite attack and two Claw attacks.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. **Hit:** 17 (2d10 + 6) piercing damage plus 4 (1d8) acid damage.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. **Hit:** 13 (2d6 + 6) slashing damage.

Frightful Presence. Each creature of Utenactilis' choice that is within 120 feet of her and aware of her must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Utenactilis' Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). Utenactilis exhales acid in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save or half as much damage on a successful one.

Bonus Actions

Detect. Utenactilis makes a Wisdom (Perception) check.





UVEA WILDHEART

A HERMIT LIVING OFF THE LAND (SHE/HER)

Uvea was the child of nobles, and Uvea was expected to marry into another noble family. Uvea has no interest in going through with the marriage, so Uvea asked her parents to consider halting the wedding. When Uvea's parents said no, Uvea left in the middle of the night.

Life for Uvea changed from that point. Uvea chose to go into the forest and live off the land. Uvea learned what was necessary to live alone within the first few months of her self-imposed exile. The time spent in the wild gave Uvea a great understanding of the natural world.

Uvea spends her time in quiet meditation now, apart from the world in ways that she believes are healthy. Uvea understands that her impact on the world is minimal, but she cannot wrap her mind around what would be necessary for her to return.

Spiritual Reflections. Uvea believes that her time is best spent reflecting on life and the state of the world. She is willing to help people, but only those that seek her out. If Uvea was left to her own devices, Uvea would spend a majority of her time meditating.

BACKGROUND: RUNAWAY

Rather than being married off to a noble, Uvea left her home in favor of living in the wild.

Personality Trait: Nothing affects me anymore. I am stoic in the face of any challenge. I am more likely to get lost in thought than lost in conversation.

Ideal: I have learned more about myself in the wild than I ever learned in my former life.

Bond: I would rather die than return to my former life.

Flaw: I am unwilling to return to the world, even if I could do some good there.

QUEST HOOK: ANSWERS FROM THE WILD

A long drought has plagued a small region that used to be fertile land. Looking for answers, a noble offers the party compensation for seeking out hermits that might be familiar with magic relating to the wild. Uvea is one such hermit. While Uvea has no idea how to solve the problem of the drought, Uvea does know the literal skeletons hiding in the noble's closet. It turns out the drought is a punishment from the gods for the noble's misdeeds.

QUEST HOOK: TRACKING BEASTS

After a caravan goes missing in the area, the party is hired to attempt to return any cargo gone missing from the shipment. Uvea appears and offers assistance to the party as long as they promise not to harm any of the animals responsible for the missing items. The caravan scared a herd of beasts, creating a stampede.

UVEA WILDHEART

Medium Humanoid (Human), Chaotic Good

Armor Class 14 (hide, shield)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

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

Saving Throws Str +4, Con +3

Skills Athletics +4, Nature +2, Survival +4

Senses passive Perception 12

Languages Common, Primordial

Challenge 2 (450 XP) **Proficiency Bonus** +2

Reckless. At the start of her turn, Uvea can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against her have advantage until the start of her next turn.

Actions

Multiattack. Uvea makes two Warhammer attacks.

Warhammer. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 6 (1d8 + 2) bludgeoning damage or 7 (1d10 + 2) bludgeoning damage when used with two hands.

VARIA EARTHCHILD

A REBORN HUNTER (SHE/HER)

Varia was nothing special until she found herself on the wrong end of a beast's horn. Varia died, but she was resurrected by a passing cleric. Her life changed from that time. Haunted by the images that corrupted her mind during the hours that she spent dead, Varia had trouble sleeping for years. Though the nightmares have passed, she still lives with the anxiety of what comes after death.

Varia believes that the nightmares she experienced are waiting for her when she finds death again. Because of the fear of what lies beyond life, Varia takes more precautions than the average person. She adheres to multiple religious doctrines but believes in nothing but the inevitable embrace of death.

Returned to Life. Varia experienced the pain and fear of Avernus while she died for much longer than she was alive. Instead of changing her life for the better, Varia's nightmares have changed her life for the worse.

Superstitious Sort. Varia carries several religious icons and has various protective tattoos. However, her lack of belief in these protections means that she gains no safety from them. Instead, Varia spends time on these superstitions that she could be spending changing her path.

Out for Herself. While Varia is not a generally selfish person, she does avoid danger whenever it could possibly lead to her death. Varia refuses to take part in combat unless her life is directly on the line.

BACKGROUND: TWICEBORN

Varia died in an encounter with a ferocious beast, and her life has never been the same.

Personality Trait: I have seen the other side, and it haunts me to this day. I do everything I can to protect myself, but none of my religious icons seem to work.

Ideal: I keep to myself whenever possible. There's no need to put my neck on the line.

Bond: Survival is all that matters at this point. I will not die a second time.

Flaw: My anxiety gets the better of me when death becomes possible. Friends become foes when my life is on the line.

QUEST HOOK: A CURE FOR THE NIGHTMARES

Varia has begun to have visions of Avernus again, so she employs the party to escort her to a spiritual advisor deep in the forest that is rumored to be capable of removing the memories. Varia does not know that the spiritual advisor is actually a hag.

QUEST HOOK: A CHANGE IN FORTUNES

Varia obtains a magical coin that removes her negative emotions. However, the coin seems to be cursed to cause people around her misfortune at the same time, including one of the members of the party.

QUEST HOOK: TRACKING THE BEAST

Varia, looking to put the past behind herself, employs the party to help track down the beast that killed her.



VARIA EARTHCHILD

Medium Humanoid (Elf), Neutral

Armor Class 14 (leather)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	13 (+1)	14 (+2)	10 (+0)

Saving Throws Str +2, Dex +5

Skills Investigation +3, Stealth +5, Survival +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish

Challenge 1 (200 XP) **Proficiency Bonus** +2

Deadeye. Attacking at long range doesn't impose disadvantage on Varia's ranged weapon attack rolls.

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

Actions

Multiattack. Varia makes two longbow attacks.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

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



VENIA EVERBLOOM

A PRINCESS MARRIED TO HER DUTY (SHE/HER)

Venia was born as the child of a human consort to an elven king. Venia wasn't the only one, and the Everbloom surname was common in the kingdom. Rather than being a lady-in-waiting in the court, Venia asked if she could do her duty to the kingdom by serving as a member of the clergy. The request was unusual, but it was not unheard of in the kingdom, so Venia served the royal family as a member of the clergy.

Venia sees her duties as her driving purpose. Venia was introduced to her faith by an old priestess that served as Venia's language tutor during Venia's formative years. Venia cared little for the study of language, but Venia loved all the tales that came along with learning the language. When Venia asked where the tales came from, the priestess told her that all the tales came from various parts of their scriptures. From that point on, it was impossible to tear Venia away from the scriptures.

Enamored by Stories. Once Venia knew all the stories from scripture, Venia spent her spare time learning about other stories. Venia never let her side interests take away from her liturgical duties, but Venia always had a book by her bed at the end of the night.

Estranged from Her Father. Venia doesn't exactly hate her father, but Venia has complicated feelings surrounding the monarch. Venia ignores those complicated feelings and chooses to stay away from the kingdom's court whenever possible.

VENIA EVERBLOOM

Medium Humanoid (Half-Elf, Cleric), Lawful Neutral

Armor Class 12
Hit Points 33 (6d8 + 6)
Speed 30 ft.

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

Saving Throws Wis +3, Cha +3
Skills History +3, Religion +3
Senses darkvision 60 ft., passive Perception 11
Languages Common, Elvish, Sylvan
Challenge 1 (200 XP) **Proficiency Bonus** +2

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

Actions

Sacred Bolt. Ranged Spell Attack: +3 to hit, range 60 ft., one target. *Hit:* 10 (3d6) radiant damage.

Spellcasting. Venia casts one of the following spells, without requiring material components and using Wisdom as the spellcasting ability (spell save DC 11):

At will: *guidance, spare the dying, thaumaturgy*
3/day each: *bless, detect evil and good*
1/day each: *cure wounds, enhance ability, tongues*

Bonus Actions

Misty Step (1/day). Venia teleports up to 30 feet to an unoccupied space she can see.

BACKGROUND: CLERGY

Venia's life was guided by the priestess that taught her holy stories as part of her language lessons.

Personality Trait: I may not always have a smile on my face, but I do always see the bright side of the situation. I prefer to empathize with others whenever possible.

Ideal: I believe that the ancient stories of my faith should be told to the next generation.

Bond: I owe my faith to the priestess who taught me these stories, and I will care for her temple now that she is gone.

Flaw: Though I try to empathize with others, the rigidity of my beliefs sometimes makes it difficult for me to understand the actions of those around me.

QUEST HOOK: RECOVERING AN ANCIENT TEXT

Venia hires the party to search out an original text of her faith's scripture. The tome is in a dangerous tomb of an ancient king, and the scripture itself contains several passages that have been changed over time. Those passages could fundamentally alter Venia's religion, for better or for worse.

QUEST HOOK: STORIES

Hearing that a group of adventurers is in her town, Venia requests they come to the temple to share stories with herself and the many children the temple cares for.

VIGILANCE INFERNAL

A COLD SWORDSMAN WHO LIVES WITH PASSION (HE/HIM)

Vigilance spent a year in a coma in his youth. During that time, Vigilance was subjected to a century of mental tortures in hell. When Vigilance returned to consciousness, nothing was capable of scaring him in combat, but he chose to live his life to the fullest outside of combat.

Vigilance often tells people that they do not know what comes next, so they should live the best life they can while they have it. When Vigilance is not on the job, he will engage in whatever vice is available to him, whether that might be alcohol, gambling, or the company of attractive people (no matter their gender).

An Unflappable Combatant. Vigilance exists in two mindsets. When Vigilance is prepared for combat, he is cold and calculating, a true strategist on the battlefield. Vigilance prefers the freedom of mercenary work, but he is not opposed to freelancing in military conflicts if the pay is right.

A Passionate Life. When Vigilance is away from the battlefield, he is all smiles, ready to live life to the fullest. He frequently engages in long nights of drinking and is known as a consummate flirt.

BACKGROUND: CHILD OF ICE

Visions of an icy hell changed Vigilance into the man he is today. Vigilance will never forget that time, which felt longer than all the years he's lived so far.

Personality Trait: I will live life as it was meant to be lived, full and free. I will not fear any job that allows me the freedom I crave.

Ideal: The best way to end a good night is in the arms of a handsome or beautiful stranger.

Bond: I will never forget the horrors that I saw, but I will not let fear of those visions rule my life.

Flaw: When I think of the future, I am thinking about the end of the day rather than the end of my life.

QUEST HOOK: VISIONS OF ICY HELL

Vigilance seeks help from someone when he starts to have visions of hell whenever he closes his eyes. It turns out that Vigilance has been cursed to experience his visions by a former comrade-in-arms. The comrade wrongly blames Vigilance for the loss of the rest of their friends.

QUEST HOOK: THE NEXT MORNING

Vigilance has a night of drinking with the party, but that night ends with no one remembering any of the prior night's events. After waking up with evidence that a murder has taken place, the party must both find Vigilance and reconstruct what happened to them the prior night.

QUEST HOOK: A MISTAKE ONLY LIVES ONCE

Vigilance employs the party to discover what has happened to him when he finds himself pregnant. A fey trick has gone awry, and it is up to the party to undo the effects of Vigilance's bad decisions before Vigilance gives birth to an eldritch nightmare.



VIGILANCE INFERNAL

Medium Humanoid (Tiefling), Neutral

Armor Class 15 (scale mail)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	12 (+1)	11 (+0)	13 (+1)

Saving Throws Str +7, Con +5
Skills Athletics +7, Perception +3, Survival +3
Damage Resistances fire, cold
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 13
Languages Common, Infernal
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Indomitable (1/day). Vigilance can reroll a saving throw he fails. He must use the new roll.

Actions

Multiattack. Vigilance makes two scimitar attacks.

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

Bonus Actions

Cold Wind (1/day). Vigilance regains 20 hit points. Any creature who hits Vigilance with a melee attack in the next round takes 7 (2d6) cold damage.



VINCENT DEEPHEART

A VICIOUS SAILOR WITH AN INTELLIGENT COMPANION (HE/HIM)

Vincent has sailed the seas since he was a child, growing up on a pirate vessel. Vincent's mother was a pirate captain known for her ruthlessness. When Vincent expressed that he didn't think he wanted to become a pirate as a child, Vincent's mother cut out Vincent's eye. It took years for the eye to fully heal, but Vincent never questioned his career path from that point forward.

Vincent didn't become a captain like his mother, though. Vincent prefers to be the first mate, the second in command. Vincent understands what it takes to keep sailors in line, and Vincent is willing to do whatever it takes to make sure mutiny is never on the minds of the crew.

There was one sailor that complained too loudly in Vincent's presence about the conditions of the crew. That sailor was found dead the next morning, salty moisture around his neck. When Vincent was asked about the death, Vincent said that he couldn't control Harold when someone spoke ill of the ship.

Harold the Octopus. Vincent is always accompanied by his octopus familiar, Harold. Harold is strangely capable of breathing air, and Harold will often hang on Vincent's shoulders for hours at a time.

Not Someone to Cross. Vincent has never let someone who harmed him go unpunished. Vincent waited until his mother became ill before Vincent took vengeance for his eye by cutting off her ability to breathe. Vincent's mother died with a smile on her face.

BACKGROUND: LIFE ON THE OPEN SEA

Vincent has never spent significant time on land, and he sometimes stays on the ship when others leave for shore.

Personality Trait: I run a tight ship because it's a reflection of myself and my captain. Each word I speak is carefully chosen.

Ideal: The ocean is made to test people, and I am capable of passing that test.

Bond: My captain will always come first unless they decide to cross me.

Flaw: My pride is my primary asset, even when it is my downfall.

QUEST HOOK: TREASURE ISLAND

A rumor is going around that Captain Deepheart, Vincent's mother, left a grand treasure on an island well known for being difficult to land on. Vincent's current ship, the Fearless, will be attempting to go after the treasure, and several other ships are looking for a crew to make the voyage.

QUEST HOOK: UNLEASH THE KRAKEN

Vincent's current ship, the Fearless, has been picking the bones of ships that have recently capsized. Something strange is happening. It seems that Vincent has control of a kraken, and the port authority is interested in finding out how to stop Vincent from downing more ships.

VINCENT DEEPHEART

Medium Humanoid (Human), Neutral Evil

Armor Class 14 (hide)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	11 (+0)

Saving Throws Dex +4, Int +2

Skills Athletics +4, Insight +4, Perception +4, Stealth +4

Senses passive Perception 14

Languages Common, Deep Speech, Primordial
Challenge 3 (700 XP) **Proficiency Bonus** +2

Find Familiar. Vincent can cast *find familiar* using a 1-hour ritual without material components. Vincent's familiar can only take the form of an octopus that Vincent has named Harold that is capable of breathing air.

Actions

Multiattack. Vincent makes two Dagger attacks.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. The attack deals an extra 7 (2d6) piercing damage if Vincent has advantage on the attack roll or if the target is within 5 feet of one of Vincent's allies.

WARWICK LONGSHORE

AN INFILTRATION EXPERT (HE/HIM)

Warwick spent much of his young life climbing trees in the forest. Warwick was consistently warned of the dangers that he faced, but Warwick never listened. When Warwick was on his way down a tree as a teenager, he fell and broke his arm. When his mother scolded him for climbing, Warwick said his mistake was climbing down in the first place.

Climbing became a part of Warwick's identity as he got older. Warwick took up all sorts of climbing, and Warwick found that the most exciting type of climbing was when he had to climb under restraints. Climbing without making a sound was one of Warwick's favorite challenges, and Warwick turned that challenge into a successful career.

Warwick has been known to take on many illicit jobs that require him to scale large buildings. Warwick will use potions when necessary, but Warwick prefers to make his way into places naturally whenever possible. The challenge, not the reward, is what got Warwick into the thieving business.

Not Fond of Fighting. Warwick believes that fighting is a last resort. Warwick is good in a pinch with his hand crossbow, but he can count on a single hand the number of times he's had to fire his crossbow at another humanoid. Rats, on the other hand, Warwick kills with reckless abandon.

Always Loves a Challenge. Warwick has made enough money in his relatively short career that he could retire to the forest and climb trees for the rest of his days. However, Warwick still believes there are challenges out there for him that are exciting enough to keep him in the game.

BACKGROUND: CLIMBER

Warwick has extensive experience climbing both natural and mortal-made surfaces.

Personality Trait: I've never met a height that I didn't want to climb to. If there wasn't a challenge left, I'd be happy retiring right now.

Ideal: When I am high in the air, I am free from all of life's little constraints.

Bond: I will never turn down a climbing challenge.

Flaw: I can't help myself when it comes to risks. If I think I can accomplish a task while making it more fun, I will always take the chance.

QUEST HOOK: COMPETITIVE NATURE

Warwick hosts a climbing competition that people from across the realm come to attend. With the help of some magic users, the climbing competition will take several teams through extraplanar environments to see who can stand up to the rigorous conditions of climbing through multiple terrains.

QUEST HOOK: THE UNUSUAL SUSPECT

Warwick is caught during the heist of a castle. The party is hired as investigators, and they will receive compensation based on the amount of information they can get out of Warwick. If they follow up on the information and catch more of the criminals involved, they are promised an even larger prize.



WARWICK LONGSHORE

Small Humanoid (Halfling), Neutral

Armor Class 14 (leather)
Hit Points 36 (8d6 + 8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	14 (+2)	11 (+0)	12 (+1)

Saving Throws Dex +5, Int +4
Skills Acrobatics +5, Athletics +3, Stealth +5
Senses passive Perception 10
Languages Common, Halfling
Challenge 1 (200 XP) **Proficiency Bonus** +2

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

Crossbow Master. Warwick ignores the loading property of crossbows, and being within 5 feet of a hostile creature doesn't impose disadvantage on Warwick's attack rolls. In addition, Warwick can make attacks of opportunity with his crossbow.

Actions

Multiattack. Warwick makes two Hand Crossbow attacks.

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

Reactions

Cunning Action. Warwick takes the Dash, Disengage, or Hide action.



WELUB IRONSKULL

Medium Humanoid (Half-Orc), Chaotic Evil

Armor Class 12 (hide)
Hit Points 75 (10d8 + 30)
Speed 40 ft.

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

Saving Throws Str +5, Con +5
Skills Athletics +5, Perception +2, Survival +2
Senses darkvision 60 ft., passive Perception 12
Languages Common, Orc
Challenge 2 (450 XP) **Proficiency Bonus** +2

Relentless Endurance (1/day). When Welub is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead.

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

Actions

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

WELUB IRONSKULL

A BLOODTHIRSTY BOUNTY HUNTER (HE/HIM)

Welub was born to a warband made up of orcs and half-orcs. The atrocities committed by the band did nothing to sate Welub's thirst for violence. When the warband was captured in a raid, several of the band used the opportunity to become integrated into civilized society. Welub followed along with their actions, but Welub's hope was that becoming integrated into the human lands would allow Welub a chance to kill as he was born to do.

Welub worked as a mercenary for a while, but Welub discovered that cooperation was not his strong suit. Welub was more capable as a hunter on his own than he was with a group. Eventually, Welub discovered that the bounty hunter profession was what he was truly looking for in life. Welub signed up to catch the most dangerous criminals, and Welub was allowed to do unspeakable things to his quarries as long as Welub brought them back alive. There were some lines Welub chose not to cross, but not many.

Imaginative Violence. Welub enjoys studying the body by inflicting pain on people. Welub finds it particularly effective to make it so that his quarries cannot run or fight back. The condition that Welub leaves his quarries in is questionable, but he always skirts the line between acceptable and not.

Sadist. While some of Welub's warband enjoyed violence, they did not revel in violence as Welub does. For Welub, violence is an almost spiritual thing. Each scream of his victims is music to his ears.

BACKGROUND: WARBAND

Welub grew up in a warband that was not violent enough for his liking.

Personality Trait: When I do this, it will hurt, but the fear that you're feeling will come from how much joy you see in my face. I do not see a reason to talk. Your breath is better spent on screaming for help.

Ideal: The world sanctions violence in so many ways. People just don't understand how naturally violent we mortals are.

Bond: I will commit violent acts within the bounds of the law so that no one can question me.

Flaw: I have no respect for people who can't defend themselves in combat. If you are too weak to fight, then you are just a tool for violent acts.

QUEST HOOK: A HISTORY OF VIOLENCE

After committing many violent acts, Welub decides that he is tired of living within the bounds of the law. Welub begins killing people in a ritualistic fashion. People believe there is a band of cultists on the loose, and the party is hired to track down the killer. While Welub leaves behind no evidence, a less violent member of his former warband remembers the patterns etched out on each corpse as Welub's battlefield signature.

WILLOW BEASTHAND

A WISE DRUID OF STORMS (THEY/THEM)

Willow was the child of a wealthy noble family. Willow believed their family was not contributing positively to the world with ostentatious shows of wealth. Willow chose to leave the developed world for the natural one. Willow believed that the natural world held more value to them, and the natural world was better for their development.

After a few years of living off the land, Willow discovered a circle of druids that taught Willow the basics of natural magic. Willow mastered natural magic quickly, and they had a particular affinity for storm magic. Willow progressed quickly enough that they were given their own circle to watch over.

Willow is now considered a master of weather watching, able to tell when storms are coming and how powerful the storm will be. Willow often watches for weather information and provides that information to druids in a large radius so that those druids can better serve their forests.

A Listener. Willow believes their greatest strength is their hearing. Willow understands that the best way to gain information is often to let people speak, and Willow practices that philosophy in every conversation they find themselves in.

Interested in the Greater Good. Willow believes there is a place in the world for both natural and mortal-made things. Willow is always willing to help people that are interested in maintaining that balance.

BACKGROUND: A CHARMED LIFE

Willow lived the beginning of their life as the child of a noble, but they left that life in favor of the solitude of the wilds.

Personality Trait: In order to understand someone, one must listen to everything they say, both in their words and their body language. The way the winds blow often determines a mortal's mood.

Ideal: Balance between the natural and constructed worlds should be maintained.

Bond: I will always help others who are interested in maintaining the natural balance.

Flaw: I am slow to join a fight if I am unsure of the motives of both sides.

QUEST HOOK: AS THE WIND BLOWS

The party must find and consult Willow when the party discovers their path is blocked by an unnatural wind. Willow agrees to help them get past the wind if they can find the materials Willow will need for the spell.

QUEST HOOK: CHILL FROM THE NORTH

A snowstorm rolls in from the north, and Willow seeks help from the party in counteracting the unnatural weather event. The course of the unnatural weather is an oni, seeking to use the cold weather as cover to steal people away.



WILLOW BEASTHAND

Medium Humanoid (Human, Druid), Chaotic Good

Armor Class 14 (hide)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

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

Saving Throws Int +3, Wis +5
Skills Insight +5, Nature +3, Perception +5, Survival +5
Senses passive Perception 15
Languages Common, Druidic, Sylvan
Challenge 4 (1,100 XP) Proficiency Bonus +2

Weather Watcher. Willow has advantage on skill checks relating to determining weather patterns.

Actions

Lightning Claw. Melee Spell Attack: +5 to hit, reach 5 ft., one target. Hit: 27 (6d8) lightning damage.

Lightning Strike. Ranged Spell Attack: +5 to hit, range 120 ft., one target. Hit: 14 (4d6) lightning damage. The target must succeed at a DC 13 Constitution saving throw or be stunned until the end of its next turn.

Spellcasting. Willow casts one of the following spells, without requiring material components and using Wisdom as the spellcasting ability (spell save DC 13):

At will: *druidcraft*, *guidance*
3/day each: *entangle*, *darkvision*, *detect magic*
1/day each: *daylight*, *dispel magic*, *stone shape*

WIXONIA PALERIDER

AN ASCENDANT MAGE (SHE/HER)

Wixonia has lived far beyond the natural lifespan of a human, mastering magic at a relatively young age. Wixonia was not born with inherent ability, but her talent grew at an incredible pace from the beginning of her adulthood. Wixonia even invented several spells, the most powerful of which became her signature, *chromatic missile*.

Wixonia feels nothing for other people unless they are capable of furthering her pursuits in magic. If Wixonia has nothing to learn from someone, Wixonia is likely to cause them pain or death in order to make use of their life, hoping to learn something in the process to make their life useful.

After centuries of life, Wixonia accepts that mortality has nothing left for her. Wixonia's next goal is to ascend from the mortal realm and become a deity. Wixonia has cloistered away to study how such an ascension might be possible, and there are planar entities who are invested in stopping that rise to power to keep Wixonia from causing more harm to the multiverse.

Guarded and Paranoid. Wixonia believes there are entities that would seek to stop her ascension. Wixonia is correct, but her paranoia has led her to take drastic measures. The most common measure that Wixonia takes is casting *mind blank* before she goes to sleep each night.

Soon to be a Deity. Unless someone stops her, Wixonia is on the road to becoming a minor deity. No one knows how much damage Wixonia will be capable of inflicting if she gains that much power.

BACKGROUND: SPELL CRAFTER

Wixonia spent her early adult years crafting spells for fun and for personal gain. One of her spells halted her aging process.

Personality Trait: If I have nothing to learn from you as a person, I will at least learn something by taking you apart. The only thing that excites me anymore is magic that I have yet to see.

Ideal: Power is good in and of itself. I have no need for petty ideals beyond power itself.

Bond: I shall become a deity.

Flaw: I tend to overcomplicate things. I would rather invent a new spell than learn how to use mundane tools.

QUEST HOOK: STOPPING THE ASCENSION

A celestial being approaches the party, hoping to hire them to defeat Wixonia before Wixonia can ascend to godhood. However, the celestial is on its own in this mission, because the Outer Planes have decided to let Wixonia make her attempt. The party must decide whether to go against that wisdom or let Wixonia become a deity.

QUEST HOOK: WHAT A MAGE CAN'T DO

Wixonia approaches the party to help her by going into a demiplane where magic doesn't exist. Wixonia offers great power in exchange for this job, and the party must decide whether to help Wixonia or if they want to attempt to keep her from her goal and risk her wrath.

WIXONIA PALERIDER

Medium Humanoid (Human, Wizard), Neutral Evil

Armor Class 15 (18 with *mage armor*)

Hit Points 187 (25d8 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	22 (+6)	15 (+2)	17 (+3)

Saving Throws Str +3, Dex +5, Con +10, Int +13, Wis +9, Cha +4

Skills Arcana +18, Insight +8, Investigation +12

Damage Resistances fire

Senses truesight 60 ft., passive Perception 12

Languages All

Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Special Equipment. Wixonia wears a *cloak of protection* and a *ring of fire resistance*, and she carries a set of *marvelous pigments*.

Legendary Resistance (3/Day). If Wixonia fails a saving throw, she can choose to succeed instead.

Actions

Chromatic Missile. Wixonia creates 10 multicolored darts of magical force. Each dart hits a creature of her choice that she can see within 120 feet. Each dart deals 7 (2d6) acid, cold, fire, lightning, or poison damage, Wixonia's choice.

Meteor Swarm (1/day). Blazing orbs of fire plummet to the ground at four different points Wixonia can see with 1 mile. Each creature in a 40-foot-radius sphere centered on each point she chooses must make a DC 20 Dexterity saving throw. The sphere spreads around corners. A creature takes 70 (20d6) fire damage and 70 (20d6) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one fiery burst is only affected once. Flammable objects in the area do not catch fire.

Spellcasting. Wixonia casts one of the following spells, without requiring material components and using Intelligence as the spellcasting ability (spell save DC 20):

At will: *detect magic*, *light*, *mage armor*, *minor illusion*, *prestidigitation*

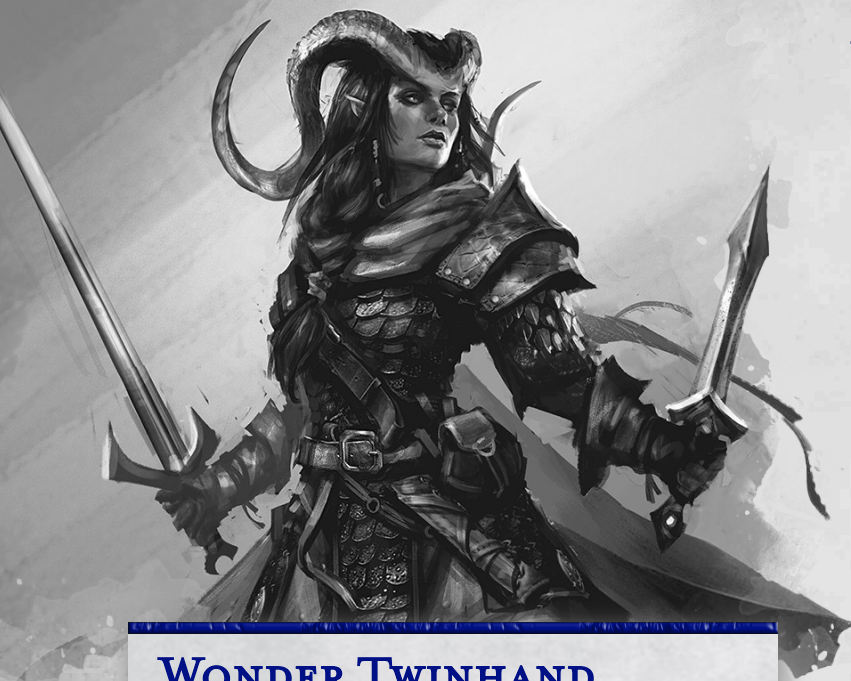
3/day each: *charm person*, *detect thoughts*, *dimension door*, *dispel magic*, *sending*

1/day each: *mind blank*, *modify memory*, *irresistible dance*, *plane shift*

Bonus Actions

Misty Step. Wixonia teleports up to 30 feet to an unoccupied space that she can see.





WONDER TWINHAND

Medium Humanoid (Tiefling), Chaotic Neutral

Armor Class 15 (scale mail)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	12 (+1)	11 (+0)	13 (+1)

Saving Throws Str +5, Con +4
Skills Perception +2, Sleight of Hand +3, Stealth +3
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 10
Languages Common, Infernal
Challenge 3 (700 XP) **Proficiency Bonus** +2

Indomitable (1/day). Wonder can reroll a saving throw she fails. She must use the new roll.

Actions

Multiattack. Wonder makes two Longsword attacks and one Dagger attack.

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

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

Reactions

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

WONDER TWINHAND

A THIEF TARGETING THE RICH (SHE/HER)

Wonder was raised in a noble home, and she lived that lifestyle for the first twelve years of her life. A rebellion turned into a new government, and the ruling class of Wonder's home city was ousted, either killed, exiled, or stripped of their rights to lands. Wonder's parents fled the city, but they left Wonder with her aunt and uncle, who were members of the merchant class on Wonder's mother's side.

Wonder saw the people who had rebelled against the ruling class act no better than the nobles had when they were in power. All of their desire to reform the city to be more egalitarian went out the window once they had the reigns of the city. Wonder spent her teenage years and early adulthood hating those who had taken power.

Wonder became a thief, but she decided she would only steal from those of the new ruling class. Wonder didn't make this decision out of the goodness of her heart, and Wonder didn't plan to redistribute the wealth in a more equitable way. Wonder merely held a grudge against the ruling merchant class, and Wonder's thievery was her way to get back at them for the pain they had caused her family.

Legendary Thief. Wonder works with a network of thieves to pull off large-scale heists. Each of Wonder's plans is intricate, and Wonder enjoys the damage her heists have on the merchant class. There are always rumors around when one of Wonder's heists will take place, and people clamor to the site just to attempt to get a glimpse of Wonder's masked face in action.

Unintentional Hero. The poor around Wonder believe they realize what Wonder is doing, harming the rich. Wonder has no intentions to become a working-class hero, but those among the lower classes see Wonder as a role model. Many of the lower classes have begun to advocate for reforms that would make the city more equitable under the banner of Wonder's crimes.

BACKGROUND: DISPLACED NOBLE

Wonder's family was part of the noble class until an uprising among merchants led to a new ruling class.

Personality Trait: I'm not a hero. I just enjoy sticking it to the pretenders in the ruling class. I'm more of a planner than I am a talker.

Ideal: I enjoy lifting coin for the fun of it, but it makes it all the more sweet when I'm taking it from the ruling class.

Bond: I will take until the ruling class has nothing left.

Flaw: I can't help myself. If I'm going to take something, I've got to do it with style.

QUEST HOOK: HEIST OF THE CENTURY

Wonder plans to take the key to the city, an artifact dating back to the city's founding that supposedly has the ability to open any lock. In truth, the key has been enchanted to cast knock silently. It is up to the party if they want to attempt to stop Wonder from her plan, or if they want to join in on the heist.

XAVIER STONEARM

AN ADVENTURER TURNED SMITH (HE/HIM)

Xavier took to the adventuring life from a young age. With a group from his hometown, Xavier traveled across the realm. Xavier was the sneakiest of his group, often pulling pranks on those around him for a laugh. Xavier's adventuring career was cut short though when he developed arthritis, as Xavier was no longer able to do the fine motor movements necessary to unlock doors or disarm traps.

Xavier accepted the arthritis as a call to retire from the adventuring life. Xavier was still able to swing a smith's hammer, so he took up making arms and armor for those who decided to go down the adventuring path. If he couldn't travel with them, Xavier decided that the next best thing was to make sure they were prepared for the journey.

When he has the chance, Xavier always takes the time to listen to stories from aspiring adventurers. Hearing tales of adventurers first traveling the world always puts a smile on his face, and Xavier sometimes gives a discount for the truly good stories.

Retired Adventurer, Active Smith. Xavier enjoyed his time traveling with friends, but he accepts where his life is at now. Xavier often quips that if he had continued down the adventuring path, he wouldn't be alive today. Such quips are meant as advice to aspiring adventurers of the dangers they might face on the road.

Always One for a Story. Xavier had a contest many years ago where he would make a custom sword for the adventurer that told him the best story. Xavier no longer runs that contest, but he is willing to give discounts to customers if he hears a particularly good tale of adventuring.

BACKGROUND: RETIRED ADVENTURER

Xavier spent many years on the road as an adventurer, and he has plenty of good stories from those years.

Personality Trait: Of course, I need customers to buy things to stay in business, but I'd almost always rather chat. I'm not the man I used to be, but that doesn't mean I'll take any lip from a pebble.

Ideal: Sharing stories is the greatest joy I have from my time on the road.

Bond: I won't let someone leave my shop if they're not prepared for the road.

Flaw: I'm too generous with people that have good stories to tell.

QUEST HOOK: RIGHT DOWN THE ROAD

Xavier knows about a tomb located a few miles outside of town. Xavier suspects there might be rare metal ingots in the tomb because a rich smith was laid to rest there. Xavier offers a hefty sum if the party can bring back some of those rare materials.

QUEST HOOK: AN EVENING OF STORIES

Xavier encounters the party in an inn, and he challenges them to tell him the greatest stories of their trips. Whoever tells the best story will receive a pure gold bar.



XAVIER STONEARM

Medium Humanoid (Dwarf), Neutral Good

Armor Class 14 (scale mail)

Hit Points 45 (7d8 + 14)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Dex +2, Int +2

Skills Athletics +4, Insight +2, Persuasion +2

Damage Resistances poison

Senses passive Perception 10

Languages Common, Dwarvish

Challenge 1 (200 XP) **Proficiency Bonus** +2

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

Actions

Multiaction. Xavier makes two Dagger attacks.

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

YARA SILVERSHADOW

A BARD INTERESTED IN ANCIENT MAGIC (SHE/HER)

Yara was raised in a family where music was a great driving force. It was expected that Yara would attend one of the many great bard colleges in the realm. What Yara's parents did not anticipate was Yara would become enamored with the study of ancient magic rather than the study of music. Yara's parents accepted her path, but it took many years for them to understand her interests.

Yara's study of ancient magic consists mostly of studying magic that mortals are no longer capable of casting. Yara's interest in world-shaping spells comes from curiosity rather than an attempt at power. Yara wants to understand why mortals are no longer capable of such great magical feats.

Like most bards, Yara does create music. However, Yara's songs are never meant to be sung by her. Yara passes these new verses about the folly of mortals to other bards to perform. Yara's songs have become quite popular among music patrons in the realm, but very few know that Yara is the true composer.

Expert on Ancient Languages. Though Yara does not know many ancient languages, Yara's study of ancient magic has made her an expert on translating texts. Scholars from throughout the realm will come to Yara in order to get translations of various ancient tomes.

Lost in Her Work. Yara is the type of hyper-focused individual that forgets to take care of worldly concerns when she would be capable of continuing her work. Yara often forgets to eat, among other things, when she is in the middle of translating a large text.

BACKGROUND: FROM A BARDIC FAMILY

Yara's family was all made up of bards, including a few siblings that are famous in the realm.

Personality Trait: Curiosity may have killed the cat, but I am not a feline. Language is a grand tapestry that we only experience a part of in our lives.

Ideal: Magic is the greatest force in our world. Why would I not want to know more about it?

Bond: I will understand the limits of mortal magic by the time I pass.

Flaw: I am unable to remember my bodily needs when I am focused on my work.

QUEST HOOK: ANCIENT AND DANGEROUS

Yara accidentally casts an ancient spell, raising a dangerous illusory veil over an entire city, causing people to see others as demonic entities. Yara seeks help counteracting the spell, but the damage mounts as people panic.

QUEST HOOK: FINDING AN ANSWER

The party discovers a scroll in an ancient tongue that cannot be read by magical means. Yara is available to translate, but she wants help from the party in locating a missing piece of an ancient tablet in return.

YARA SILVERSHADOW

Medium Humanoid (Elf, Bard), Neutral

Armor Class 12 (15 with *mage armor*)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	12 (+1)	13 (+1)	18 (+4)

Saving Throws Str +1, Dex +6, Con +3, Int +2, Wis +2, Cha +8

Skills Arcana +5, Persuasion +8, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Draconic, Dwarvish, Elvish
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

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

Special Equipment. Yara carries a *stone of good luck*.

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage when used with two hands, plus 27 (6d8) thunder damage.

Voice of Thunder (Recharge 5-6). Yara unleashes a shout with the power of a thunderstorm. Each creature of Yara's choice within 60 feet must make a DC 15 Constitution saving throw, taking 45 (10d8) thunder damage on a failed save, or half as much damage on a successful one.

Spellcasting. Yara casts one of the following spells, without requiring material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *mage hand*, *minor illusion*

3/day each: *calm emotions*, *detect magic*, *heroism*, *invisibility*, *knock*, *tongues*

1/day each: *dispel magic*, *freedom of movement*, *hold monster*, *nondetection*, *polymorph*, *sending*

Bonus Actions

Misty Step (1/day). Yara teleports up to 30 feet to an unoccupied space that she can see.



YESTES CHARMSILVER

A POWERFUL MAGICAL INVESTIGATOR (HE/HIM)

Yestes spent most of the first fifty years of his life studying magic in a boarding school setting. Yestes learned all the necessary basics of magic during that time, but Yestes also learned of peculiar mysteries surrounding magic. Yestes was more interested in the mysteries surrounding magic than in magic itself, so Yestes pursued a career in investigation.

Yestes maintains an office in one of the largest cities in the realm, but Yestes has contacts in nearly every major city and many large towns. On receiving word of any magical mysteries within the realm, Yestes will teleport from his office to the location of the mystery and investigate the cause of the anomaly. Yestes has successfully solved dozens of cases across the realms, and he is responsible for saving countless lives.

Dedicated to His Work. Yestes is the type of person that gets very little sleep, but he enjoys solving the puzzles that magical anomalies pose to him. Yestes once thought that he would be able to accomplish his work and still have time for a family, but Yestes has given up after several failed attempts at a relationship proved less exciting than the mysteries of magic.

Not a Natural. Magic never came easily to Yestes. Yestes spent many years in remedial lessons trying to learn the basics of magic while his peers blazed through their lessons. Yestes believes that the time he spent in remedial lessons taught him patience with both himself and those around him, something that makes him a better investigator.

BACKGROUND: MAGIC SCHOOL

Yestes attended one of the premier institutions for magical study in the realm.

Personality Trait: I'm sorry. I tend to get lost in the mysteries surrounding us, and I forget when I'm talking to someone. I do my best to be patient with others, as people have been patient with me in the past.

Ideal: The defining aspect of our world is magic, and I am interested in the mysteries that define that aspect.

Bond: I will never leave a mystery unsolved.

Flaw: There was a time when I thought that I would get married and have children, but there's always a new mystery to solve.

QUEST HOOK: THE SPECKLED BAND

Yestes comes to the party searching for help when a magical bracelet has locked around his wrist, preventing him from casting any magic. The speckled band is a magical anomaly that Yestes was studying, and it is an artifact with connections to ancient civilizations.

QUEST HOOK: A STUDY IN SCARLET

Yestes asks the party to come on as his proteges when too many magical anomalies start splitting his time. The anomaly that Yestes wants the party to study is the appearance of blood falling from the sky in a busy city. An old vampiric artifact is the source of the anomaly, separating the blood of people from their bodies and teleporting it into the sky.

YESTES CHARMSILVER

Small Humanoid (Gnome, Wizard), Neutral Good

Armor Class 17 (*bracers of defense*)

Hit Points 165 (30d6 + 60)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	14 (+2)	18 (+4)	15 (+2)	15 (+2)

Saving Throws Con +7, Int +9, Wis +7

Skills Arcana +9, Investigation +9

Damage Resistances bludgeoning, slashing, and piercing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic, Gnomish, Primordial, Sylvan

Challenge 14 (11,500 XP) **Proficiency Bonus** +5

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

Special Equipment. Yestes wears *bracers of defense* and an *amulet of proof against detection and location*.

Amulet of Proof against Detection and Location. While wearing this amulet, Yestes is hidden from divination magic. Yestes can't be targeted by such magic or perceived through magical scrying sensors.

Actions

Multiattack. Yestes uses Elemental Strike twice.

Elemental Strike. *Melee or Ranged Spell Attack:* +9 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 33 (6d10) acid, cold, fire, or lightning, Yestes's choice.

Lightning Spiral (Recharge 6). Yestes unleashes a lightning strike in a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save and half as much on a successful one.

Spellcasting. Yestes casts one of the following spells, without requiring material components and using Intelligence as the spellcasting ability (spell save DC 17):

At will: *mage hand, minor illusion, prestidigitation, protection from evil and good*

3/day each: *blur, detect magic, disguise self, invisibility, silent image*

1/day each: *dimension door, dispel magic, modify memory, polymorph, sending, teleport, tongues*

Bonus Actions

Misty Step. Yestes teleports up to 30 feet to an unoccupied space that he can see.





YONDA MOONSTRAND

A MERCENARY SAVING FOR THE FUTURE (SHE/HER)

Yonda never felt at home underground. Soon after Yonda reached adulthood, Yonda left her subterranean home for the surface world. Yonda left her family behind when she left home, and Yonda chooses not to speak about them when the topic is brought up.

Yonda found work as a mercenary, and she was good at it. Yonda saw the dangers of betrayal in her homeland, and Yonda took that knowledge into her career as a mercenary. Yonda was considered a high-value mercenary, because of her strict code of conduct.

All money beyond what Yonda needs to live is saved. Yonda doesn't talk about her goals for the future to just anyone. Yonda hopes at some point in the future she'll be able to retire from the mercenary life and possibly adopt a child, living life in a quiet city away from the coast.

Bound to Her Word. Yonda believes that she is only as good as her word, and Yonda's experience has shown her word is worth a lot when it comes to prospective employers. Yonda has never been in a situation where she has considered turning on an employer, and she doesn't know what it would take to consider that.

Comfortable after Self-Doubt. For a long time, Yonda was saving for gender-affirming magic, but Yonda decided she was happier with who she was. Yonda's focus went from saving for gender affirmation to saving for retirement, and Yonda feels more comfortable in her own body now.

BACKGROUND: SURFACE-BOUND

Yonda has spent the majority of her life on the surface. Yonda has spent so long on the surface that she is no longer sensitive to sunlight.

Personality Trait: I am polite around people I do not know, but I have a crude sense of humor. Once I've decided I don't like someone, nothing can change my mind.

Ideal: No amount of money is worth losing one's reputation.

Bond: I want to quit the mercenary business as soon as I am financially able to.

Flaw: I am stubborn to a fault, and it is impossible to change my mind.

QUEST HOOK: LOOKING TOWARD THE FUTURE

Yonda, the party, and others get trapped in a cave-in. The group must survive an onslaught coming from deeper within the cave, but they must also figure out how to get out without triggering another cave-in. In between combat and digging, there are many moments to talk about goals for the future, a topic which Yonda brings up to keep spirits high.

YONDA MOONSTRAND

Medium Humanoid (Elf), Lawful Neutral

Armor Class 15 (scale mail)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

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

Saving Throws Str +4, Dex +4
Skills Athletics +4, Perception +3, Survival +3
Senses passive Perception 13
Languages Common, Elvish
Challenge 3 (700 XP) **Proficiency Bonus** +2

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

Actions

Multiattack. Yonda makes two Longsword attacks and one Scimitar attack.

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

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage. The target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

ZALA GRIMSHADOW

A WOMAN LOST IN HER OWN PAIN (SHE/HER)

Zala lived much of her life as a powerful warlock, serving a powerful devil. Zala rose out of a life of poverty with the devil's promise of power. Zala seemed to be on track after that until something went wrong. Zala angered her patron by being unable to take the life of a child, and Zala's patron stripped her of her magic.

Zala has a limited amount of magical energy left, and Zala has been told she must claim one hundred souls in order to have her magic returned to her. Zala's patron imbued her with the power to take life with a single stab of a dagger. In addition, Zala's patron left her with the ability to make small, dancing lights, a pale reminder of the power Zala was once able to wield.

Zala spent two decades resisting the call to claim one hundred souls, but the overwhelming desire for power has bent her will over time. At this point, Zala has killed dozens of people, and Zala is becoming less picky over time about the details of each kill.

Painful Memories. Zala remembers the rush of power that flowed through her when she was capable of casting magic. Every time Zala focuses on what she lost, the pain becomes greater, just another gift from Zala's patron.

On the Edge. Constant grief has worn Zala thin. Zala has forgotten who she was before her magic, and her grip on her identity has loosened to the point of collapse. Zala's patron took Zala's soul out of her body to assure that this fate would befall her.

BACKGROUND: FORMER WARLOCK

Zala was the pride of her patron, but the choice to spare a child's life against orders resulted in her current punishment.

Personality Trait: I am lost without my power, but my patron will return it once I have delivered enough souls, I think. I am but a faint glimmer of what I used to be, which was...

Ideal: Nothing matters anymore if I am incapable of using magic. Magic is everything.

Bond: I will restore myself with the help of my gracious patron.

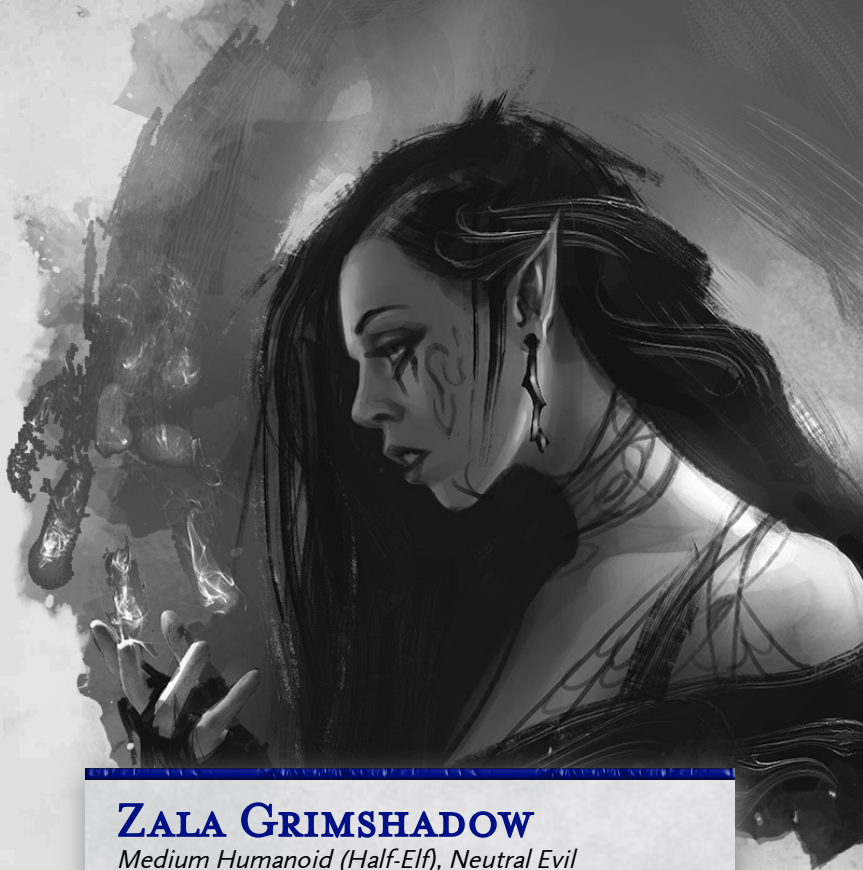
Flaw: I remember that something else was important once, but I can't quite name what it was.

QUEST HOOK: ONE HUNDRED SOULS

Zala has reaped nearly enough souls to restore her magic. Zala's patron has begun dictating the souls which Zala must kill and how the deed must be done. For her final soul, Zala must kill a king, starting a war. Zala's patron informs the party of what will take place, hoping to sow chaos by putting more people in play as Zala seeks out her final kill.

QUEST HOOK: RESTORING ONE SOUL

Zala has been captured. A court mage believes it is possible to restore Zala's abilities, but they need ingredients for the ritual. It is up to the party if they want to restore Zala's abilities or not, especially once they discover that her soul was taken as part of her patron's punishment, leaving her little choice in her actions.



ZALA GRIMSHADOW

Medium Humanoid (Half-Elf), Neutral Evil

Armor Class 14 (*ring of protection*)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	14 (+2)	12 (+1)	11 (+0)	18 (+4)

Saving Throws Str +0, Dex +4, Con +3, Int +2, Wis +4, Cha +8

Skills Arcana +5, Deception +7, Insight +3

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Common, Infernal
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Special Equipment. Zala wears a *ring of protection* and a *ring of warmth*.

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

Actions

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. The target must succeed at a DC 15 Constitution saving throw or be reduced to 0 hit points.

Echo of Power. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 35 (10d6) force damage.



ZANILIA BLUESCALE

Medium Humanoid (Dragonborn), Lawful Neutral

Armor Class 17 (scale mail, shield)
Hit Points 123 (19d8 + 38)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	12 (+1)	11 (+0)	14 (+2)

Saving Throws Str +7, Con +5
Skills Animal Handling +3, Perception +3
Damage Resistances lightning
Senses passive Perception 13
Languages Common, Draconic
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Danger Sense. Zanilia has advantage on Dexterity saving throws against effects that she can see, such as traps and spells. To gain this benefit, Zanilia can't be blinded, deafened, or incapacitated.

Actions

Multiattack. Zanilia makes two Battleaxe attacks.

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 11 (2d10) lightning damage.

Lightning Breath (Recharge 5-6). Zanilia exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that area must succeed on a DC 13 Dexterity saving throw, taking 33 (6d10) lightning damage on a failed save, or half as much on a successful one.

Reactions

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

ZANILIA BLUESCALE

A NOBLE BY DEED (SHE/HER)

Zanilia was born into a poor family of farmers, working a noble's land. Zanilia learned to work the land, but Zanilia dreamed of more in her future. Zanilia signed on to serve in the military against her parents' wishes. Zanilia served well during her time, and Zanilia's accomplishments allowed her access to higher society.

Zanilia's time around nobles led her to be a part of the court guard. Zanilia even foiled an assassination attempt on the princess of the kingdom. After Zanilia foiled the plot, Zanilia was awarded the plot of land her parents had cultivated for many years, making her a noble. Zanilia came home to share that news, and her parents finally accepted her lifestyle.

Zanilia now splits time between the courts and the battlefield, and rumors are correct when they say that Zanilia is about to receive her first commission as an officer. Zanilia had an interest in becoming a general, but Zanilia believes she is capable of more off the battlefield than on it.

A Capable Combatant. Zanilia feels at home on the battlefield, more than she ever did on the farm. Something about the tempo of combat allows Zanilia to let instinct take over. Zanilia's innate sense of danger allows her to anticipate her opponents in combat.

Finding Her Way. Zanilia is less of a natural when it comes to court. Zanilia is a generally charming person, but she sometimes comes off as naive. When Zanilia is capable of focusing, Zanilia can sometimes achieve the same calm that allows her to control the battlefield.

BACKGROUND: FARM GIRL

Zanilia grew up with her parents on the farm after her father was wounded in battle.

Personality Trait: Sometimes I can come off as a bit wishy-washy, but I really know what I'm doing. I promise. I feel more confident with a weapon in my hand.

Ideal: Nobility allows me to do more with my life, so it seems like the right path.

Bond: I will do the most I can with the opportunities afforded to me.

Flaw: I freeze up sometimes when I meet new people.

QUEST HOOK: A NOBLE FIND

Zanilia comes to the party with an opportunity. An old temple from an ancient civilization was uncovered on Zanilia's land, and Zanilia wants to make sure that no ancient dangers find their way out of the temple. The temple is infested with undead.

QUEST HOOK: WHAT TO DO WITH POWER

Zanilia encounters the party during a night at the tavern. Zanilia asks the party for advice on what she should do with her newfound power.

ZETT FARSIGHT

A CHARISMATIC AGENT OF DEATH (HE/HIM)

Zett was born into a family that believed in a sun deity. Zett has very few memories of that time, like an itch scratching at the back of his mind. Zett's family was slaughtered as part of a ritual to bring a demon lord to the material plane. Zett was kept alive by the demonic cult to be raised as an acolyte, but things didn't work out that way.

The demon lord massacred the cult for not having proper manners in his summoning, but he left Zett alive. Zett was found by adherents to a death cult when they went scavenging the ritual site for spare parts. Zett was raised by those death cultists, with flashes of the incident that ended his family in the back of his mind.

Zett believes that death is a natural part of life and that death is preferable to life in many ways. The death cult says they must remain alive to preach the gospel of death to other mortals. Zett has become more zealous in recent years, believing that force is necessary to show some the glory of death.

True Zealot. After all the loss Zett has experienced in his life, Zett truly believes that death must be better than life. Zett sees himself as altruistic, because he is willing to suffer life to show others the beauty of death.

Willing to Kill. Zett's beliefs have become action in recent years. Zett has created several large scale situations for many people to die. Zett prefers to use the cloud of natural disasters to simply increase body counts, but Zett believes that visions of his past provide a good blueprint on how to kill many people at once using the power of demon lords.

BACKGROUND: WITNESS TO MASSACRE

Zett watched both his family and a demonic cult be killed in front of him as a child.

Personality Trait: People are capable of being persuaded. It just takes the right piece of information to educate them. I live to educate others, because nothing else is worth it.

Ideal: Death is the greatest good waiting for us at the end of this tragic life.

Bond: I will show as many people as I can the glories of death.

Flaw: I am tired of convincing people one at a time. There must be more efficient ways.

QUEST HOOK: BAD MOON RISING

Zett has started a ritual that will sacrifice an entire city when the full moon rises. One of his cult is doubtful about the plan, so she comes to try to find someone to help her stop the ritual. If the ritual isn't stopped before the full moon rises, the entire city will die and be raised as zombies.

QUEST HOOK: CHANGE OF HEART

Zett is suffering from a crisis of faith. Memories of his family are bubbling to the surface. In a night of drinking, he finds the party in a tavern. Zett asks the party what they believe about the meaning of life and death, seeking an answer to the big questions of life.



ZETT FARSIGHT

Small Humanoid (Gnome, Cleric), Lawful Evil

Armor Class 13

Hit Points 99 (22d6 + 22)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	13 (+1)	17 (+3)	14 (+2)

Saving Throws Wis +6, Cha +5

Skills Animal Handling +6, History +4, Persuasion +5, Religion +4

Senses darkvision 60 ft., passive Perception 13

Languages Common, Dwarvish, Gnomish

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

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

Actions

Afflicting Hand. *Melee or Ranged Spell Attack:* +6 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 32 (5d12) necrotic damage.

Spellcasting. Zett casts one of the following spells, without requiring material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *guidance, thaumaturgy*

3/day each: *bane, command, silence, zone of truth*

1/day each: *banishment, dispel magic, divination, speak with dead*

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